BASIC RESPONSES	<b>A BC</b> AUSTRALIAN BRIDGE FEDERATION
Jump raises - minors limit  forcing  other 2 over 1	INCORPORATED ©
Jump raises - majors limit 🛛 forcing 🖾 other Bergen	
Jump shifts after minor openir 3♣ 5+cards 12+hcp GF; 2♦ 12+ (not 4 ♥/♠); 2♥/♠ 2-6hcp	6+ carus
Jump shifts after major opening Bergen	
Responses to strong 2 suit opening Relay	ABF Nos: 311731 311820
Responses to 2NT opening Stayman	Basic System:       STANDARD         Classification:       Green ⊠ Blue □ Red □ Yellow □
PLAY CONVENTIONS	
'NT' Versus Notrump 'S' Versus Suit √= Both	Describe strength, minimum length, or specific meaning Canape
Sequence leads: Overlead all All except AK x (x)	1
Underleadother	1 NT 15-18 may contain 5 card major
Four or more with an honour 4th highest 🗹 attitude 🗌	2♣ Stayman: simple □ extended ⊠ other
3rd/5th other	transfers 2♦ ~> 2♥ 2♥ ~> 2♠ 2♠
From 4 small 2nd highest other Top	2 NT other
From 3 cards (no honour) top middle 🗹 bottom	2 19-21 any shape
Signal on partner's lead: high encourage 🗌 low encourage 🗹	2 Game Force: 23+ any shape, 23-25 Balanced
other	2♥ 6-9, 6+♥
Signal on declarer's lead	2♠ 6-9, 6+♠
Discards McKenney is high encourage in low encourage	2 NT 22 Balanced
odd/even other	3 NT 26+ Balanced
Count natural reverse	PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED
CONVENTIONS	MEANING/S OR REQUIRE SPECIAL DEFENCE
4NT: Blackwood C RKCB Other RKCB 1430	
4	
Other Conventions	
Jacoby 2NT	COMPETITIVE BIDDING
Splinter Bids	Negative doubles through         3▲         Responsive doubles through         3▲
	Jump overcalls         Weak         Unusual NT         2NT Overcall = 5-5 minors
	1NT overcall (immediate) 15-18 (re-opening)
	Immed cue of minor Michaels
	Immed cue of major Michaels
©ABF Marketing PO Box 397	Over opponent's 1NT (weak) Dbl or 5+ cards, 12+
Fyshwick ACT 2609	Over opponent's 1NT (strong) Dbl with 16+, or natural
Tel: 02 6239 2265 FAX: 02 6239 1816	Over weak twos Natural
Copyright © BCC 6.3.20	Over opening threes Natural

Over opening threes

Natural

Canape

 $\boxtimes$ 

		Describe strength, minimum len	gth or sp	pecific meaning
÷	1♦	Natural 4+ cards	2NT	12+ hcp any shape
	1♥/♠	6+ hcp, 4+ cards	3♠	10-12 hcp, 5+ cards
	1NT       6-9 hcp, 4- cards       3 •          2•       6-9 hcp, 4+ cards       3 •          2•       12+ hcp Game Force, 5+ cards       3 •          2•       2-6 hcp, 6+ cards       3NT       14+ h         2•       2-6 hcp, 6+ cards       4 bids       Stron         1•/•       6+ hcp, 4+ cards       3 •			
	2	INT6-9 hcp3 ●2●6-9 hcp, 4+ cards3♥2●12+ hcp Game Force, 5+ cards3●2●2-6 hcp, 6+ cards3NT2●2-6 hcp, 6+ cards3NT2●2-6 hcp, 6+ cards3●1♥/●6+ hcp, 4+ cards3●1♥/●6+ hcp, 4+ cards3●1NT6-9 hcp3●10+ hcp, 5+ cards3●2●10+ hcp, 5+ cards3●2●6-10 hcp, 4+ cards3●2●2-6 hcp, 6+ cards3NT2●2-6 hcp, 6+ cards3NT2●2-6 hcp, 6+ cards4●2NT12+ hcp, balanced4● Other1NT6-12 hcp (forcing 1 round)3●2●Game Force Natural3●3♥/●0-6 hcp, 4+ support		
	2♦			
	27		14+ hcp, Shut Out	
	2♠	2-6 hcp, 6+ cards	4 bids	Strong invitation
1•	1♥/♠	6+ hcp, 4+ cards	3♠	
	1NT	6-9 hcp	3♦	10-12 hcp, 5+ cards
	2🜩	10+ hcp, 5+ cards	37	
	2♦	6-10 hcp, 4+ cards	3♠	
	2♥	2-6 hcp, 6+ cards	3NT	14+ hcp, Shut Out
	2♠	2-6 hcp, 6+ cards	4♦	14+ hcp, invitational
	2NT	12+ hcp, balanced	4 Othe	Strong invitation
♥/♠	1NT	6-12 hcp (forcing 1 round)	3♠	7-10 hcp, 4+ support
2 2	2♣	Game Force Natural	3♦	10-12 hcp, 4+ support
	2♦	Game Force Natural	3♥/♠	0-6 hcp, 4+ support
	2♥/♠	8-10, 3 card support	3NT	15-17 hcp, Natural
	2NT	Jacoby	4 <b>♣/♦</b>	Splinter
ŧ	2♦	Relay	2♥/♠	
	other			
•	27	Relay	3♣/♦	
	2♠		3♥/♠	
	2NT		3NT	5+ hcp, Shut Out
!♥/♠	2NT		3NT	15-16, balanced
	3 <b>♣/</b> ♦		4 <b>♣/</b> ♦	
	3♥/♠	15+ hcp Invitational, 4+ cards	4♥/♠	14+ hcp, Shut Out
NT	3♠	Stayman	4	Natural
	3♦	Transfer	4♦	Natural
	3♥	Transfer	4♥	Shut Out
	3♠	5+ hcp, 5+ cards	4♠	Shut Out
	3NT	5+ hcp Balanced	other	4NT: RKCB Slam Force

