

4. BASIC RESPONSES

Jump raises - minors	Limit raise, 10-12 HCP, 5+ card support
Jump raises - Majors	Limit raise, 10-12, 3+ trumps; 2NT = Jacoby (GF, 4+); 4M = weak
Jump shifts after minor opening	Strong: 17+ HCP, slam interest
Jump shifts after Major opening	Strong: 17+ HCP, slam interest
Responses to strong 2 suit open.	2♦ waiting; 2♥/2♠/3♣/3♦ = 8+ HCP, 5+ suit; 2NT = 8+ bal
Responses to 2NT opening	3♣ Stayman, 3♦/3♥ transfers, 4♣ Gerber

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Top of sequence	Top of sequence
Four or more with an honour	4th highest	4th highest
From 4 small	2nd highest	4th highest
From 3 cards (no honour)	Top	Top
In partner's suit	Top of 2; low from H-x-x	Top of 2; low from H-x-x
Discards	Standard (high encourages)	Standard (high encourages)
Count	Standard (high-low = even)	Standard (high-low = even)
Signal on partner's lead:	Attitude (high encourages)	Attitude (high encourages)
Signal on declarer's lead:	Count (high-low = even)	
Notes	Vs suit contracts: A from AK. Never underlead an ace vs a suit contract.	

6. SLAM CONVENTIONS

4♣ Gerber ☒	Direct 4♣ over 1NT/2NT
4NT: Blackwood ☒ RKCB No Quantitative over partner's NT	
Asking Bids ☐ Cue Bids ☐ Blackwood 4NT: 5♣ 0/4, 5♦ 1, 5♥ 2, 5♠ 3 aces	
5NT (after Blackwood) asks for kings — confirms all aces held	

7. OTHER CONVENTIONS

Stayman	Jacoby transfers
Jacoby 2NT	Gerber
Michaels cue bids	Unusual 2NT
Negative doubles (thru 2♠)	Weak jump overcalls
Strong 2♣; weak 2♦/2♥/2♠	4th suit forcing (1 round)

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Waverley Bridge Club — Learn Bridge course card
Based on the Standard American Yellow Card (SAYC)



**AUSTRALIAN BRIDGE
FEDERATION LTD.**

STANDARD SYSTEM CARD

ABF Nos.
& Names:

Basic System: Standard American (SAYC) — 5-card majors, 15-17 1NT, strong 2♣, weak twos

Brown Sticker ☐ Classification: Green ☒ Blue ☐ Red ☐ Yellow ☐

1. OPENING BIDS Describe strength, min.length, or specific meaning Canapé ☐

1♣ 3+ cards, 12-21 HCP	1♥ 5+ cards, 12-21 HCP
1♦ 3+ (usually 4+), 12-21 HCP	1♠ 5+ cards, 12-21 HCP
1NT 15-17 HCP, balanced	may contain 5 card Major ☒

1NT Responses 2♣ Stayman (asks for a 4-card major)

2♦ Transfer to ♥	2♠ Relay to 3♣ (minor-suit sign-off)
2♥ Transfer to ♠	2NT Invitational, 8-9 HCP
(Dbl) Systems on	other Over overcall: natural; cue = Stayman

2♣ Strong, artificial: 22+ HCP or 9+ playing tricks. Game forcing (except 2♣-2♦-2NT)

2♦ Weak: 6-card suit, 5-11 HCP

2♥ Weak: 6-card suit, 5-11 HCP

2♠ Weak: 6-card suit, 5-11 HCP

2NT 20-21 HCP, balanced 3NT 25-27 HCP, balanced

other 3- and 4-level openings: pre-emptive (7+ card suit)

2. PRE-ALERTS

Nil — natural system

3. COMPETITIVE BIDS / OVERCALLS

Doubles Takeout X of suit bids; X of 1NT = penalty Negative DBL thru 2♠

No support doubles Responsive DBL thru —

Jump overcalls Weak (6-card suit) Unusual NT 2NT = both minors 5-5

1NT overcall: (immediate) 15-18, stopper (re-opening) 11-14

Immediate cue: (minor) Michaels: both majors (Major) Michaels: oth. M + minor

Over: Weak Twos X takeout; 2NT 15-18 Opening Threes X = takeout

Opponent's transfers X = shows the suit bid (artificially)

