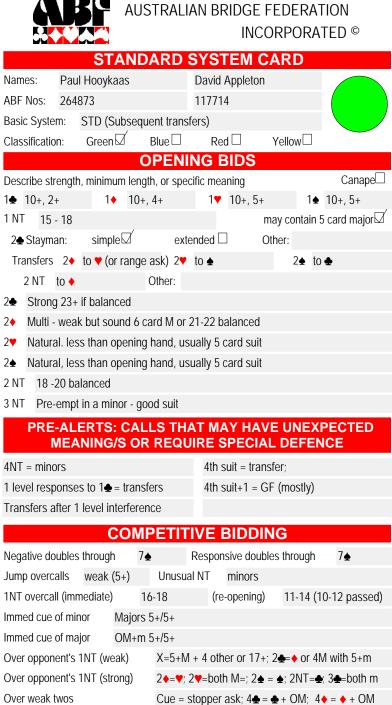
		BAS	C RESPO	ONSES	; ;	
Jump raises	- minors	limit 🗆	forcing 🛛	Other:		
Jump raises	- majors	limit 🗆	forcing $\Box$	Other:	weak	
Jump shifts	after minor ope	ening	Strong			Names:
Jump shifts	after major ope	ening	Generally a	artificial wi	th support	ABF Nos:
Responses	to strong 2 suit	opening				Basic Sys
Responses	to 2NT opening	) P	uppet Staymar	n (modified	i)	Classifica
	ł	PLAY	CONVE	NTION	S	
'NT' \	ersus Notrump	)	'S' Versus	Suit	= Both	– Describe s
Sequence le	eads:		Overlead all		All except AK x (x)	] 1♠ 10+,
	Underlead	Ot	her:			1 NT 1
Four or mor	e with an honou	Jr	4th highest	al	ttitude	2 <b>⊕</b> Stayı
	3rd/5th	Othe	er:			Transfer
From 4 sma	ll 2nd h	nighest [	Other: 3rd	d/5th		2 NT
From 3 card	s (no honou	r)	top 🔄 🛛 m	niddle	bottom	2 <b>♠</b> Stro
Signal on	partner's lead:	hig	h encourage		low encourage 🗹	2 Mult
	Other:					2♥ Natu
Signal on a	leclarer's lead	reve	rse count (Smi	th Peter re	everse attitude)	2 <b>≜</b> Natu
Discards	McKenne	у	high encoura	-	low encourage	2 NT 18
	odd/even		Other: revers	se count		3 NT Pr
Count	natura		reverse 🗹			PR
		CC	<b>NVENTI</b>	ONS		
4NT:	Blackwoo	d	RKCВ∅	Óth	er: 3NT RKCB in M	4NT = mi
4 <b>♣</b>	Gerber 🗌	when?	4 <b>♣/</b> ♦ can be	e RKCB in	minor	1 level res
		Othe	r Conventions			Transfers
1430			1/2N	T:3 <b>⊕</b> :3NT	= 5 Hearts (3♥ = no M)	
						Negative
						Jump ove
						1NT over
						Immed cu
		©ADI	Markating			Immed cu
			Marketing ox 397			Over oppo

