

BASIC RESPONSES

Jump raises - minors limit forcing Other: _____

Jump raises - majors limit forcing Other: _____

Jump shifts after minor opening Weak 6 card major / D or splinter if 3C over 1D

Jump shifts after major opening Splinter

Responses to strong 2 suit opening 2D = negative/waiting; rest natural

Responses to 2NT opening 3C Pass or Correct 3H/3S natural, forcing; 4C/D - RKCB

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 Reverse count when appropriate

Discards McKenney high encourage low encourage

odd/even Other: _____

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: _____

4♣ Gerber when? Over 1NT opening _____

Other Conventions

Jacoby 2NT _____

2C Checkback after 1NT rebid _____

Grand Slam Force _____

Puppet Stayman after 2NT rebid _____

After 2 suits bid by opposition 1NT = weak T/O _____



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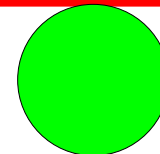
STANDARD SYSTEM CARD

Names: Yadi Parrott Pam Morgan-King

ABF Nos: 292303 563064

Basic System: Standard Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 11-20 points 3+ 1♦ 11-20 points 3+ 1♥ 11-20 points 5+ 1♠ 11-20 points 5+

1 NT 15-17 may contain 5 card major

2♣ Stayman: simple extended Other: _____

Transfers 2♦ Hearts 2♥ Spades 2♠ Baron

2 NT Clubs or Diamonds Other: _____

2♣ 8 1/2 playing tricks or 22+ balanced

2♦ 6-10 points 6+ either major or 20-21 balanced or 9 playing tricks in a minor

2♥ 6-10 points 5 hearts and 5+(4+) other

2♠ 6-10 points 5 spades and 5+(4+) either minor

2 NT Less than opening 5+/5+ minors

3 NT Gambling in 1st, 2nd, 3rd position; to play in 4th position

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

COMPETITIVE BIDDING

Negative doubles through 4S Responsive doubles through 4H

Jump overcalls weak Unusual NT Lowest two unbid suits

1NT overcall (immediate) 15 - 18 (re-opening) 10 - 16

Immed cue of minor Majors

Immed cue of major Other major + minor

Over opponent's 1NT (weak) Modified Capelletti

Over opponent's 1NT (strong) Modified Capelletti

Over weak twos X = T/O & Lebensohl

Over opening threes X = T/O

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	6+ points 4+ Diamonds	2NT Game force 4+ Clubs
	1♥/♠	6+ points 4+ H/S	3♣ 10-12 points 4+ Clubs
	1NT	6-9 balanced	3♦ Splinter
	2♣	6-9 points 4+ clubs	3♥ Splinter
	2♦	Weak 6+ card suit 3-7 points	3♠ Splinter
	2♥	Weak 6+ card suit 3-7 points	3NT 13-15 4+ Clubs; no major
	2♠	Weak 6+ card suit 3-7 points	4 bids 4C preemptive 4H/S to play
1♦	1♥/♠	6+ points 4+ H/S	3♣ Splinter
	1NT	6-9 points balanced	3♦ 10-12 4+ Diamonds
	2♣	10+ points 4+ Clubs	3♥ Splinter
	2♦	6-9 points 4+ Diamonds	3♠ Splinter
	2♥	Weak 6+ card suit 3-7 points	3NT 13-15 3+ Diamonds; no major
	2♠	Weak 6+ card suit 3-7 points	4♦ pre-emptive
	2NT	Game force 4+ Diamonds	4 Other 4C splinter; 4H/S to play
1♥/♠	1NT	6-9 points	3♣ Splinter (4+ H/S; 7-9 or 15+)
	2♣	10+ points 4+ Clubs	3♦ Splinter (4+ H/S; 7-9 or 15+)
	2♦	10+ points 4+ Diamonds	3♥/♠ 10-12 (4+H/S)
	2♥/♠	6-9 points 3(+) H/S	3NT 13-15 balanced 4+ H/S
	2NT	Game force 4+ H/S	4♣/♦ Splinter (4+ H/S; 11-14)
2♣	2♦	Negative / Waiting	2♥/♠ 7+ points 5+ H/S
	other	Positive and Natural	
2♦	2♥	Pass or Correct	3♣/♦ Natural and non-forcing
	2♠	Pass/Correct / Heart preference	3♥/♠ To Play & Pass or correct
	2NT	Enquiry	3NT To play
2♥/♠	2NT	Enquiry	3NT To play
	3♣/♦	Over 2H=to play; 2S=Pass/Corr	4♣/♦
	3♥/♠	To play	4♥/♠ To play
2NT	3♣	To play	4♣ RKCB
	3♦	To play	4♦ RKCB
	3♥	Natural & Forcing	4♥ To play
	3♠	Natural & Forcing	4♠ To play
	3NT	To play	other

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Natural, 6+ and Invitational to 3NT/ 5 minor
3♥/3♠	Slam try in H/S
4♣	Gerber
4♦	Pre-emptive
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 Support

Defence to 3NT opening

4C = H/S and better H; 4D = H/S and better S;

Defence to opening Two's:

Multi 2♦ X = T/O & Lebensohl

RCO style 2-s

X = T/O & Lebensohl

Other 2-s

X = T/O & Lebensohl

Defence to strong ♣

X= H & minor; 1D = S & minor; 1NT = majors or minors

Lebensohl

Over NT interference

Other uses

After T/O double of weak 2 bid

Take out of 4 level pre-empts

4♣/4♦ X = T/O
4♥ X = T/O 4♠ 4NT = 2 suited T/O

OTHER NOTES

After 2D opening, 2NT rebid may contain a 5 card major; 3C is Puppet Stayman

After 2D opening, 2NT enquiry: 3C/D = maximum H/S; 3H/S = minimum H/S

After 1NT opening and 2NT transfer to 3C, 3H/3S = slam try in C/D