	BASIC RE	ESPONSES		
Jump raises - minors	limit forcing	Other:	Pre-emptive	K.X.
Jump raises - majors	limit forcing	Other:	Pre-emptive	
Jump shifts after minor opening	Othe	er minor=criss cross	s, other major=to play	Names:
Jump shifts after major opening	Berg	en raises		ABF Nos:
Responses to strong 2 suit opening	Cont	rol showing bids		Basic System:
Responses to 2NT opening	3♣ = enquir	y, else pass or cor	rect	Classification:
	PLAY CON	NVENTIONS		Classification.
'NT' Versus Notrump	'S' \	/ersus Suit	= Both	 Describe stren
Sequence leads:	Overlead	all 🔽	All except AK x (x)	1 ♣ 11-20 3
Underlead	Other:			1 NT 11.
Four or more with an honour	4th hiç	ghest 🔽	attitude	2 ♣ Stayman
3rd/5th	Other:			Transfers
From 4 small 2nd h	nighest 🗹 Oth	ner:		2 NT
From 3 cards (no honour)	top	middle	bottom	2 ♣ 21-22
Signal on partner's lead:	high encourage	e	low encourage	2 ♦ wk 6+
Other:				2 ♥ wk 6+
Signal on declarer's lead				2 ♠ wk 5/5
Discards McKenney	high er	ncourage	low encourage	2 NT wk!
odd/even	Other:			3 NT Gan
Count natura	I reverse			
	CONVE	NTIONS		
4NT: Blackwood	RK	CCB 🖂 C	Other: 14/30	Myxo Twos
4 ♣ Gerber □	when?			
	Other Conventio	ns		
Crowhurst, Sandwich 1NT, Jac	oby 2NT	4 th suit forcing		
Wonder bids and Toxic versus	strong 1♣	Lebensohl in m	Negative doub	
Swine Rescues over 1NT X		Toxic over oppo	Jump overcalls	
D1P2, R1P2 over slam interfere	ence	4NT = Specific	1NT overcall (i	
Negative free bids		Minor suit black	wood	Immed cue of
	©ADE Markatina			Immed cue of
	©ABF Marketing PO Box 397			Over opponen
	Fyshwick ACT 260			Over opponent
	Tel: 02 6239 2265 FAX: 02 6239 181			Over weak two
	Copyright © BCC 6.3.20.1			Over enening t



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STANDARD SYSTEM CARD										
Names:	S: Jodi Tutty			Peter Kahler						
ABF Nos:	423394			233481						
Basic System:	2/1				Brown	Sticker	\boxtimes			
Classification:	Green	⊠ Blu	е	Red		Yello	w \square			
OPENING BIDS										
escribe strength, minimum length, or specific meaning Canape										
11-20 3+	1	11-20 3+		1♥	11-20 5+		1♠	11-20 5+		
I NT 11-14	4					may cor	ntain 5 card	l major	\boxtimes	
2 ♣ Stayman:	simple	e 🗌	extend	led		Other:	Lavings			
Transfers	2♦ ♥		2♥	•			2♠ ♣			
2 NT	•	Oth	er:							
21-22 ba	al, or game force	ing and unbal	anced							
2♦ wk 6+ ♥, wk 5/5 in ♣ & ♠, Acol 2♦ or 23-24 bal										
wk 6+ ♠	, wk 5/5 in 뢒 &	♦, Acol 2♥ or	25-26 bal							
2♠ wk 5/5 in ♣ & ♥ or ♦ & ♠, Acol 2♠ or 27-28 bal										
2 NT wk 5/5 in ♦ & ♥ or ♥ & ♠, or 29+ bal										
3 NT Gamb	ling									
		ERTS: CAL)		
		NING/S OF	KEQU	IKE SP	ECIAL	JEFEN	NCE			
Myxo Twos	Toxic Takeou	of 1NT								
		COM	PETITI	VE BI	DDING	;				
Negative doubles	s through	4 ♥	F	Responsive	e doubles t	hrough		4♥		
lump overcalls	Weak		Jnusual N7	Γ	Lower un	bid suits	S			
INT overcall (imi	mediate)	15-18	}	(re-o	pening)	1	5-18			
mmed cue of mi	nor	♠ and a lower	er suit							
mmed cue of ma	ajor	Other major	+ minor							
Over opponent's	1NT (weak)	7	oxic Take	out						
Over opponent's 1NT (strong)			Toxic Takeout							
Over weak twos			X is takeout with Lebensohl							
Over opening threes		>	X is takeout							
=										