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Over 3M: 4 = + OM; 4 = + OM

Over opening threes

RESPONSES TO OPENING BIDS							
Describe strength, minimum length or specific meaning							
1 <b>≜</b>	1♦	Xfer to 💙	2NT	15 - 17, 5+ clubs no M			
	1♥/♠	Xfer to ∉/♦	3♠	6 - 8, 5+ clubs			
	1NT	6 -10 no M	3♦	splinter, 5+ clubs			
	2 🏚	10 - 14 or 18+, 5+ clubs	3♥	splinter, 5+ clubs			
	2♦	15+, 5+	3♠	splinter, 5+ clubs			
	2♥	15+, 5+	3NT	pre-empt good clubs			
	2♠	15+, 5+	4 bids	4 <b>♣</b> =pre-empt poor clubs			
1♦	1♥/♠	5+, 4+	3♣	15+, 5+			
	1NT	6 - 9 no M	3♦	6 - 8, 4+ diamonds			
	2 🌩	10+, 4+	3♥	<b>≜</b> splinter			
	2♦	10 - 14 or 18+, 4+ diamonds	3♠	♥ splinter			
	27	15+, 5+	3NT	pre-empt good diamonds			
	2♠	15+, 5+	4♦	pre-empt poor diamonds			
	2NT	15 - 17, 4+ diamonds no M	4 Othe	er 4♣ = ♠ splinter			
1♥/♠	1NT	6 - 12 generally forcing	3♣	♥=8 - 9, 4+; <b>≜</b> =good <b>♠</b>			
	2🜩	artificial GF	3♦	♥=6 - 7, 4+; ♠=8 - 9, 4+			
	2♦	♥=9+,3; <b>≜</b> =xfer to ♥	3♥/♠	♥=0-5,4+/ <b>&amp;</b> spl; <b>&amp;</b> =6-7/0-5,4+			
	2♥/♠	5 - 8, 3; 1♥-2♠=10+, 4+	3NT	RKCB			
	2NT	♥=good ♠; ♠=10+, 4+	4 <b>♣/♦</b>	splinter (♥ = suit above)			
2	2♦	No feature	2♥/♠	♥=suit, <b>≜</b> =flat, <3 controls			
	other	2NT = ♠ feature					
2♦	27	pass or correct	3∉/♦	natural NF			
	2♠	pass or correct	3♥/♠	♥=pass or correct;			
	2NT	Inquiry	3NT	3NT/4♥/4♠=to play			
2♥/♠	2NT	invitational	3NT	to play			
	3 <b>♣/</b> ♦	natural - forcing	4 <b>♣/♦</b>				
	3♥/♠	natural - invitational	4♥/♠	to play			
2NT	3♠	Major suit inquiry	4	♥ slam interest (step = RKCB)			
	3♦	xfer to 💙	4♦	▲ slam interest			
	37	xfer to 🛓	4♥	♣ slam interest (step = RKCB)			
	3♠	minor suit inquiry	4♠	slam interest (step = RKCB)			
	3NT	to play	other	4NT = quantitative			

#### CONVENTIONS Additional responses to 1NT $3 \neq 3 \Rightarrow =$ puppet stayman (modified responses) 3♥/3♠ <4 with singleton in OM, GF ♥ - opener can bid 4♥ to play or 4♦ to transfer 4♠ 4 47 to play to play 4♠ minors other suits $\Box$ lower 2 unbid suits Unusual NT: other Cue Bids Asking Bids $\square$ Other slam bidding Game force One round transfer to 4th suit 4th Suit Forcing NT Checkback Priorities mostly up the line, 3 level = max Defence to 3NT opening Defence to opening Two's: Multi 2♦ 2♥ = TO of Hearts, X = TO of Spades RCO style 2-s Other 2-s Defence to strong 뢒 X = good hand; 2NT = minors; others = natural Over NT interference Lebensohl Other uses Take out of 4 level pre-empts 4**♣**/4♦ X 4♥ X 4**≜** X

## **OTHER NOTES**

After  $2 \Leftrightarrow$ :  $4 \Leftrightarrow$  = bid suit below;  $4 \blacklozenge$  = bid suit (including after interference)

