

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: 3C=4-7, 6C; 3D=7-9 with singleton

Jump raises - majors limit  forcing  Other: 0-6 HCP 4+ support

Jump shifts after minor opening 2D=Multi; 2H=5S4+H 5-8HCP; 2S=6+C, 8+HCP

Jump shifts after major opening mod Bergen raises

Responses to strong 2 suit opening 2D=waiting, 2H/S/3C/D=pos, good suit, 2NT=8-10

Responses to 2NT opening 3C=mod Puppet, 3D/H=TF, 3S=Puppet to 3NT

## PLAY CONVENTIONS

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

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

Underlead  Other: A/Q asks for Attitude, K for count

Four or more with an honour 4th highest  NT attitude

3rd/5th  Other: 3rd/lowest vs suit

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: \_\_\_\_\_

Signal on declarer's lead reverse present count

Discards McKenney  high encourage  low encourage

odd/even  Other: \_\_\_\_\_

Count natural  reverse  present

## CONVENTIONS

4NT: Blackwood  RKCB  Other: \_\_\_\_\_

4♣ Gerber  when? 1NT \_\_\_\_\_

### Other Conventions

any pass pass 2NT = 18/19-20

Mixed Cue Bids

Jacoby 2NT

Drury



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PO Box 397  
Fyshwick ACT 2609  
Tel: 02 6239 2265  
FAX: 02 6239 1816  
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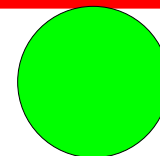
## STANDARD SYSTEM CARD

Names: Joe Haffer Howard Melbourne

ABF Nos: 94625 568201

Basic System: 2/1 Game Forcing Brown Sticker

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 2+if11-14/18-19 bal 1♦ 4+ (5 unless 4441) 1♥ 5+ 1♠ 5+

1 NT 15-17 HCP may contain 5 card major

2♣ Stayman: simple  extended  Other: \_\_\_\_\_

Transfers 2♦ TF to H 2♥ TF to S 2♠ Range Probe

2 NT TF to C Other: 3C=TF, 3D/H=TF inv/game values only, 3S=minors

2♠ GF or 22+ balanced

2♦ Multi - weak 2 major only now 2NT asks => 3H=Smax, 3S=H max

2♥ 5H 4+minor (not 3S) (55 vul) 7-10HCP

2♠ 5S 4+minor (not 3H) (55 vul) 7-10HCP

2 NT 20-21(22) balancish

3 NT 1st/2nd Good Major Preempt, 3rd/4th to play

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

1C may be doubleton when balanced mod Bergen raises

Transfer over 1C opening semi forcing 1NT(up to 12)

Multi 2D and 2H/S weak two suiters

## COMPETITIVE BIDDING

Negative doubles through 4S Responsive doubles through 4S

Jump overcalls 3m=Int, else wk Unusual NT extremes unbid, reasonable suits, constructive

