

## BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Inverted
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: 4+ 3-7
Jump shifts after minor opening	<6hcp, 6 card suit; 1♦ - 3♣ = 6♣ invitational		
Jump shifts after major opening	Modified Bergen; 1♠ - 3♥ = 6♥ invitational		
Responses to strong 2 suit opening	2♦ = waiting 2H = no control 2S = H's ,2NT = S's		
Responses to 2NT opening	Puppet stayman, 3♦/3♥ transfers; 3♠ = minor suit stayman		

## PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	<input checked="" type="checkbox"/> = Both
Sequence leads:	Overlead all <input type="checkbox"/>	All except AK x (x) <input checked="" type="checkbox"/>
	Underlead <input type="checkbox"/>	Other: A/Q=Attitude ; K=Count at 5 level
Four or more with an honour	4th highest <input checked="" type="checkbox"/>	attitude <input type="checkbox"/>
	3rd/5th <input type="checkbox"/>	Other:
From 4 small	2nd highest <input checked="" type="checkbox"/>	Other:
From 3 cards (no honour)	top <input type="checkbox"/>	middle <input checked="" type="checkbox"/>
		bottom <input type="checkbox"/>
Signal on partner's lead:	high encourage <input type="checkbox"/>	low encourage <input checked="" type="checkbox"/>
	Other: If dummy wins trick; reverse count	
Signal on declarer's lead	reverse count (1st discard rev attitude)	
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/>
	odd/even <input type="checkbox"/>	low encourage <input checked="" type="checkbox"/>
	Other: McKenney when dummy has shortage or obv	
Count	natural <input type="checkbox"/>	reverse <input checked="" type="checkbox"/>

## CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: 0314
4♣	Gerber <input type="checkbox"/>	when? if jump over NT	

### Other Conventions

2 Way checkback	Exclusion Key Card
Short & Help suit trials	Dopi Ropi Dope
Blackout after reverse is step	Leaping Michaels
Kokish (after 2♣)	x of splinter bid shows suit under splinter



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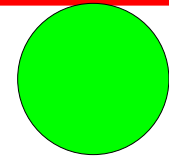


AUSTRALIAN BRIDGE FEDERATION

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## STANDARD SYSTEM CARD

Names:	Richard Wallis	Theresa Tully
ABF Nos:	107931	100153
Basic System:	Standard Two Over One	Brown Sticker <input type="checkbox"/>
Classification:	Green <input checked="" type="checkbox"/>	Blue <input type="checkbox"/>
	Red <input type="checkbox"/>	Yellow <input type="checkbox"/>



## OPENING BIDS

Describe strength, minimum length, or specific meaning	Canape <input type="checkbox"/>
1♣ 2+	1♦ 4+
1♥ 5+	1♠ 5+
1 NT (14)15-17	may contain 5 card major <input checked="" type="checkbox"/>
2♣ Stayman:	simple <input checked="" type="checkbox"/>
	extended <input type="checkbox"/>
	Other: 3♣ = 5 card major ask
Transfers	2♦ ♥
	2♥ ♠
	2♣ ♣ or range probe
2 NT	♦ (3♣ non s/accept) Other: 3♦ = 5/5 ♣♦ GF; 3♥/♠ = singleton/3 OM
2♣	GF (or 22+ balanced)
2♦	6 less then opening hand (approx 6-10hcp)
2♥	6 less then opening hand (approx 6-10hcp)
2♠	6 less then opening hand (approx 6-10hcp)
2 NT	(19) - 21
3 NT	Gambling

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

Inverted minor	
Modified Bergen responses to 1♥/1♠	3 level responses to 1NT
Reverse Drury;	Support X to 2NT
	1NT - 4♣/4♦ transfer to 4♥/4♠