BASIC RESPONSES	A BE AUSTRALIAN BRIDGE FEDERATION
Jump raises - minors limit forcing Other: weak	INCORPORATED ©
Sump raises - majors limit $\Box$ forcing $\Box$ Other: weak	STANDARD SYSTEM CARD
Jump shifts after minor opening weak if Major; other minor agrees opener's minor 6-9	Names: Andy Braithwaite Bill Haughie
Jump shifts after major opening      Bergen type	ABF Nos: 402974 251739
Responses to strong 2 suit opening NA	
Responses to 2NT opening Puppet Stayman and transfers	Basic System: Standard   Classification: Green □   Blue Red □
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♠ 11-20; 3 1♦ 11-20; 4+ ♦ 1♥ 11-20; 5+ ♥ 1♠ 11-20; 5+ ♠
Underlead Other: A/Q ask for Attitude, K asks for cnt; 9 from QT9(x)	) 1 NT (14)15-17 may contain 5 card major
Four or more with an honour 4th highest attitude NT	2♠ Stayman: simple extended Other: 5 card major Stayman
3rd/5th S Other: A/Q ask for Attitude, K asks for cnt; 9 from QT9(x)	Transfers 2♦ =>♥ 2♥ => ♠ 2♠ => ♠
From 4 small 2nd highest Other: Att v NT; 3rds against suits	2 NT => ♦ Other: 3 of suit = shortage in suit above, no 5 card major
From 3 cards (no honour) top middle bottom s	2 (1) weak two in ♦ (2) 6-10 both majors (3) 23-24 balanced, or (4) 9 PTs in any suit
Signal on partner's lead: high encourage low encourage	2 (1) weak two in ♥ 5/6 suit (2) 6-10 black suits 5+/5+ (3) 25+ balanced, or (4) any GF
Other: In obvious situations, Suit Preference Signals	2♥ (1) weak two in
Signal on declarer's lead reverse count	2
Discards McKenney high encourage low encourage	2 NT (20)21-22 balanced
odd/even 🗹 Other: first discard only	3 NT Specific Ace Ask
Count natural reverse 🗹	PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED
CONVENTIONS	MEANING/S OR REQUIRE SPECIAL DEFENCE
INT: Blackwood RKCB C Other:	3♣ = 6-10, 5+ ♣ and 5+ ♥ After 1C WE TRANSFER AT THE 1-LEVEL:
I ← Gerber □ when?	$3 \blacklozenge = 6-10, 5+ \blacklozenge \text{ and } 5+ \blacklozenge$ $1 \clubsuit: 1 \blacklozenge = 4+ \diamondsuit; 1 \clubsuit: 1 \blacklozenge = 4+ \blacklozenge; 1 \clubsuit: 1 \blacklozenge = 4+ \blacklozenge;$
Other Conventions	1♥/♠:2♣=GF, art.; 1♥/♠:2♦=GTry, art. Inverted minor raises
Lebensohl	COMPETITIVE BIDDING
Aspro	Negative doubles through 4 Responsive doubles through 4
Leaping Michaels	Jump overcalls variable Unusual NT for two lowest suits
	1NT overcall (immediate) 15-18 (re-opening) 11-14
	Immed cue of minor majors 5+ 5+
	Immed cue of major other major and a minor 5+ 5+
©ABF Marketing PO Box 397	Over opponent's 1NT (weak) $2 = \mathbf{P}$ and another suit; $2 = \mathbf{A}$ and a minor
Fyshwick ACT 2609	Over opponent's 1NT (strong) as above
Tel: 02 6239 2265 FAX: 02 6239 1816	Over weak twos X= 2 level o/call in H/S; 2H/2S = T.O. of suit bid or strong
Copyright © BCC 6.3.20.1	Over opening threes X

		<b>RESPONSES TO</b>	OPEN	NING BIDS			
	Describe strength, minimum length or specific meaning						
1 <b>♣</b>	1♦	5-10 4+ <b>♥</b> suit	2NT	Balanced limit raise			
	1♥/♠	5-10 4+ <b>≜/</b> ♦suit	3♠	Preemptive			
	1NT	6-10 no 4 major	3♦	Splinter			
	2	10+ 4+ support	3♥	Splinter			
	2♦	Artifiicial 5+ 🚓 6-9	3♠	Splinter			
	2♥	Weak	3NT	Balanced raise, 12-15			
	2♠	Weak	4 bids	Pre-emptive, to play			
1♦	1♥/♠	5-10 4+ suit	3	♦ support, 6-9 pts			
	1NT	6-10	3♦	Preemptive			
	2 🜩	Natural 10 +	3♥	Splinter			
	2♦	10+ 4+ support	3♠	Splinter			
	2♥	Weak	3NT	Balanced raise 13-15			
	2♠	Weak	4♦	More pre-emptive			
	2NT	11-12, natural, no major	4 Other4 <b>♣</b> = splinter; 4♥/♠ to play				
1♥/♠	1NT	6-10	3	Bergen			
	2 🛳	Artificial Game Force	3♦	Bergen			
	2♦	Artificial Game Try	3♥/♠	Weak			
	2♥/♠	5-9 with 3(4) card support	3NT	Balanced raise 13-15			
	2NT	Bergen	4 <b>♣/♦</b>	Splinter			
2	2♦	Pass/correct	2♥/♠	2♥ p/c; 2♠ nat non-forcing			
	other	2NT game try+ enquiry					
2♦	27	Pass/correct	3∉/♦	Natural non-forcing			
	2🛳	Natural non=forcing	3♥/♠	3♥ p/c; 3♠ nat pre-empt			
	2NT	Game try+ enquiry	3NT	NA			
2♥/♠	2NT	Game try+ enquiry	3NT	To play			
	3 <b>♣/</b> ♦	P/C; Natural non-forcing	4 <b>♣/</b> ♦				
	3♥/♠	Natural non-forcing; P/C	4♥/♠	P/C			
2NT	3♠	Puppet Stayman	4	Gerber			
	3♦	=> 💙	4♦	=>♥			
	37	=>♠	4♥	=>♠			
	3♠	Shape enquiry	4♠	To play			
	3NT	To play	other				