Opponent's 1NT X = penalty; suit bids natural

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+, 6+ HCP	2♦ Strong jump shift 17+	3♦ Pre-emptive
1♥ 4+, 6+ HCP	2♥ Strong jump shift 17+	3♥ Pre-emptive
1♠ 4+, 6+ HCP	2♠ Strong jump shift 17+	3♠ Pre-emptive
1NT 6-10, balanced	2NT 13-15 bal, GF	3NT 16-17, balanced
2♣ Raise, 6-10, 5+♣	3♣ Limit raise 10-12	4♣ Pre-emptive
other		
1♦ 1♥ 4+, 6+ HCP	2♥ Strong jump shift 17+	3♥ Pre-emptive
1♠ 4+, 6+ HCP	2♠ Strong jump shift 17+	3♠ Pre-emptive
1NT 6-10, balanced	2NT 13-15 bal, GF	3NT 16-17, balanced
2♣ 10+ HCP, 4+♣	3♣ Strong jump shift 17+	4♣ Pre-emptive
2♦ Raise, 6-10, 4+♦	3♦ Limit raise 10-12	4♦ Pre-emptive
other		
1♥ 1♠ 4+, 6+ HCP	2♥ Raise, 6-10, 3+♥	3♦ Strong jump shift 17+
1NT 6-10, not forcing	2♠ Strong jump shift 17+	3♥ Limit raise 10-12
2♣ 10+ HCP, 4+♣	2NT Jacoby: GF, 4+♥	3♠ Pre-emptive
2♦ 10+ HCP, 4+♦	3♣ Strong jump shift 17+	3NT Balanced, game values
other 4♥ = weak raise, 5+ trumps. New suit by unpassed responder forcing.		
1♠ 1NT 6-10, not forcing	2♠ Raise, 6-10, 3+♠	3♥ Strong jump shift 17+
2♣ 10+ HCP, 4+♣	2NT Jacoby: GF, 4+♠	3♠ Limit raise 10-12
2♦ 10+ HCP, 4+♦	3♣ Strong jump shift 17+	3NT Balanced, game values
2♥ 10+ HCP, 5+♥	3♦ Strong jump shift 17+	4♣ —
other 4♠ = weak raise, 5+ trumps.		
1NT 3♣ Inv., good 6+♣	3♠ 6+♠, slam interest	4♦ —
3♦ Inv., good 6+♦	3NT To play	4♥ To play
3♥ 6+♥, slam interest	4♣ Gerber	4♠ To play
other 4NT = quantitative (invites 6NT)		
2♣ 2♦ Waiting / negative	2NT 8+ HCP, balanced	3♥
2♥ 8+ HCP, 5+♥	3♣ 8+ HCP, 5+♣	3♠
2♠ 8+ HCP, 5+♠	3♦ 8+ HCP, 5+♦	3NT
other 2♣-2♦-2NT = 22-24 balanced, systems on as over 2NT		
2♦ 2♥ Forcing	3♣ Forcing	3♠ Forcing
2♠ Forcing	3♦ Pre-emptive raise	3NT To play
2NT Forcing, asks feature	3♥ Forcing	4♣ —
other After 2NT ask: min = rebid suit; max = show A/K feature		

Notes Responses to all weak twos as for 2♦. Raises are pre-emptive.

2♥ 2♠ Forcing	3♦ Forcing	3NT To play
2NT Forcing, asks feature	3♥ Pre-emptive raise	4♣ —
3♣ Forcing	3♠ Forcing	4♥ To play
other		
2♠ 2NT Forcing, asks feature	3♥ Forcing	4♣ —
3♣ Forcing	3♠ Pre-emptive raise	4♥ To play
3♦ Forcing	3NT To play	4♠ To play
other		
2NT 3♣ Stayman	3♠ —	4♦ —
3♦ Transfer to ♥	3NT To play	4♥ To play
3♥ Transfer to ♠	4♣ Gerber	4♠ To play
other 4NT = quantitative (invites 6NT)		

9. CONVENTIONS

Unusual NT: Jump 2NT overcall = 5-5 in the minors

4th Suit Forcing One round ☒ Game force ☐

NT Checkback ☐ Priorities: Not played

Defence to 3NT opening X = penalty

Defence to Opening Twos X = takeout; 2NT = 15-18 natural

Multi 2♦ —

RCO style 2-s —

Other 2-s As over weak twos

Defence	Natural
to	
strong	Natural
1♣ / 2♣	

Over 1NT Interference Natural; X = penalty; cue bid = Stayman

Lebensohl - other uses Not played

Take out of 4 level pre-empts 4♣/4♦ X = takeout

4♥ X = takeout

4♠ X = penalty-ish

10. OTHER NOTES

Opener's rebids: 1NT = 12-14 bal; jump to 2NT = 18-19 bal.

Jump rebid of own suit = 16-18, 6+ cards.

Reverse (e.g. 1♦-1♠-2♥) = 17+ HCP, forcing one round.

New suit by an unpassed responder is forcing one round.

2-level new suit response (2/1) = 10+ HCP, forcing one round.

Overcalls: 1-level 8-16 HCP, 5+ cards; 2-level 10-16, good 5+ suit.

Takeout double: opening values, support for unbid suits (or 17+).