

BASIC RESPONSES

Jump raises - minors limit forcing Other: Inv minors

Jump raises - majors limit forcing Other:

Jump shifts after minor opening Weak

Jump shifts after major opening Splinter

Responses to strong 2 suit opening 2♦ 8+ (2 controls), 2♥0-3, other 4-7 hcp

Responses to 2NT opening Better minor

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit = Both

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

Underlead Other:

Four or more with an honour 4th highest NT 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: odd encourage

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: 30-41

4♣ Gerber when?

Other Conventions

Inverted Minors	DOPI
Checkback	Leaping Michaels
Splinters	Lebensohl
Blackout	Minorwood



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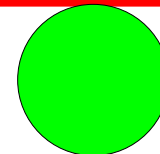
STANDARD SYSTEM CARD

Names: Val Carmody Di Hawke

ABF Nos: 673587 226025

Basic System: Standard Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3+, 11-20 1♦ 3+, 11-20 1♥ 5+, 11-20 1♠ 5+, 11-20

1 NT 15-18 hcp may contain 5 card major

2♣ Stayman: simple extended Other: Puppet

Transfers 2♦ Hearts 2♥ Spades 2♠ Clubs

2 NT Diamonds Other: Super accepts

2♣ 21+ unbalanced or 8 1/2 playing tricks, 23+ balanced

2♦ 6 card major, less than opening or 21-22 balanced

2♥ 5♥ & 4+ other suit, less than opening

2♠ 5♠ & 4+ minor suit, less than opening

2 NT 5/5 minor suits - weak or strong

3 NT Gambling NT - 7 card running minor, no outside A or K

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

COMPETITIVE BIDDING

Negative doubles through 4H Responsive doubles through 3S

Jump overcalls Weak Unusual NT LUBS

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

Immed cue of minor Michael's Cue bid

Immed cue of major Michael's Cue bid

Over opponent's 1NT (weak) TOXIC

Over opponent's 1NT (strong) TOXIC

Over weak twos X= T/O

Over opening threes X= T/O

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	4+♦, 5+ hcp	2NT	11-12, no 4 card major
	1♥/♠	4+ ♥/♠, 5+ hcp	3♣	5♣, 4-7 hcp
	1NT	5-9/10, no 4 card major	3♦	Splinter
	2♣	5♣, 12+hcp, no 4 card major	3♥	Splinter
	2♦		3♠	Splinter
	2♥	6♥, 0-4 hcp	3NT	To play
	2♠	6♠, 0-4 hcp	4 bids	
1♦	1♥/♠	4+ ♥/♠, 5+ hcp	3♣	Splinter
	1NT	5-9/10 hcp, no 4 card major	3♦	5♦, 4-7 hcp
	2♣	4+♣, 10+ hcp	3♥	Splinter
	2♦	5♦, 12+ hcp, no 4 card major	3♠	Splinter
	2♥	6♥, 0-4 hcp	3NT	To play
	2♠	6♠, 0-4 hcp	4♦	Invitational
	2NT	11-12, no 4 card major	4 Other	
1♥/♠	1NT	5-9/10 hcp	3♣	splinter
	2♣	4+♣, 10+ hcp	3♦	splinter
	2♦	4+♦, 10+ hcp	3♥/♠	limit raise
	2♥/♠	3H/S 5-9 tp	3NT	To play, 13-15 hcp
	2NT	Jacoby, 3+H/S, 13+ hcp	4♣/♦	First round control
2♣	2♦	8+ hcp, 2 controls	2♥/♠	2H 0-3 hcp, other 4-7 hcp
	other	4-7 hcp		
2♦	2♥	pass or correct	3♣/♦	To play
	2♠	pass or correct	3♥/♠	pass or correct
	2NT	Strong enquiry	3NT	
2♥/♠	2NT	Strong enquiry	3NT	
	3♣/♦	pass/correct 2nd suit	4♣/♦	Pass or correct to 2nd suit
	3♥/♠	Pre-emptive	4♥/♠	To play
2NT	3♣	Better minor	4♣	Better minor invite
	3♦	Better minor	4♦	Better minor invite
	3♥		4♥	
	3♠		4♠	
	3NT	To play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Slam invite showing 6 card suit, with 2 honours. Opener accepts Q+1 min.
3♥/3♠	Slam invite showing 6 card suit, with 2 honours. Opener accepts Q+1min.
4♣	Transfer to Hearts
4♦	Transfer to Spades
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 Game force

NT Checkback Priorities 3 cd major support, up the line

Defence to 3NT opening _____

Defence to opening Two's: Multi 2♦ X=o'call in major or 19+, 2H 15-18 bal, 2S=good clubs

2NT=good diamonds

RCO style 2-s X=T/O

Other 2-s X=T/O

Defence to strong ♣ X=majors, 1NT=Minors

Lebensohl Over NT interference

Other uses Over double of pre-empt

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

4♥ X=T/O 4♠ X=penalty, 4NT=T/O

OTHER NOTES

- Toxic: _____
- 2C - 6cd ♦ or 5/5 H/S
- 2D - 6 cd ♥ or 5/5 black suits
- 2H - 6 cd ♠ or 5/5 minors 2S - 6♣ or 5/5 red suits
- 2NT - 5/5 non touching suits
- X -penalties