		RESPONSES TO C	PENI	NG BIDS	
		Describe strength, minimum length or spe	cific meanir	ng	
1♣	1♦	5+ pts, 4+ cards		10-12, no higher 4+ card suit	
	1 ♥ /♠	5+ pts, 4+ cards	3♠	Pre-emptive	
	1NT	8-11 pts, no 4+ card major	3♦	splinter agreeing ♣	
	2♣	Game force in ♣	3♥	splinter agreeing ♣	
	2♦	Criss cross limit raise	3♠	splinter agreeing ♣	
	2♥	less than 5 pts, 6+ cards, to play	3NT	13-15, no higher suit	
	2♠	less than 5 pts, 6+ cards, to play	4 bids	4♣ = RKCB	
1♦	1 ♥ /♠	5+ pts, 4+ cards	3♣	Criss cross limit raise	
1NT 2 ♠		Forcing for one round	3♦	Pre-emptive	
		Game force	3♥	splinter agreeing ◆	
	2♦	Game force in ◆	3♠	splinter agreeing ◆	
	2♥	less than 5pts, 6+ cards, to play	3NT	13-15, no higher suit	
	2♠	less than 5 pts, 6+ cards, to play	4♦	RKCB	
	2NT	10-12, no higher 4+ card suit	4 Other	not used	
1 ♥ /♠	1NT	5-9 pts, no higher 4+ card major	3♠	Limit raise, 4+ card support	
	2♣	Game force	3♦	8-9 pts, 4+ card support	
	2♦	Game force	3 ♥/ ♠	Pre-emptive	
	2♥/♠	8-9 pts, 3+ card support	3NT	not used	
	2NT	Jacoby Game Forcing raise	4♣/♦	Splinter, very distributional	
2♣	2•	3+ controls	2♥/♠	♥ =0-1 con, ♠ =2 con, bal	
	other	2NT=2 con, transfer to ♠ 3♣/♦/♥	2 con, trar	nsfer to ♦/♥/♠	
2•	2♥	pass or correct	3♣/♦	pass or correct	
	2♠	pass or correct	3 ♥ /♠	pass or correct	
	2NT	enquiry	3NT	pass or correct	
2 ♥ /♠	2NT	enquiry	3NT	pass or correct	
	3♣/♦	pass or correct	4♣/♦	pass or correct	
	3 ♥/ ♠	pass or correct	4 ♥ /♠	pass or correct	
2NT	3♣	enquiry	4♣	pass or correct	
	3♦	pass or correct	4♦	pass or correct	
	3♥	pass or correct	4♥	pass or correct	
	3♠	pass or correct	4♠	pass or correct	
	3NT	pass or correct	other	pass or correct	

CONVENTIONS

Additional respons	ses to 1NT								
3♣/3♦	interest in ♣/♦ slam, initiates cue bids								
3♥/3♠	interest in	♥/♠ slam, initiates cue bids							
4♣	RKCB								
4♦	RKCB								
4♥	To play								
4♠	To play								
Unusual NT:	mi	nors	other suits		lower 2 u	ınbid suits	\boxtimes		
other									
Other slam bidding	1	Cue Bids	\boxtimes	Asking Bids					
4th Suit Forcing		One round		-		Game force	\boxtimes		
NT Checkback	\boxtimes	Priorities	Crowhu	rst					
Defence to 3NT op	ening	Depends							
Defence to opening Two's:		Multi 2♦ X = 16+ balanced, 2♥/2♠ = takeout							
		2NT = two suited hand							
RCO style 2-s Other 2-s		X = 16+ bal							
		2NT = other two suits							
		over natural weak twos, X is takeout, 2NT = 16-18 bak							
Defence to strong	•	Toxic and wonder bids							
		2 level bids = Toxic							
Lebensohl		Over NT interference							
Other uses	Over	doubles of weak to	wos, over re	everses, in competi	itive bidding				
Take out of 4 level	pre-empts		4♣/4♦	X = takeout, 4NT	is 5/5 in suit	ts			
	4♥	X = t/o, 4NT is 5/5	4♠	X = values, 4NT is	s 5/5 in suits	3			

OTHER NOTES

Active use of law of total tricks

Wide ranging pre-empts and overcalls opposite a passed hand

Overcalls show opening values with 2 1/2 defensive tricks

Interference over opponents strong bids based on distribution, often with little strength

Pre-empts opposite non-passed hand based on Rule of 2, 3 and 4