#### CONVENTIONS Additional responses to 1NT 3**♣**/3♦ Weal 2-8 hcp, 6+ cards 3♥/3 Weal jump shift 6-8 hcp, 6+ cards Gerber 4 🏚 Game Force 4♦ Shut Out 47 Shut Out 4♠ Unusual NT: minors 🛛 other suits lower 2 unbid suits other Cue Bids $\square$ Asking Bids $\Box$ Other slam bidding One round $\square$ Game force $\square$ 4th Suit Forcing Priorities NT Checkback Defence to 3NT opening Defence to opening Two's: Multi 2♦ Dbl = 5+♦, 10-12 hcp; 2♥ = Takeout 2 = to play; 2NT = to play; 3 = to playRCO style 2-s Weak or Benjamin - Natural Other 2-s Defence to strong 🕭 Natural Lebensohl Over NT interference Other uses Take out of 4 level pre-empts 4∉/4♦ Natural 4 To Play 4 To Play

### **OTHER NOTES**

BASIC RESPONSES
Jump raises - minors limit 🛛 forcing 🛛 other
Jump raises - majors limit $\Box$ forcing $oxtimes$ other
Jump shifts after minor opening Weak - 6 Card suit
Jump shifts after major opening Weak - 6 Card suit
Responses to strong 2 suit opening 2 ♦ / 2 ♥ Negative / Waiting
Responses to 2NT opening 3 🛧 Stayman
PLAY CONVENTIONS

'NT' Versus Not	rump	'S' Vers	sus Suit	$\checkmark$	= Both
Sequence leads:	O	verlead all		All except AK x	(x)
Underle	ad 🗌 oth	er			
Four or more with an I	nonour	4th highest	$\checkmark$	attitude	
3rd/5th	other				
From 4 small 2n	d highest	🗹 other			
From 3 cards (no h	onour)	top 🗌 🛛	middle [	🗸 bottom 🗌	
Signal on partner's le	ead: high e	encourage	$\checkmark$	low encourage	
other					
Signal on declarer's	ead				
Discards McKenr	ey s	high encour	age 🗌	low encoura	ige 🗌
odd/eve	n 🗌	other Su	it below l	NT,s	
Count natural		reverse 🗌			
	C	ONVEN	TIONS	3	

4NT:	Blackwo	od		RKCB	$\boxtimes$	other
4	Gerber	$\boxtimes$	when?	Over N	IT's	
			Other	Conven	tions	
Ogust					Splinter	Bids
Bergen Rais	es					
Michaels Cu	e Bid					
Cappelletti						
"DONT"						



