

BASIC RESPONSES

Jump raises - minors limit forcing Other: _____

Jump raises - majors limit forcing Other: weak

Jump shifts after minor opening Usually an invitational raise

Jump shifts after major opening Modified Bergen

Responses to strong 2 suit opening Artificial, showing number of controls

Responses to 2NT opening Puppet stayman, transfers

PLAY CONVENTIONS

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

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

Underlead Other: Journalist vs NT

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: Odd card = odd number, even card = even number

Signal on declarer's lead Odd card = odd number, even card = even number

Discards McKenney high encourage low encourage

odd/even Other: Odd encourage / even McK, first discard only

Count natural reverse Odd card = odd, even card = even

CONVENTIONS

4NT: Blackwood RKCB Other: Redwood

4♣ Gerber when? _____

Other Conventions



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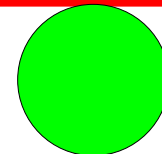
STANDARD SYSTEM CARD

Names: Brad Coles Steve Hurley

ABF Nos: 256986 157848

Basic System: Modified 2/1 game force Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3 1♦ 3 1♥ 5 1♠ 5

1 NT 12-14 not vul / 15-17 vul or 3rd seat may contain 5 card major

2♣ Stayman: simple extended Other: _____

Transfers 2♦ hearts 2♥ spades 2♣ ♣ or range probe

2 NT diamonds Other: 3♣ to 3♠ => minor oriented, artificial

2♣ Near GF or 22+ balanced

2♦ Weak two in either major, or 20-21 balanced

2♥ Weak 5♥, 4+ minor, ~6-9 points

2♠ Weak 5♠, 4+minor, ~6-9 points

2 NT Weak 5/5 majors or minors

3 NT Any solid suit

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

1M:2♣ is artificial, see inside for details

2♦ opening = standard multi

COMPETITIVE BIDDING

Negative doubles through 3♣ Responsive doubles through 4♦

Jump overcalls weak Unusual NT Lower unbid suits

1NT overcall (immediate) 15-18 bal (re-opening) 12-14 bal

Immed cue of minor Both majors, point range not relevant

Immed cue of major Other major and a minor, point range not relevant

Over opponent's 1NT (weak) X=pen, 2♣=any suit, 2♦=majors, 2M=5M, 4+m, 2N=mnr's

Over opponent's 1NT (strong) X=pen, 2♣=any suit, 2♦=majors, 2M=5M, 4+m, 2N=mnr's

Over weak twos Double for takeout, with Lebensohl

Over opening threes Double for takeout

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+♦, 5+ HCP	2NT	10-12 HCP, 4♣, bal
	1♥/♠	4+ suit, 5+ HCP	3♣	To play
	1NT	7-10 balanced	3♦	
	2♣	GF ♣ raise	3♥	
	2♦	10-12 HCP, 5+♣, unbal	3♠	
	2♥	10-12 HCP, 6+♣, bal	3NT	
	2♠	10-12 HCP, 5♠, bal	4 bids	

1♦	1♥/♠	4+ suit, 6+ HCP	3♣	10-12 HCP, 5♦, bal
	1NT	6-9 HCP	3♦	To play
	2♣	4+♣, 10+ HCP	3♥	
	2♦	GF ♦ raise	3♠	
	2♥	10-12 HCP, 5♦+, unbal	3NT	
	2♠	10-12 HCP, 6♦+, bal	4♦	
	2NT	10-12 HCP, 4♦, bal	4 Other	

1♥/♠	1NT	5-12, forcing	3♣	4-card raise, 13-15
	2♣	multi	3♦	4-card raise, 10-12
	2♦	GF, usually 5+♦	3♥/♠	4-card raise, to play
	2♥/♠	3-card raise, 8-10	3NT	Artificial splinter, 12-14
	2NT	4-card raise, 16+	4♣/♦	Natural splinter, 9-11

2♣	2♦	0-1 control	2♥/♠	2/3 controls
	other	Kokish extensions		

2♦	2♥	to play, correctable	3♣/♦	Natural, NF
	2♠	to play, correctable	3♥/♠	Natural, NF
	2NT	Ogust	3NT	Natural, NF

2♥/♠	2NT	Enquiry	3NT	Natural, NF
	3♣/♦	to play, correctable	4♣/♦	
	3♥/♠	raise, dist invite.	4♥/♠	

2NT	3♣	Pass or correct	4♣	Pass or correct
	3♦	Pass or correct	4♦	Pass or correct
	3♥	Artificial enquiry	4♥	Pass or correct
	3♠	Pass or correct	4♠	Pass or correct
	3NT	To play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	5+/5+ minors, 3♣ to play, 3♦ GF
3♥/3♠	singleton, enough for game
4♣	Transfer to 4♥
4♦	Transfer to 4♠
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

Defence to 3NT opening

Defence to opening Two's:

Multi 2♦ Double = 13-15 balanced

RCO style 2-s

Double = 13-15 balanced

Other 2-s

Defence to strong ♣

1♦=DH 1♥=HS 1♠=SC 1N=CD 2♣=CH 2♦=DS 2♥=H 2♠=S

X=both minors, Pass = either weak, good single suiter, or good bal

Lebensohl

Over NT interference

Other uses

Over weak twos

Take out of 4 level pre-empts

4♣/4♦

4♥

4♠

OTHER NOTES

Multi 2♣ response to 1-major: (a) 3-card limit raise, (b) GF clubs, (c) GF balanced.

Over 1NT, responder's 2nd rebid is usually artificial (usually a transfer).