

## BASIC RESPONSES

Jump raises - minors      limit       forcing       Other: weak, pre-emptive

Jump raises - majors      limit       forcing       Other: weak, pre-emptive

Jump shifts after minor opening      weak (3-7), 6+ cards (at 2 level only)

Jump shifts after major opening      weak (3-7), 6+ cards (at 2 level only)

Responses to strong 2 suit opening      Not applicable

Responses to 2NT opening      3C, 3S: forcing (usually); 3D: to play; 3H: pass/correct

## PLAY CONVENTIONS

✓ = Both

'NT' Versus Notrump      'S' Versus Suit

Sequence leads:      Overlead all       All except AK x (x)

Underlead       Other: 2nd-highest honour at trick1

Four or more with an honour      4th highest       attitude

3rd/5th       Other: \_\_\_\_\_

From 4 small      2nd highest       Other: \_\_\_\_\_

From 3 cards (no honour)      top       middle       bottom

Signal on partner's lead:      high encourage       low encourage

Other: \_\_\_\_\_

Signal on declarer's lead      Natural count

Discards      McKenney       high encourage       low encourage

odd/even       Other: \_\_\_\_\_

Count      natural       reverse       \_\_\_\_\_

## CONVENTIONS

4NT:      Blackwood       RKCB       Other: Minorwood

4♣      Gerber       when? \_\_\_\_\_

### Other Conventions

Blackout responses to 2/1 reverse	Inverted minors
Baron (3C) over 2NT rebid/overcall	Long suit trial bids
4th suit usually GF	Lebensohl (many situations)
Opening 4NT : Specific Ace Ask	Rescue XXs



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 PO Box 397  
 Fyshwick ACT 2609  
 Tel: 02 6239 2265  
 FAX: 02 6239 1816  
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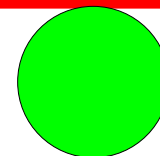
## STANDARD SYSTEM CARD

Names:      Peter GRANT      Tony MARINOS

ABF Nos:      156957      255793

Basic System:      Weak NT, 5-card majors      Brown Sticker

Classification:      Green       Blue       Red       Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning      Canape

1♣ 11+, 3      1♦ 11+, (3)4      1♥ 11+, 5      1♠ 11+, 5

1 NT (11) 12-14, balanced      may contain 5 card major

2♣ Stayman:      simple       extended       Other: \_\_\_\_\_

Transfers      2♦ 5+♥      2♥ 5+♠      2♠ GF shape inquiry

2 NT 5+♣      Other: 3C = 5+♦; 3D/3H/3S = natural, GF

2♣ GF in suit or 21+ balanced

2♦ Weak 2 in either major OR 23+ balanced

2♥ ♠ + ♦ or ♥ (weak, 5-5 or better) OR Any 4-4-4-1, 18+

2♠ ♣ + ♥ or ♠ (weak, 5-5 or better)

2 NT ♦ + ♣ or ♥ (weak, 5-5 or better)

3 NT Gambling: solid suit (7+), at most a King outside

## PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED MEANING/S OR REQUIRE SPECIAL DEFENCE

2-level openings (as above)	Herbert responses to t/o X at 1 level
Bergen raises of 1♥, 1♠	Specific trump cue bids
Canape transfers in various situations	1-2-3 doubles in various situations

## COMPETITIVE BIDDING

Negative doubles through      4♥      Responsive doubles through      4♥

Jump overcalls      Weak      Unusual NT      Two lowest unbid suits (5-5 or better)

1NT overcall (immediate)      15-18      (re-opening)      15-18

Immed cue of minor      ♠ and other, competitive or GF

Immed cue of major      Other major and minor, competitive or GF

Over opponent's 1NT (weak)      Canape transfers (X = penalties)

Over opponent's 1NT (strong)      Canape transfers (X = transfer to ♣)

Over weak twos      X for take-out (16+ where no anchor suit)