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AUSTRALIAN BRIDGE FEDERATION INCORPORATED ©
STANDARD SYSTEM CARD
Names: Elizabeth Parsons Judy Oxley
ABF Nos: 245331 312398
Basic System: Standard
Classification: Green 🗆 Blue 🛛 Red 🗆 Yellow 🗆
OPENING BIDS
Describe strength, minimum length, or specific meaning Canape
<b>1 ♦</b> 2/12 <b>1 ♦</b> 3/12 <b>1 ♥</b> 5/11 <b>1 ♦</b> 5/11
1 NT 15 - 18 hcp. may contain 5 card major
2♣ Stayman: simple □ extended ⊠ other
transfers 2 ◆ 2 ♥ 2 ◆ 2 ◆ 2 ◆ 3 ◆ / ◆
2 NT 8-9 hcp. other
2. 19 - 20 hcp. or 8 Playing Tricks
2 23 + hcp. or 9 Playing Tricks
2♥ 6 - 9 hcp. & 6 ♥
2♠ 6 - 9 hcp. & 6 ♠
2 NT 21 - 22 hcp.
3 NT
PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED MEANING/S OR REQUIRE SPECIAL DEFENCE
1 ♥ or 1 ♠ Bergen Raises
COMPETITIVE BIDDING
Negative doubles through 2  Responsive doubles through 2
Jump overcalls Weak Unusual NT Both minors
1NT overcall (immediate)     15 - 18 hcp.     (re-opening)
Immed cue of minor Michaels
Immed cue of major Michaels
Over opponent's 1NT (weak) Cappelletti
Over opponent's INT (strong) "DONT"
Over weak twos Natural or "X" for Take out
Over opening threes Natural or "X" for Take out

		<b>RESPONSES TO</b>	OPEN	NING BIDS
		Describe strength, minimum ler	ngth or s	pecific meaning
1 <b></b>	1♦	6+ hcp 4+ 🔶	2NT	
	1♥/♠	6+ hcp 4+ 🎔 / 🛓	3♣	11 hcp 4 🛳
	1NT	6-9 hcp. (no 4 card major)	3♦	
	2	6-9 hcp 4+ 뢒	37	
	2♦		3♠	
	27		3NT	
	2♠		4 bids	
1♦	1♥/♠	6+ hcp 4+ ♥ / ♠	3 🛖	
	1NT	6-9 hcp. (no 4 card major)	3♦	11 hcp 4 🔶
	2	10 hcp.	37	
	2♦	6-9 hcp. (no 4 card major)	3♠	
	2♥		3NT	
	2♠		4♦	
	2NT 1	13 - 15 hcp. (no 4 card major)	4 Othe	r
1♥/♠	1NT	6 - 9 hcp.	3♣ 7	-10 hcp 4 card suit
	2♣	10+ hcp.	3• 1	0-12 hcp 4 card suit
	2♦	10 hcp.	3♥/♠ (	)-6 hcp 4 card suit
	2♥/♠	7-10 hcp 3 card support	3NT	
	2NT	13+ hcp 4 card support	4 <b>♣/♦</b>	
2♣	2♦	Negative / Waiting	2♥/♠	Positive - 8+ hcp. 5+ 🎔 / 🛦
	other	2 NT - Positive - 8+hcp. (balar	iced)	
2♦	27	Negative / Waiting	3∉/♦	10+ hcp 5+ 뢒 / 🔶
	2♠	8+ hcp 5+ 🛦	3♥/♠	10+ hcp + 💙 / 套
	2NT	8+ hcp. (balanced)	3NT	
2♥/♠	2NT	Ogust	3NT	16+ hcp.
	3 <b>♣/</b> ♦		4 <b>♣/♦</b>	
	3♥/♠		4♥/♠	
2NT	3♠	Stayman	4	
	3♦	Transfer to 💙	4♦	
	37	Transfer to 🛓	4♥	
	3♠	Transfer to minors	4♠	
	3NT	5+ hcp.	other	

		CON	VENTI	ONS			
dditional resp	oonses to 1	NT					
3 <b>∉</b> /3♦							
3♥/3♠							
4 <b>♠</b>							
4♦							
4♥							
4♠							
Inusual NT:	minors		other suits		lower 2	unbid suits	
other							
)ther slam bid	ding	Cue Bids		Asking Bio	ls 🗌		
th Suit Forcin	g One	e round				Game force	
IT Checkback		Priorities	6				
Defence to 3N	Г opening						
Defence to ope	ening Two's	: Multi 2♦					
RCO styl	e 2-s						
Other 2-s							
Defence to stro	ong 뢒						
ebensohl		NT interfere	ence 🗌				
Other use			1-14				
ake out of 4 le		pts	4 <b>♣</b> /4♦				
	4♥		4♠				

