

BASIC RESPONSES

Jump raises - minors limit forcing Other: 1♦-3♦ 16+, unless passed

Jump raises - majors limit forcing Other: Weak, distributional

Jump shifts after minor opening 16+ HCP, 5 card or longer suit

Jump shifts after major opening 3♦ INV with support, other 16+ HCP, 5+ suit

Responses to strong 2 suit opening

Responses to 2NT opening See inside

PLAY CONVENTIONS

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

Sequence leads: Overlead all All except AK x (x)
Underlead Other: A = ATT, K = count, J = no higher honour, overlead

Four or more with an honour 4th highest attitude NT
3rd/5th Other:

From 4 small 2nd highest S Other: Attitude leads against NT (a high card)

From 3 cards (no honour) top middle bottom

Signal on partner's lead: high encourage low encourage
Other: Suit preference if obvious

Signal on declarer's lead Natural count

Discards McKenney high encourage low encourage
odd/even Other: 6 = no preference

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: 0314

4♣ Gerber when? Over natural NT bids and rebids

Other Conventions

1♣-1♥-2♥ Trump ask (gamma ask)	1♦-1♥-1NT-2♣ Checkback Stayman
1♣-1♠-2♠ Trump ask (gamma ask)	1♦-1♠-1NT-2♣ Checkback Stayman
May be followed by control ask in another suit	2♣-2NT Weak with club support or
1♣-1♦-1♥-2♣, 2♦, 2♥, 2♠ Transfers	long weak diamonds or strong 5-5 w/o clubs
1♣-1♦-2NT-3♣ (or similar) Baron	Attitude leads against NT contracts



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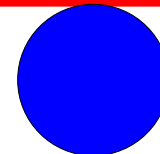
STANDARD SYSTEM CARD

Names: Stella Steer Jay Steer

ABF Nos: 121797 121789

Basic System: PRECISION Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 0, 16+ HCP 1♦ 0, 11-15 HCP 1♥ 5, 10-15 HCP 1♠ 5, 10-15 HCP

1NT 13-15 HCP (1st,2nd); 14-15 HCP (3rd,4th) may contain 5 card major

2♣ Stayman: simple extended Other:

Transfers 2♦ to 2♥ 2♥ to 2♠ 2♠ to 3♣

2NT to 3♦ Other:

2♣ 6+ clubs, 10-15 HCP

2♦ 5+ ♥ and 5+ ♠ (6-10 HCP or < 5 losers)

2♥ 6 hearts, 6-10 HCP

2♠ 6 spades, 6-10 HCP

2NT 5+ ♣ and 5+ ♦ (6-10 HCP or < 5 losers)

3NT Ace asking (strong one suited hand without a void)

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

2♣ 6+ clubs 1♣-1♦-1♥ 19+ HCP, artificial

2♦ and 2NT openings are 2 suiters 1♣-1♦-2♥ 16-18 HCP with 5+ hearts

3NT opening 1M-3♦ invitational raise

COMPETITIVE BIDDING

Negative doubles through 3♣ Responsive doubles through 3♣

Jump overcalls 6+, Variable Unusual NT 5/5 or better in the lower two suits

1NT overcall (immediate) 15-18 HCP (re-opening) 15-18 HCP

Immed cue of minor 5+ ♥ and 5+ ♠, 5-7 losers or better

Immed cue of major 5/5 or better in diamonds and the other major, 5-7 losers or better

Over opponent's 1NT (weak) X = PEN, 2♣ both majors, 2♦ = major single suiter

Over opponent's 1NT (strong) 2♥/2♠ 5M and 4+ minor, 2NT minors (Multi Landy)

Over weak twos X = T/O then Lebensohl

Over opening threes X = T/O

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	0-7 HCP, any distribution	2NT	14+ HCP, balanced
	1♥/♠	8+ HCP, 5+ suit	3♣	8+ points, 4 4 1 4 distribution
	1NT	8-13 HCP, balanced	3♦	8+ points, 4 1 4 4 distribution
	2♣	8+ HCP, 5+ clubs	3♥	5 -7 HCP, 6+ hearts
	2♦	8+ HCP, 5+ diamonds	3♠	5 -7 HCP, 6+ spades
	2♥	8+ HCP, 1 4 4 4 distribution	3NT	
	2♠	8+ HCP, 4 4 4 1 distribution	4 bids	
1♦	1♥/♠	5+ HCP, 4+ suit	3♣	16+ HCP, 5+ clubs
	1NT	8-10 HCP, no 4 card major	3♦	16+ HCP, 5+ diamonds
	2♣	11+ HCP, 4+ clubs, inquiry	3♥	
	2♦	11+ HCP, 4+ diamonds, inquiry	3♠	
	2♥	16+ HCP, 5+ hearts	3NT	To Play
	2♠	16+ HCP, 5 + spades	4♦	
	2NT	16+ HCP, balanced	4 Other	4♥, 4♠ To play
1♥/♠	1NT	8 - 10 HCP, non-forcing	3♣	16+ HCP, 5+ clubs
	2♣	10+ HCP, artificial, inquiry	3♦	7 - 9 HCP, 3+ support
	2♦	5+ diamonds, game force	3♥/♠	To play, weak
	2♥/♠	6-9 HCP, limit raise 1♠ -2♥ FG	3NT	14-15 HCP, 3 card support, NF
	2NT	Game raise with 3+ support	4♣/♦	Splinters with 4 card support
2♣	2♦	11+ HCP, artificial, inquiry	2♥/♠	5+ suit, invitational
	other	2NT puppet to 3♣, 3♣ invitational (to 4M or 5♣), 4♣ Minor RKCB		
2♦	2♥	To play	3♣/♦	Natural, forcing
	2♠	To play	3♥/♠	Invitational
	2NT	Forcing inquiry	3NT	To play
2♥/♠	2NT	Inquiry (3♣ MIN, 3♦ MAX)	3NT	To play
	3♣/♦	Natural, forcing	4♣/♦	4♣ RKCB, 4♦ splinter
	3♥/♠	Invitational	4♥/♠	To play
2NT	3♣	To play	4♣	Minor RKCB
	3♦	To play	4♦	Minor 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, slam interest
3♥/3♠	Natural, slam interest
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 except after 1♦ opening Game force

NT Checkback Priorities Show 4 hearts (only occurs after 1♦ opening)

Defence to 3NT opening X = PEN , 4♣ both majors

Defence to opening Two's: Multi 2♦ X = 16+ HCP, 2NT 15-18 HCP

RCO style 2-s X= PEN of bid suit, 2NT 15-18 HCP, suits natural

Other 2-s Defence to strong 2♣ opening as for strong 1♣ opening

Defence to strong ♣ X = majors (4+ / 4+) 1NT and 2NT = minors

1♦, 1♥, 1♠ natural (may be weak) 2♣, 2♦, 2♥, 2♠ 6+ suit

Lebensohl Over NT interference

Other uses After T/O double of natural 2♥ or 2♠ opening

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

4♥ X OPT w/ 4♠ 4♠ X = PEN 4NT 2 suiter

OTHER NOTES

1♠ response to 1♥ opening is 5 card

Long suit trial bids

Cue bids up the line