Over opening threes      X for take-out

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	6+ points, 4+ cards	2NT 11-12 balanced, 4+ ♣
	1♥/♠	6+ points, 4+ cards	3♣ 5+ ♣, weak
	1NT	6-10 points, no 4-card major	3♦ Splinter, agrees ♣
	2♣	GF, 5+ ♣, no 4-card major	3♥ Splinter, agrees ♣
	2♦	3-7 points, 6+ cards	3♠ Splinter, agrees ♣
	2♥	3-7 points, 6+ cards	3NT 13-15 balanced, 4 ♣
	2♠	3-7 points, 6+ cards	4 bids 4♣ = weak, long ♣
1♦	1♥/♠	6+ points, 4+ cards	3♣ Splinter, agrees ♦
	1NT	6-10 points, no 4-card major	3♦ 4+ ♦, weak
	2♣	9+ points, 4+ ♣	3♥ Splinter, agrees ♦
	2♦	GF, 5+ ♦, no 4-card major	3♠ Splinter, agrees ♦
	2♥	3-7 points, 6+ cards	3NT 13-15 balanced, 4 ♦
	2♠	3-7 points, 6+ cards	4♦ weak, long ♦
	2NT	11-12 balanced, 4+ ♦	4 Other 4♣: splinter; 4♥, 4♠: to play
1♥/♠	1NT	6-10 points, < 3-card support	3♣ 10-12 points, 4+ trumps
	2♣	9+ points, 4+ ♣	3♦ 7-9(10) points, 4+ trumps
	2♦	9+ points, 4+ ♦	3♥/♠ < 8 HCP, 4+ trumps
	2♥/♠	6-9 points, 3-card support	3NT 13-15 balanced, 3-card support
	2NT	GF (12+ points, 4+ trumps)	4♣/♦ Splinter
2♣	2♦	Negative or waiting (<3 controls)	2♥/♠ 2♥: 3 controls; 2♠: 4 controls
other		2NT = 9+ HCP, bal., <3 controls. 3 suit = good suit (5+), but <3 controls	
2♦	2♥	Pass or correct (P/C)	3♣/♦ Natural, forcing
	2♠	Pass or correct	3♥/♠ Pass or correct
	2NT	Forcing inquiry	3NT To play (rare)
2♥/♠	2NT	Forcing inquiry	3NT To play (rare)
	3♣/♦	P/C if partner may hold suit	4♣/♦ P/C if partner may hold suit
	3♥/♠	P/C if partner may hold suit	4♥/♠ 4♥ = P/C; 4♠: to play
2NT	3♣	Forcing inquiry (usually)	4♣ Pass or correct
	3♦	To play	4♦ To play
	3♥	Pass or correct	4♥ Pass or correct
	3♠	Natural, forcing	4♠ To play
	3NT	To play (rare)	other

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	3♣: transfer to ♦s; 3♦: good suit (6+), slam interest, invites cues
3♥/3♠	Good suit (6+), slam interest, invites cues
4♣	Natural, non-forcing (rare)
4♦	Natural, non-forcing (rare)
4♥	To play
4♠	To play

Unusual NT: minors  other suits  lower 2 unbid suits

other

### Other slam bidding

Cue Bids  Asking Bids

### 4th Suit Forcing

One round  1S is forcing; otherwise GF  Game force

### NT Checkback

Priorities 2C asks for strength and shape (up the line)

### Defence to 3NT opening

X shows good values

### Defence to opening Two's:

Multi 2♦ 2NT: 16-18, balanced; X = 16+ if no anchor suit

shown. Delayed X = t/o, <16. Lebensohl responses to t/o Xs.

### RCO style 2-s

As above. Any suit bid is natural, competitive.

### Other 2-s

As above. Leaping Michaels applies when anchor suit known.

### Defence to strong ♣

Canape transfers (X = transfer to ♦s)

### Lebensohl

Over NT interference

### Other uses

In responding to take-out Xs at the 2 level.

### Take out of 4 level pre-empts

4♣/4♦ X  
4♥ X  
4♠ X = good values; 4NT = 2/3 suiter

## OTHER NOTES

With a balanced hand of 15-20 HCP and equal length in minors, we open 1♣.

A 1♦ opening is nearly always has 4+ ♦s (only exception is 4432 shape with 15-20).

A raise of the 4th suit (except 1♠) promises 16+ (not necessarily 4 cards in suit).

Cue-bids are mostly 'up the line' (1st-round controls before 2nd), but responder to a 2♣ opening bid may show 2nd-round controls before first in a co-operative sequence.