## **OTHER NOTES**

		BASIC	RES	PONSE	S					R
Jump raises	s - minors limit		rcing 🛛	other						
Jump raises	s - majors limit	🖾 fo	rcing 📋	other						
Jump shifts	after minor ope	ening	16+ hcp	with good	suit.			Name		lono Tu
Jump shifts	after major ope	ening	16+ hcp	with good	suit.			ABF		Jane Ty 162639
Responses	to strong 2 suit	opening	Next sui	t neg.					System	
Responses	to 2NT opening	g Bar	on + trans	fers 3S=5	iS+4H				ification:	
		PLAY (	CONV	ENTIO	NS			Class	incation.	. Gre
'NT' \	/ersus Notrump	)	'S' Versu	us Suit		= Bot	h	Descr	ribe strer	ngth, m
Sequence le	eads:	Overl	ead all	$\checkmark$	All excep	t AK x (x)		1≜ 3	3, 11+	
	Underlead	other	3rd high	nest from i	nteriour s	equences		1 NT	15-17	7 hcp
Four or mor	e with an hono	ur 4t	h highest	🗹 a	ttitude [			2 🛖 🤅	Stayman	n: sin
3	rd/5th	other						tran	nsfers	2• he
From 4 sma	ıll 2nd hiç	ihest 🗹	other					2	2 NT	
From 3 card	ls (no honou	r) top	n	niddle 🔽	botto	m 🗌		2	8 playin	g tricks
Signal on	partner's lead:	high enc	ourage		ow encou	rage 🗌		2♦	Game fo	orcing a
	other Natu	ural Count i	n NT whe	re dummy	holds the	e trick.		2♥	6-10 hcp	р 5-6 са
Signal on o	declarer's lead	Natura	l count					2♠	6-10 hcp	р 5-6 са
Discards	McKenney	hig hig	h encoura	ige 🗹	low er	ncourage		2 NT	20-21	hcp ba
	odd/even	oth oth	ner Mc	kenny only	when ob	ovious.		3 NT	Gamb	oling
Count	natural	rev	verse						PRE-A	
		CON	IVENT	IONS						EANI
4NT:	Blackwood	$\boxtimes$	RKCB	<u> </u>	other				o raises o	
4	Gerber	when?	over 1NT					Black	kout over	r revers
		Other (	Conventio	ns						
Baron										

Baron	
Michaels	
Dopi and Ropi	
Positive Slam X	
Weak jump responses over interference.	



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			4	USTI	rali	an Bf		SE FED		
		S	ΓΑΝ	NDA	RD (	SYST	ΓEΝ		D	
:	Jan	e Tyso	n			Angela	a Little	;		
DS:	162	639				15253	6			
Syster	m:	Stand	ard							
catio	n:	Green	$\bowtie$	Blue	• ∐	Red		Yellow		
				OP	ENI	NG E	BIDS	S		
oe str	engtl	n, minir	num l	ength,	or spe	cific mea	aning			Cana
11+		1	• 4	4, 11+		1♥	4, 11	+	1♠	4, 11
15-	17 ha	ср				_	ma	ay contair	n 5 card	l majo
avma	an:	simple	, 🛛		exter	nded L		other		

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		Dhua	Ded		V - II - · · ·			
Classification:	Green		Red		Yellow			_
		OPEN						
Describe strength		• •					anape	
1 <b>♠</b> 3, 11+		11+	1•	4, 11+		1♠ 4,		
1 NT 15-17 ho	M		Г	may		5 card m	ajor	
2 <b>⊕</b> Stayman:	Simple		nded	_	other			
transfers 2	hearts	2♥	spade	S		2 <b>≜</b> eithe	er minor	
2 NT		other						
2	icks or 22-23	hcp balan	ced					
2♦ Game forci	ng or 24+ hc	р						
2♥ 6-10 hcp 5-	-6 cards (Co	uld be stror	nger or v	veaker ir	n 3rd se	eat)		
2♠ 6-10 hcp 5-	-6 cards (Cou	uld be stron	ger or w	eaker in	3rd se	at)		
2 NT 20-21 hc	p balanced							
3 NT Gambling	<b>j</b>							
PRE-AL	ERTS: CA	LLS TH	AT M	AY HA	VE U	NEXPE	ECTED	
	NING/S (							
Jump raises ove	er X = weak							
Blackout over re	verse bids							
	<u> </u>		-11/7-1					
		MPETI						
Negative doubles	Ũ	2 S	•	nsive dou		0	2S	
Jump overcalls	weak	Unusu		unbid s				
1NT overcall (imr		15-18 hcp		e-opening		2-14 hcp		
Immed cue of mi	nor Mich	aels cue bi	d: both I	majors (r	min. 5/4	)		
Immed cue of ma	ajor Mich	aels cue bi	d: the ot	her majo	or + a n	ninor (mir	n. 5/4)	
Over opponent's	1NT (weak)	Cappe	lletti:X=	pen,C=0	C+H, D	= Maj.H=	H+Min.	S=S+M
Over opponent's	1NT (strong)	Brozel	Brozel: X = 1 suit, D= D+H, H= H+S, S=S+minor,					or,
Over weak twos		X=Tak	eout. ov	er E.M.2	2D, H=ł	H T.O. X=	S T.O.	
Over opening thr	ees	Option	al X					

