

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: \_\_\_\_\_  
 Jump raises - majors limit  forcing  Other: \_\_\_\_\_  
 Jump shifts after minor opening 0-5 HCP, 6-card suit (Ogust continuations)  
 Jump shifts after major opening Strong (16+ HCP) Natural GF  
 Responses to strong 2 suit opening 2♦ = negative (0-7 HCP)  
 Responses to 2NT opening 3♣ = simple stayman, 3♦♥ = transfer to ♥/♠

## PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit  = Both  
 Sequence leads: Overlead all  All except AK x (x)   
 Underlead  Other: \_\_\_\_\_  
 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 Count  
 Discards McKenney  high encourage  low encourage   
 odd/even  Other: \_\_\_\_\_  
 Count natural  reverse  Low-High = Even

## CONVENTIONS

4NT: Blackwood  RKCB  Other: 0314  
 4♣ Gerber  when? Gerber is never used

### Other Conventions

Unassuming Cue Bid (IG+ with support/any FG) \_\_\_\_\_  
 Jacoby 2NT (FG, but only IG+ over T/O X) 4th Suit Forcing to Game  
 Ogust (after weak 2's opening, weak jump O/C) \_\_\_\_\_  
 in a M or any weak JS) \_\_\_\_\_  
 PRE: (interference): X = Penalty \_\_\_\_\_



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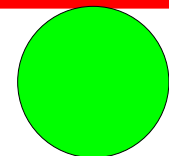


AUSTRALIAN BRIDGE FEDERATION

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## STANDARD SYSTEM CARD

Names: Chris Larter Andrew Gosney  
 ABF Nos: 684791 767085  
 Basic System: Standard American Brown Sticker   
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 11/12+, 3 1♦ 11/12+, 3 1♥ 11/12+, 5 1♠ 11/12+, 5  
 1 NT 15-17 may contain 5 card major   
 2♣ Stayman: simple  extended  Other: NAT 2NT invite via 2♣  
 Transfers 2♦ 2♥, 5+ suit, 0+ pts 2♥ 2♠, 5+ suit, 0+ pts 2♣ 3♣, 5/6+ suit, 0+ pts  
 2 NT 3♦, 5/6+ suit, 0+ pts Other: \_\_\_\_\_  
 2♣ if BAL: 22+ (can inc 5-c M), if UNBAL: Game Force  
 2♦ Natural, 6-card suit, 6-10 HCP. If VUL, usually has 2 of the 3 top honours or any 3 honours  
 2♥ Natural, 6-card suit, 6-10 HCP. If VUL, usually has 2 of the 3 top honours or any 3 honours  
 2♠ Natural, 6-card suit, 6-10 HCP. If VUL, usually has 2 of the 3 top honours or any 3 honours  
 2 NT BAL, 20-21 HCP, can include a 5-card Major  
 3 NT \_\_\_\_\_

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

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## COMPETITIVE BIDDING

Negative doubles through 4♦ Responsive doubles through 4♦  
 Jump overcalls Weak Unusual NT 2 lowest unbid suits, 5-5  
 1NT overcall (immediate) 15-17; Systems on (re-opening) 12-15; Systems on  
 Immed cue of minor Both Majors, 5-5  
 Immed cue of major Other Major & a minor, 5-5  
 Over opponent's 1NT (weak) Multi Landy (X = Penalty, 2♣ = both M, 2♦ = a M)  
 Over opponent's 1NT (strong) Multi Landy (2♥/♠ = 5-c M & 4-c m, 2NT = both minors)  
 Over weak twos O/C is NF, X = T/O, 2NT = NAT  
 Over opening threes O/C is NF, X = T/O, 3NT = NAT

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	6+ pts, 4(3)-card suit	2NT	11-12 pts, no Major (unless 4333)
	1♥/♠	6+ pts, 4-card suit	3♣	11-12 pts, 5-card suit, no Major
	1NT	8-10 (if 6-7, bid 1♦ if no 4-card M)	3♦	
	2♣	6-10, 4-card suit	3♥	
	2♦	0-5, 6-card suit [2NT = Ogust]	3♠	
	2♥	0-5, 6-card suit [2NT = Ogust]	3NT	13-15 pts, no Major (unless 4333)
	2♠	0-5, 6-card suit [2NT = Ogust]	4 bids	
1♦	1♥/♠	6+ pts, 4-card suit	3♣	0-5, 6-card suit [2NT = Ogust]
	1NT	6-10pts, no Major (unless 4333)	3♦	10-12 pts, good 4-card suit
	2♣	10/11+, 4-card suit	3♥	
	2♦	6-10, 4-card suit	3♠	
	2♥	0-5, 6-card suit [2NT = Ogust]	3NT	13-15, no Major (unless 4333)
	2♠	0-5, 6-card suit [2NT = Ogust]	4♦	
	2NT	11-12, no Major (unless 4333)	4 Other	
1♥/♠	1NT	6-10, no 3-card support	3♣	Strong (16+ HCP) Natural GF
	2♣	10-11+, 4-card suit	3♦	Strong (16+ HCP) Natural GF
	2♦	10-11+, 4-card suit	3♥/♠	10/11-12, 3+ card support
	2♥/♠	6-10, 3-c support	3NT	13-15, 2(3)-card support, BAL
	2NT	4+ sup, FG, no shortage	4♣/♦	
2♣	2♦	Negative (0-7 HCP)	2♥/♠	5 card suit & 8+ HCP
	other			
2♦	2♥	Natural, forcing	3♣/♦	3♣: Natural, forcing. 3♦: NF
	2♠	Natural, forcing	3♥/♠	
	2NT	Ogust (15-16+ pts)	3NT	To play
2♥/♠	2NT	Ogust (15-16+ pts)	3NT	To play
	3♣/♦	Natural, forcing	4♣/♦	
	3♥/♠	Raise, NF	4♥/♠	To play, 2+ support
2NT	3♣	Simple stayman, FG	4♣	
	3♦	Transfer to ♥, 0+ pts	4♦	
	3♥	Transfer to ♠, 0+ pts	4♥	
	3♠		4♠	
	3NT	To play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	
3♥/3♠	
4♣	6+ ♥ suit, game values, no interest in slam (South African Texas Transfer)
4♦	6+ ♠ suit, game values, no interest in slam (South African Texas Transfer)
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♦    X = 12-15 bal / v strong 1 suit / 19+ bal. 2NT = 16-18

& both M stopped. O/C = NF

RCO style 2-s                      See above

Other 2-s                      See above

Defence to strong ♣                      X = both majors. NT=both minors. Suit bids are natural

Lebensohl                      Over NT interference     2 lvl=WK, X 2 lvl=PEN, 3 lvl=NAT, F1

Other uses                      X 3 lvl=T/O. Interference=X,ignore; Interference=2♣,ignore (X=Stayman)

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

4♥    X                      4♠    X

## OTHER NOTES

Ogust responses: 3♣ = min pts & poor suit, 3♦ = min pts & good suit, 3♥ = max pts & poor suit

3♠ = max pts & good suit, 3NT = AKQxxx

After 1st trick: low spot card lead in new suit = strength in the suit, high spot card lead =

weakness in the suit

Leading: tend to avoid leading from Jxxx, xxx, singleton trump, (in suit contract) unsp A on

1st trick