1NT overcall (immediate) 15-18 (re-opening) minor 10-14, major 13-16

Immed cue of minor highest unbid, reasonable suits, constructive

Immed cue of major highest unbid, reasonable suits, constructive

Over opponent's 1NT (weak) 2C=both majors => 2D asks for longer, 2NT strong ask

Over opponent's 1NT (strong) 2D=one major, 2H/S=major/minor, 2NT=weak minor

Over weak twos TOx + Lebensohl, 2NT=15-18

Over opening threes TOx

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	4+H, 0+HCP	2NT	5+5+ minors
	1♥/♠	1H=4+S, 1S=no maj or GF	3♣	6+C, ~4-7HCP
	1NT	~10-12 balanced	3♦	solid 7min or 6maj
	2♣	5+C, 11+HCP	3♥	Splinter (~3145)
	2♦	Multi, 6+major, ~4-7HCP	3♠	Splinter (~1345)
	2♥	5S,4+H, ~4-7HCP	3NT	13-15 HCP 33(34)
	2♠	6+ clubs, 8+HCP	4 bids	to play
1♦	1♥/♠	natural	3♣	6+C, invitational (~9-11 HCP)
	1NT	natural, ~6-10 HCP	3♦	4+D, ~2-6HCP
	2♣	GF in C	3♥	Void Splinter
	2♦	4+C, 11+HCP	3♠	Void Splinter
	2♥	5S,4+H, ~4-7HCP	3NT	13-15 HCP 3334 slow cards
	2♠	4+ D, 7-9HCP, unbal =>2NT asks	4♦	Pre-emptive
	2NT	natural, ~11-12 HCP	4 Other	4C = Void; 4M = to play
1♥/♠	1NT	semi forcing up to bad 12HCP	3♣	4card limit or 16+ with shortage
	2♣	natural GF	3♦	~6-9 4 card or ~10-12 3 card raise
	2♦	natural GF	3♥/♠	0-5HCP 4 card raise (else see notes)
	2♥/♠	3 card raise,	3NT	Splinter (see notes)
	2NT	mod Jacoby	4♣/♦	Void Splinters (see notes)
2♣	2♦	weak or waiting	2♥/♠	positive, good suit
	other	2NT = positive with soft values		
2♦	2♥	pass or correct	3♣/♦	natural and forcing
	2♠	positive for H	3♥/♠	pass or correct
	2NT	Enquiry	3NT	to play
2♥/♠	2NT	Enquiry	3NT	to play
	3♣/♦	natural non-forcing	4♣/♦	Splinter
	3♥/♠	raise=to play (else see notes)	4♥/♠	raise=to play (else see notes)
2NT	3♣	Puppet Stayman (=> 3H no maj)	4♣	5+5+M, slam int => 4D= Ask Shortage
	3♦	TF to H	4♦	TF to H, to play or fwd going
	3♥	TF to S	4♥	TF to S, to play or fwd going
	3♠	Puppet to 3NT (see notes)	4♠	Blackwood => 4NT = 1 ace
	3NT	to play	other	4NT= Quantitative

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	3C=TF to D, weak or strong, 3D=TF to H, invite or game values only
3♥/3♠	3H=TF to S, invite or game values only, 3S=minors, game values only
4♣	Gerber
4♦	5+5+ majors, game values only
4♥	to play
4♠	to play

Unusual NT: minors  other suits  lower 2 unbid suits   
 other highest and lowest unbid suit, reasonable suits, constructive

Other slam bidding Cue Bids  Asking Bids

4th Suit Forcing One round  1D-1H-1S-2C=Pup, 2D=4SF Game force

NT Checkback  Priorities 2C=Pup to 2D, 2D=GF nat cont, generally up line

Defence to 3NT opening X=Values (~15+HCP), 4C/D=T/O of suit bid

Defence to opening Two's: Multi 2♦ X=weak NT or str, 2NT=str NT; 2D-2H X=T/O =>

1/2/3 doubles; 2D 3m - 3M = shows stop for 3NT

RCO style 2-s X = values => 1/2/3 doubles

Other 2-s X = values => 1/2/3 doubles

Defence to strong ♣ nat except X=maj (5+4+); 1NT=S+m; 2NT=maj; 3NT=to play

Lebensohl Over NT interference

Other uses after T/Ox to weak 2M's, incl good hand with 4 other maj via 2NT

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

4♥ T/O x 4♠ T/O x

## OTHER NOTES

1H-2S=weak 2 in S; 1S-3H = good 6 card suit non-forcing;

all Splinters ~9-12 or 16+ HCP: 1H-3S=any Splinter (3NT asks); 1H-3NT = Void S;

1H-4C/D = Void; 1S-3NT= any splinter (now 4C asks); 1S-4C=Void C or H; 1S-4D=Void

2H-3S=Splinter; 2H-4S=RKCB; 2S-3H=natural, non-forcing; 2S-4H=Splinter

2NT-3S-3NT =>4C=D;4D=C;4H=~2245;4S=~2254 now 4NT=neg, else fwd going

2NT-3C-3D-3H-3NT-4C/D=4S5m, 4H=4144; 2NT-3C-3D-3S-3NT-4C/D=4H5m; 4S=1444;