

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other:

Jump raises - majors limit  forcing  Other:

Jump shifts after minor opening

Jump shifts after major opening

Responses to strong 2 suit opening

Responses to 2NT opening

## 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

Discards McKenney  high encourage  low encourage

odd/even  Other:

Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  Other:

4♣ Gerber  when?

### Other Conventions

4th SUIT FORCING

UNASSUMING CUE

JACOBY & CUE RAISES after overcalls

CAPPELLETTI over 1NT

BROZEL over STRONG 1C



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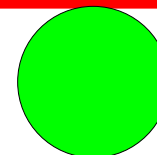
## STANDARD SYSTEM CARD

Names:

ABF Nos:

Basic System:  Brown Sticker

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning  Canape

1♣ 11, 3  1♦ 11, 3  1♥ 11, 5  1♠ 11, 5

1 NT 15-18  may contain 5 card major

2♣ Stayman: simple  extended  Other:

Transfers 2♦ hearts  2♥ spades  2♠ clubs

2 NT diamonds  Other:

2♣ 21+ unbal GF / 9 Play Trks major / 23+ bal

2♦ 3-7 major / 21-22 bal

2♥ 8-11, 6card major

2♠ 8-11, 6card major

2 NT 6-10, minors 5/5

3 NT Solid minor, no outside entry

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

Support X after 4th seat interference  After 1/1 .. 1NT rebid 12-14, 2NT jump 19-20

After 2/1 .. 2NT rebid 12-14, 3NT jump 15-18

## COMPETITIVE BIDDING

Negative doubles through  Responsive doubles through

Jump overcalls Weak  Unusual NT  Lower unbid suits

1NT overcall (immediate)  (re-opening)

Immed cue of minor

Immed cue of major

Over opponent's 1NT (weak)

Over opponent's 1NT (strong)

Over weak twos

Over opening threes

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	6+ (5hcp if a 5card)	2NT	11-12, natural
	1♥/♠	6+ (5hcp if a 5card suit)	3♣	10-12, 5 ♣s
	1NT	6-9/10 (10 if 3334)	3♦	
	2♣	6-9, 5 ♣s	3♥	
	2♦		3♠	
	2♥	Weak	3NT	13-15 flat
	2♠	Weak	4 bids	4C = RKCB
1♦	1♥/♠	6+ (5hcp if a 5card suit)	3♣	
	1NT	6-9, bal or long ♣s, or 10 flat	3♦	10-12, 5 ♦s
	2♣	10+, 5+♣s (can be 0♣s if 13+)	3♥	
	2♦	6-9, 4+♦s	3♠	
	2♥	Weak	3NT	13-15, flat
	2♠	Weak	4♦	RKCB for ♦
	2NT	10-12 natural	4 Other	
1♥/♠	1NT	6-9/10 (10 if 4432 with 2 trumps)	3♣	7-9 4 trumps .... Artificial
	2♣	10+, natural	3♦	10-12 4 trumps ... Artificial
	2♦	10+, natural	3♥/♠	weak, good support
	2♥/♠	support and 9 losers	3NT	13-15, flat with 2 trumps
	2NT	10+, 4card support ... Artificial	4♣/♦	Splinter raise 9-12 approx
2♣	2♦	Neg 0-7, or 8+ 'waiting'	2♥/♠	8+, Strong 6card
	other	3C/3D strong 6card		
2♦	2♥	Relay .. "pass or correct"	3♣/♦	To play
	2♠	Shows ♥ support .. 'p or c'	3♥/♠	3/3+ majors, pre-emptive
	2NT	Inq ~ 19+ >> 3Maj min	3NT	To play 4H/4S: To play
2♥/♠	2NT	Inq ~ 14+ >> 3Maj min.	3NT	To play
	3♣/♦		4♣/♦	
	3♥/♠	Non-forcing	4♥/♠	Possibly pre-emptive
2NT	3♣	Simple preference. Non-F	4♣	RKCB
	3♦	Simple preference. Non-F	4♦	RKCB
	3♥	Inquiry ... Artificial !	4♥	To Play
	3♠		4♠	To Play
	3NT	To play	other	5C/5D Possibly pre-emptive

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦

3♥/3♠

4♣

Gerber

4♦

4♥

4♠

Unusual NT:

minors other suits lower 2 unbid suits 

other

Other slam bidding

Cue Bids Asking Bids 

4th Suit Forcing

One round 

\* GF if by responder \*

Game force NT Checkback 

Priorities

3 card support for responder

Defence to 3NT opening

Defence to opening Two's:

Multi 2♦ 1st X 13-15 bal or 16+, 2nd X on R1=values

3rd X Pen, 2NT 16-18/19, 3NT to play, Suit 12-15

RCO style 2-s

as above - with game values our goal is to Dbl their 3-level

contract or else to play in 3NT

Other 2-s

Standard Wk2 : X=T/O (11 if 4441,13 if 4432), X then NT 19

2NT 16-18, Suit 11-15, Jump in Suit 16+, 3NT running minor

Defence to strong ♣

BROZEL : X=C+H, 1D=D+H, 1H=H+S, 1S=S+m,

1NT=mm, 2/3/4-Suit all natural

Lebensohl

Over NT interference 

X=Penalty, Cue=unbid major GF

Other uses

Pd's X of Wk2 opening or Wk2 jump overcall, Pd's Reverse

Take out of 4 level pre-empts

4♣/4♦ X

4♥ X

4♠ X=All suits, 4NT=minors

## OTHER NOTES

THEY O'CALL Pd's 1-SUIT ... Bergen off, Jacoby ON, Cue=Lim raise, NewSuit 5card

IF YOU PASS after interference ... Pd must usually re-open with a X or with a bid.

RESPONSE to Pd's OVERCALLS ... Raises=NF, Cue shows support + game interest

also ... New suit NF, Jump in new suit forcing and usually 2card supp for Pd.

AFTER 1Maj -2C/2D response ... 2Maj 11-12, 3Maj 13+(6card), 2NT 13-14(5card)

... New suit 2-level 11+ forcing, 3-level non-jump 13+