## COMPETITIVE BIDDING

Negative doubles through	4♥	Responsive doubles through	4♥
Jump overcalls	weak (10-12 vul)	Unusual NT	Michaels
1NT overcall (immediate)	15-18	(re-opening)	10-14
Immed cue of minor	Majors		
Immed cue of major	Other Major + minor		
Over opponent's 1NT (weak)	(Multi-Landy X=Penalty; 2♣ = Majors; 2♦ = single suit M)		
Over opponent's 1NT (strong)	Multi-Landy 2M=M+m; )		
Over weak twos	X = T/O (lebensol 2NT over immediate X of nat weak 2)		
Over opening threes	X = T/O		

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	6hcp+, 3+ as may be 3334 6-7	2NT	10-12 balanced
	1♥/♠	Natural	3♣	6-9, 5+
	1NT	8-10 no 4M	3♦	natural, weak
	2♣	10+, (4)5+	3♥	natural, weak
	2♦	6 card suit, weak (3-7 approx)	3♠	natural, weak
	2♥	6 card suit, weak (3-7 approx)	3NT	13-15 balanced
	2♠	6 card suit, weak (3-7 approx)	4 bids	4♥/4♠=To play
1♦	1♥/♠	Natural	3♣	6+ card suit, invitational
	1NT	6-10 no 4M	3♦	6-9, 5+
	2♣	GF, 4+	3♥	natural, weak
	2♦	10+, 4+	3♠	natural, weak
	2♥	6 card suit, weak	3NT	13-15 balanced
	2♠	6 card suit, weak	4♦	Pre-emptive
	2NT	10-12 balanced	4 Other	4♥/4♠=To play
1♥/♠	1NT	Semi Forcing	3♣	♥=7-9 4+ or 10-11 3; ♠= GF, 4+
	2♣	GF, clubs or balanced	3♦	♥=10-12, 4+; ♠=7-11 4+ or 10-11 3
	2♦	GF, 5+	3♥/♠	♥=3-7, 4+ 3♠=10-12any spltr; ♠=3♥=6+ inv
	2♥/♠	Simple raise or GF, 5+♥ over 1♠	3NT	♥=8-11 ♠ void; ♠=10-12 any splinter
	2NT	♥=GF, 4+; ♠=7-9 any splinter	4♣/♦	8-11 void splinter and 4♥ over 1♠
2♣	2♦	waiting	2♥/♠	2H= no control - 2S = good H's
	other	2NT = good S suit 3♣/♦ (5)6+ 2/3		
2♦	2♥	natural; invitational, non forcing	3♣/♦	3♣ forcing with clubs
	2♠	natural; invitational, non forcing	3♥/♠	6+ GF
	2NT	Ogust	3NT	To play
2♥/♠	2NT	Ogust	3NT	To play
	3♣/♦	Natural, forcing	4♣/♦	
	3♥/♠	To play; 2♠-3♥=5+♥ Forcing	4♥/♠	To play
2NT	3♣	Puppet	4♣	Slam try in ♥
	3♦	5+♥	4♦	Slam try in ♠
	3♥	5+♠	4♥	Slam try in ♣
	3♠	Minor Suit Stayman	4♠	Slam try in ♦
	3NT	to play	other	2NT-3♣-3♦-4♦=both M

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	3♣=Puppet Stayman; 3♦=5/5 ♣/♦
3♥/3♠	singleton; 3 OM (13)(45)
4♣	transfer to ♥
4♦	transfer to ♠
4♥	To play
4♠	To play

Unusual NT: minors  other suits  lower 2 unbid suits   
 other or the 2 suits not shown by Michaels

Other slam bidding Cue Bids  Asking Bids

4th Suit Forcing One round  Game force

NT Checkback  Priorities lowest first

Defence to 3NT opening

Defence to opening Two's: Multi 2♦ XXX opening hand+

RCO style 2-s 1-2-3 doubles

Other 2-s if natural x= T/O & Lebensohl in direct otherwise 1/2/3 doubles

Defence to strong ♣ 1NT = minors - X = majors 1level calls constructive jumps weak

Lebensohl Over NT interference  2NT+ Rubinsol transfers - 1NT interference

Other uses After their weak 2

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

## OTHER NOTES

Escaping 1NTX: XX single suit; 2y=that suit plus a higher suit

Drury after 3rd or 4th seat opening - off after any interference.

Fit showing jumps after interference