### CONVENTIONS

Additional responses to 1NT 3∉/3♦ Short in suit above, no 5 card major 3♥/3♠ Short in suit above, no 5 card major Transfer to 4 4♠ Transfer to 4 4♦ To play, no slam suggestion 47 To play, no slam suggestion 4♠ minors other suits  $\Box$ lower 2 unbid suits Unusual NT: other Bids⊠ Asking Bids  $\Box$ Other slam bidding GF Game forc€ 4th Suit Forcing NT Checkback  $\square$ Priorities up the line Defence to 3NT opening X=16+ any; 44/ =better Major takeout Defence to opening Two's: Multi 2 X=2-level overcall in a major; 2♥/♠= Takeout of the suit bid, or very strong RCO style 2-s X = values, 2nd X= T.O., 3rd X = penalties X = T/O over natural bids Other 2-s Defence to strong 뢒 simple overcalls show touching suits;  $X = \clubsuit + \clubsuit$ ;  $1NT = \blacklozenge + \bigstar$ jump overcalls weak Over NT interference Lebensohl Other uses Over x of their weak 2 opener or multi 2D Take out of 4 level pre-empts 4**♣**/4♦ X 4♥ X 4**♠** X

# **OTHER NOTES**

	BASI	C RESPO	ONSES		
Jump raises - mir	nors limit 🗌	forcing 🗌	Other: weak	(	
Jump raises - ma	ijors limit 🛛	forcing $\Box$	Other:		
Jump shifts after	minor opening	weak 0-4			Namaa
Jump shifts after	major opening	Bergen			ABF Nos:
Responses to str	ong 2 suit opening				
Responses to 2N	IT opening p	uppet stayman			Basic System: S Classification:
	PLAY	CONVEN	NTIONS		
'NT' Versus	s Notrump	'S' Versus	Suit	√ = Both	Describe strength,
Sequence leads:		Overlead all	A	All except AK x (x) 🗔	√ 1♠ 3
ι	Jnderlead Ot	her: A = Att K =	= count		1 NT 15 - 17
Four or more with	n an honour	4th highest	attitud	le NT	2 <b>⊕</b> Stayman:
3rd/	/5th s Othe	er:			Transfers 2
From 4 small	2nd highest	Other:			2 NT Diamo
From 3 cards (	(no honour)	top NT m	niddleNT	bottom	2 Game force
Signal on partne	er's lead: hig	h encourage	low	ı encourage 🗹	2♦ Weak Fe
Oth	ner:				2♥ Weak Fe
Signal on declar	rer's lead Smit	h and count an	d SP		2 <b></b> Weak Fe
Discards	McKenney	high encoura	age	low encourage	2 NT 20 - 21
	odd/even 🗸	Other:			3 NT Specific ac
Count	natural	reverse 🗹			PRE-ALE
	CC	NVENTI	ONS		MEAN
4NT:	Blackwood 🗌	RKCB ☑	Other:	minorwood	forcing 1NT modi
4 <b>♠</b> G	Gerber 🖉 when?	after NT onl	y and NT sequ	Jences	Inverted Minors
	Othe	r Conventions			frequent System of
Puppet Leb Re	ed Suit Texas				
Transfer Lebens	sohl				Negative doubles the
					Jump overcalls
Reverse Drury					1NT overcall (imme
Cue raises Limit	Plus				Immed cue of mind
		Markating			Immed cue of majo
		Marketing ox 397			Over opponent's 1
		vick ACT 2609			Over opponent's 11