		<b>RESPONSES TO</b>	OPEN	NING BIDS
		Describe strength, minimum ler	ngth or s	pecific meaning
1♣	1♦	4 cards, 6+hcp	2NT	13-15 hcp balanced
	1♥/♠	4 cards, 6+hcp	3♠	forcing to 4C
	1NT	6-9 hcp balanced	3♦	Splinter
	2	6-9 hcp 5+C	37	Splinter
	2♦	16+hcp + good suit	3♠	Splinter
	2♥	16+hcp + good suit	3NT	16-18 hcp balanced
	2♠	16+hcp + good suit	4 bids	To play
1♦	1♥/♠	4 cards, 6+hcp	3♠	16+hcp + good suit
	1NT	6-9 hcp balanced	3♦	forcing to 4D
	2♣	9+ hcp 4+C	37	Splinter
	2♦	6-9 hcp 4+D	3♠	Splinter
	27	16+hcp + good suit	3NT	16-18 hcp balanced
	2♠	16+hcp + good suit	4♦	pre-emptive/invitational
	2NT	13-15 hcp balanced	4 Othe	rC=Splinter; Maj=To play
1♥/♠	1NT	6-9 hcp balanced	3♣	16+hcp + good suit
	2♣	9+ hcp 4+C	3♦	16+hcp + good suit
	2♦	9+ hcp 4+D	3♥/♠	Limit raise 9-11hcp or 8 losers
	2♥/♠	6-9 hcp 4+H/S	3NT	16-18 hcp balanced
	2NT	G.F. Balanced raise in H/S	4 <b>♣/♦</b>	Splinter bids
2♣	2♦	Negative/waiting	2♥/♠	Positve: 8+hcp, 5+H/S
	other	2NT= Balanced 8-10 hcp. 3N	Γ = Bala	nced 11-13 hcp
2♦	27	Negative/waiting	3∉/♦	Positive: 8+hcp 5+C/D
	2♠	Positve: 8+hcp, 5+S	3♥/♠	S=0-3 hcp 6+cds no features.
	2NT	Balanced 8-10 hcp.	3NT	11-13 hcp balanced
2♥/♠	2NT	Ogust	3NT	To play
	3 <b>∉/</b> ♦	1 round force with C/D	4 <b>♣/</b> ♦	N/A
	3♥/♠	To play.	4♥/♠	To play
2NT	3♠	Baron asks for 4 cd suits in ord	de <b>t</b> €	Gerber
	3♦	Transfer to H	4♦	Weak with long diamonds
	3♥	Transfer to S	4♥	To play
	3♠	Shows 5S+4H	4♠	To Play
	3NT	To Play	other	

#### CONVENTIONS Additional responses to 1NT 3€/3♦ Forcing Slam Invit. 3♥/3▲ Forcing Slam Invit. Gerber 4 🏚 N/A 4� To Play 47 To Play 4♠ minors 🛛 other suits $\square$ lower 2 unbid suits Inusual NT: other Cue Bids $\square$ Asking Bids $\Box$ Other slam bidding One round $\square$ Ith Suit Forcing Game force NT Checkback 🛛 🛛 Priorities Bid NT with only 3 card support Defence to 3NT opening Opt. X Defence to opening Two's: Multi 2 H=Heart shortage X=S shortage RCO style 2-s Bid of weak 2 option = take out Other 2-s Defence to strong $\clubsuit$ X=C+H, D=D+H, H=H+S, 1NT = minors $\boxtimes$ also over weak 2s ebensohl Over NT interference Other uses Take out of 4 level pre-empts 4∉/4♦ Optional X 4♥ Opt.X 4NT=Min 4♠ Penalty 4NT = Min.

### **OTHER NOTES**

Weak jump shifts over interference after our openings.

i level cue bids in competitve auctions asks for 6 if losers can be kept to 1 in that suit.