

BASIC RESPONSES

Jump raises - minors limit forcing Other: 1m-3m = 3-5.
 Jump raises - majors limit forcing Other: 1M-3M=3-5
 Jump shifts after minor opening 1m - 2M = 6cS & 1m - 3om = 6-9 with support.
 Jump shifts after major opening 1M-3c=6-9, 1M-3d=10-11, 1M-JoM=3c limit raise.
 Responses to strong 2 suit opening 2D=Waiting
 Responses to 2NT opening 3C=Modified Puppet, 3D/3H=Transfers, 3S=Both Minors.

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 NT attitude
 3rd/5th Other: 3rd=even, Low=odd vs suit (independent of honors)
 From 4 small 2nd highest NT Other: 3rd vs suit.
 From 3 cards (no honour) top middle NT bottom S
 Signal on partner's lead: high encourage low encourage
 Other: Count or suit-preference in some situations.
 Signal on declarer's lead Reverse count
 Discards McKenney high encourage low encourage
 odd/even Other: _____
 Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: Kickback 0314
 4♣ Gerber when? Directly after a 1NT/2NT opening or rebid.

Other Conventions

After a reverse, Step=blackout Last Train game/slam tries.
 Non Serious 3S/3NT in G/F auctions. Rubensohl after 1NT interference.
 Transfers after 1M (X) (1NT to 2M-1) 2-way checkback over 1NT rebid and also
 1m (1NT) 2om = both majors. after 1C-1D-1H & 1C-1H-1S
 Kickback in C,D,H. Many unnecessary jumps = Splinters.



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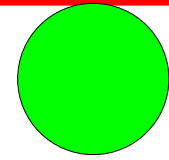


AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names: Mike Doecke George Smolanko
 ABF Nos: _____
 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+ (10)11-20 1♠ 5+ (10)11-20
 1 NT (14)15-17 may contain 5 card major
 2♣ Stayman: simple extended Other: _____
 Transfers 2♦ Hearts 2♥ Spades 2♠ Clubs
 2 NT Diamonds Other: 3C=Minors, 3D=5c Stayman
 2♣ Strong, 23+ Balanced or G/F.
 2♦ Hearts. Can be 5c suit when NV. Less than opening.
 2♥ Both majors. Usually 5/4 shape or better. Less than opening.
 2♠ Spades. Can be 5c suit when NV. Less than opening.
 2 NT Balanced 20-21(22)
 3 NT Gambling, no strict rules.

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

Transfers responses to 1C (can be very weak) Some transfers in competition (inc. doubles)
 2D opening = Weak with Hearts Open 1C on many (17)18-19 Bal with D>C.
 2H opening = Weak with Both Majors. 1M - 2C = Artificial.

COMPETITIVE BIDDING

Negative doubles through 4H Responsive doubles through 4H
 Jump overcalls Weak Unusual NT LUBS, 5/5+
 1NT overcall (immediate) 15-18 (re-opening) 15-18
 Immed cue of minor Majors, 5/5+
 Immed cue of major Other Major and either minor, 5/5+
 Over opponent's 1NT (weak) X=Pen, 2C=Majors, 2D=6cM, 2H/2S=5M&4+m
 Over opponent's 1NT (strong) X=5+m&4M, 2C=Majors, 2D=6cM, 2H/2S=5M&4+m
 Over weak twos Leaping Michaels.
 Over opening threes Natural.

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	4+H, can be weak.	2NT	15+ HCP, 4+C
	1♥/♠	4+S/ 6-11 no M or 5+C GF, OR..	3♣	3-5 HCP, 5+C
	1NT	Inv, 11-12 HCP	3♦	Splinter, minimum GF
	2♣	5+D, GF	3♥	Splinter, minimum GF
	2♦	6-9 HCP, 5+C	3♠	Splinter, minimum GF
	2♥	4-7 HCP, 6+H	3NT	13-14 HCP, no slam interest
	2♠	4-7 HCP, 6+S	4 bids	
1♦	1♥/♠	Natural	3♣	6-9 HCP, 5+D
	1NT	6-10 HCP	3♦	3-5 HCP, 5+D
	2♣	10+ HCP	3♥	Splinter, minimum GF
	2♦	10-11 HCP, 4+D	3♠	Splinter, minimum GF
	2♥	4-7 HCP, 6+H	3NT	13-14 HCP, no slam interest
	2♠	4-7 HCP, 6+S	4♦	
	2NT	12+ HCP, 4+D	4 Other	
1♥/♠	1NT	6-11 HCP	3♣	6-9 HCP, 4c raise.
	2♣	ART. Either G/F Bal or Clubs.	3♦	10-11 HCP, 4c raise.
	2♦	5+D, almost GF.	3♥/♠	1M-3M= 3-5. 1S-3H= 3c limit
	2♥/♠	6-10 HCP. 1H 2S= 3c limit	3NT	13-14 HCP, no slam interest
	2NT	4c support. G/F Enquiry	4♣/♦	Splinters, 9-12 HCP.
2♣	2♦	Waiting, (then Kokish Relay)	2♥/♠	Natural, good suit.
	other			
2♦	2♥	To play	3♣/♦	Natural, Non Forcing.
	2♠	Natural, Non Forcing	3♥/♠	3H=To Play, 3S= Natural Forcing.
	2NT	Feature Ask	3NT	To Play
2♥/♠	2NT	Enquiry/Feature Ask	3NT	To Play
	3♣/♦	Natural, NF	4♣/♦	
	3♥/♠	To Play	4♥/♠	
2NT	3♣	Puppet Stayman	4♣	Gerber
	3♦	Hearts	4♦	Natural, Slamtry
	3♥	Spades	4♥	To Play, slammish
	3♠	Both Minors	4♠	To Play, slammish
	3NT	To Play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	3C= Minor Suit Stayman, 3D=Asks 5M
3♥/3♠	Natural, Slam tries
4♣	Gerber
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 Two Way Checkback.

Defence to 3NT opening

4C=Both Majors.

Defence to opening Two's:

Multi 2♦ X=Values.

RCO style 2-s

Other 2-s

Defence to strong ♣

X=Majors, 1NT=Minors

Lebensohl

Over NT interference Rubensohl over 1NT interference.

Other uses

Take out of 4 level pre-empts

4♣/4♦ X
4♥ X 4♠ X

OTHER NOTES

Upgrade/Downgrade Frequently.

Aggressive 1 Level overcalls.