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AUS <sup>-</sup>	ralian Bridge i Inco	FEDERATION ORPORATED ©		
STANDA	ARD SYSTEM C	ARD		
Names: Kamal	Peter Hainswo	orth		
ABF Nos:	104582			
Basic System: Standard Americ	can 2/1 Modified			
Classification: Green 2 E	Blue 🗆 Red 🗆	Yellow		
0	PENING BIDS			
Describe strength, minimum length	, or specific meaning	Canape		
1♠ 3 1♦ 3	1♥ 5	1		
1 NT 15 - 17	/	may contain 5 card major $\square$		
2 <b></b> Stayman: simple□	extended 🛛 🛛 C	Other:		
Transfers 2 Hearts	2 Spades	2 <b>▲</b> Clubs		
2 NT Diamonds C	ther: ?			
2♠ Game force				
2 Weak Feature ask				
2♥ Weak Feature				
2♠ Weak Feature				
2 NT 20 - 21				
3 NT Specific ace ask				
PRE-ALERTS: CALL MEANING/S OR	S THAT MAY HAV REQUIRE SPECIA			
forcing 1NT modified bergen				
Inverted Minors Fit Jum	ps in comp			
frequent System on				
СОМР	ETITIVE BIDDI	NG		
Negative doubles through 4S	Responsive doub	les through 4S		
Jump overcalls Weak	Unusual NT lower un	bid		
1NT overcall (immediate) 15	- 18 (re-opening)	10 - 16		
Immed cue of minor majors				
Immed cue of major other ma	jor + minor			
Over opponent's 1NT (weak)	Multilandy			
Over opponent's 1NT (strong)	Multilandy			
Over weak twos	x puppet transfer leb			
Over opening threes	х			

		RESPONSES TO	OPEN	NING BIDS
		Describe strength, minimum let	ngth or s	pecific meaning
1♣	1♦		2NT	11-12
	1♥/♠		3♠	weak 5-9
	1NT	8-10 with clubs	3♦	Splinter
	2 🛖	inverted	37	Splinter
	2♦	Weak	3♠	Splinter
	2♥	Weak	3NT	
	2♠	Weak	4 bids	
1♦	1♥/♠		3♠	Weak
	1NT	6-9	3♦	weak 5-9
	2♠	natural 10+	3♥	Splinter
	2♦	inverted	3♠	Splinter
	2♥	Weak	3NT	
	2♠	Weak	4♦	pre empt
	2NT	11-12	4 Othe	il.
1♥/♠	1NT	forcing	3♣	Bergen
	2♣	GF	3♦	Bergen
	2♦	GF	3♥/♠	Limit
	2♥/♠	8-10 3 card/Mini Splinter/GF	3NT	
	2NT	bergen	4 <b>♣/</b> ♦	
2	2♦	neg or waiting	2♥/♠	pos natural 2of 3
	other			
2♦	27	F	3 <b>♣/</b> ♦	F/pre
	2♠	F	3♥/♠	
	2NT	ask	3NT	to play
2♥/♠	2NT	Feature Ask	3NT	to play
	3 <b>∉/</b> ♦	F	4 <b>♣/</b> ♦	
	3♥/♠	RONF	4♥/♠	to play
2NT	3♠	puppet stayman	4 🜩	gerber
	3♦	Н	4♦	
	3♥	S	4♥	
	3 <b>≜</b>	5 4S H	4 <b>♠</b>	
	3NT		other	

	CONVENTIONS						
Additional res	ponses t	o 1NT					
3 <b>♣</b> /3♦	suit belo	W					
3♥/3♠	suit belo	W					
4 🛖	gerber						
4♦							
4 💙							
4♠							
Unusual NT:	m	inors	other suits	lower 2 unbid suits			
other							
Other slam bio	dding	Cue Bid	Is Asking	Bids			
4th Suit Forcin	ng	One round	]	Game force			
NT Checkback	ĸ ⊠∕	Priorities	two way				
Defence to 3N	IT openin	g 4c = T/C	) 4d = Majors				
Defence to op	ening Tw	ro's: Multi 2♦ )	K strong any suit good	i			
RCO sty	/le 2-s						
Other 2-	S						
Defence to str	rong 뢒	X majors 1 i a	ı major 1M that+a min	or 1NT minors 2X natural			
Lebensohl			rference transfer				
Other uses Weak Twos transfer							
Take out of 4 level pre-empts  4€/4♦ x							
	4♥	Х	4 <b>≜</b> x				

# **OTHER NOTES**

good bad