

BASIC RESPONSES

Jump raises - minors	weak (inverted raises)
Jump raises - majors	weak (bergen)
Jump shifts after minor opening	1♣-2♦, 1♦-3♣ = limit raise / 1m-2♥, 2♠ = weak
Jump shifts after major opening	graded major suit raises
Responses to strong 2 suit opening	2♦=waiting, gf 2♥=immediate double -ve
Responses to 2NT opening	transfers, puppet stayman, [4♦=both majors]

PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	<input checked="" type="checkbox"/> = Both
Sequence leads:	Overlead all <input checked="" type="checkbox"/>	All except AK x (x) <input checked="" type="checkbox"/>
Underlead <input type="checkbox"/>	Other: A = attitude K = count	
Four or more with an honour	4th highest <input checked="" type="checkbox"/>	attitude <input type="checkbox"/>
3rd/5th <input type="checkbox"/>	Other:	
From 4 small	2nd highest <input checked="" type="checkbox"/>	Other:
From 3 cards (no honour)	top <input type="checkbox"/>	middle <input checked="" type="checkbox"/>
		bottom <input type="checkbox"/>
Signal on partner's lead:	high encourage <input type="checkbox"/>	low encourage <input checked="" type="checkbox"/>
Other:		
Signal on declarer's lead	count	
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/>
	odd/even <input checked="" type="checkbox"/>	odd=encourage even=suit preference
Count	natural <input type="checkbox"/>	reverse <input checked="" type="checkbox"/>

CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	41 / 30 / 2 / 2+Q
4♣	Gerber <input checked="" type="checkbox"/>	when?	only over 1NT

Other Conventions

4th suit = game force	long suit trials
splinters	minor suit key card
cue raises	suupport X and XX
reverse smith echo	
reverse drury	



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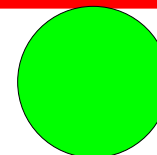


AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names:	Andrew Swider	Eddy Mandavy
ABF Nos:	252409	170232
Basic System:	standard 2/1 GF	Brown Sticker <input type="checkbox"/>
Classification:	Green <input checked="" type="checkbox"/>	Blue <input type="checkbox"/>
	Red <input type="checkbox"/>	Yellow <input type="checkbox"/>



OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣	11+ 2+♣	1♦	11+ 4+♦	1♥	11+ 5+♥	1♠	11+ 5+♠
1 NT	15 - 17 may contain a 5cd major					<input checked="" type="checkbox"/>	
2♣♠	= 5cd major stayman						
Transfers	2♦ => ♥	2♥ => ♠	2♠ => ♣				
2 NT	=> ♦		Other:	super accepts: 4M; 3M=min; 2N=max			
2♣	game force or 23+ balanced						
2♦	6-10, weak two in one major						
2♥	6-10 5♥						
2♠	6-10 5♠						
2 NT	20-22 balanced may have 5M						
3 NT	gambling (solid minor) nothing outside						

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

2/1 game force	negative free bids at 2 level
2♥/♠ weak, 5cd suit, any shape	graded major suit raises
artificial limit raises in minors	

COMPETITIVE BIDDING

Negative doubles through	4♥	Responsive doubles through	4♥
Jump overcalls	weak	Unusual NT	two lowest
1NT overcall (immediate)	15-18	(re-opening)	12-15
Immed cue of minor	michaels: both majors		
Immed cue of major	michaels: other major + minor		
Over opponent's 1	2♣=♠+♥ 2♦=♠ or ♥ 2♥=5♥+4m 2♠=5♠+4m		
	2N=♣+♦ 3♣=♣ 3♦=♦ X=4M+5m, 10+ v weak NT		
Over weak twos	X = takeout, lebensohl responses 2N = 15-18		
Over opening threes	X = takeout 3N to play		

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	6+ 4+♦	2NT	10-12, no 4cd major
	1♥/♠	6+ 4♥/♠	3♣	6 - 9 5+♣
	1NT	6 -10 no 4cd major	3♦	splinter
	2♣	12+ 4+♣ game force	3♥	splinter
	2♦	10-12 5+♣ limit raise	3♠	splinter
	2♥	3-5 6+ ♥	3NT	13 - 15 no 4cd major
	2♠	3-5 6+ ♠	4 bids	4♣ preempt
1♦	1♥/♠	6+ 4+ ♥/♠	3♣	10-12, 4+♦, limit raise
	1NT	6-10	3♦	6-10, 4+♦
	2♣	12+ 4+♣ game force	3♥	splinter
	2♦	12+ 5+♦ game force	3♠	splinter
	2♥	3-5 6+ ♥	3NT	13 - 15 no 4cd major
	2♠	3-5 6+ ♠	4♦	preempt
	2NT	10-12 no 4cd major	4 Other	
1♥/♠	1NT	6-11 non forcing	3♣	graded major suit raises
	2♣	12+ 4+♣ game force	3♦	graded major suit raises
	2♦	12+ 4+♦ game force	3♥/♠	0 - 6, 4♥/♠
	2♥/♠	6-9 3♥/♠	3NT	13-15, 3♥/♠ 3cd game raise
	2NT	graded major suit raises	4♣/♦	splinter
2♣	2♦	waitng, at least 1 A or K	!♥/♠	double -ve,0-4, no A or K
	other	2♠/3♣/3♦=semi +ve, 2N=♥ semi +ve		
2♦	2♥	pass or correct	3♦/4♦	bid major
	2♠	to play, heart interest	3♣/♥/♠	pass or correct
	2NT	forcing enquiry	3N	to play
			4♣	bid major by transfer
2♥/♠	2NT	relay	3NT	to play
	3♣/♦	constructive	4♣/♦	shortage
	3♥/♠	to play	4♥/♠	to play
2NT	3♣	puppet stayman	4♣	rkc for ♣
	3♦	transfer to ♥	4♦	rkc for ♦
	3♥	transfer to ♠	4♥	to play
	3♠	5♠ + 4♥	4♠	to play
	3NT	to play	other	2N:3♣:3♦:4♦=both majors

CONVENTIONS

Additional responses to 1NT

3♣/3♦	9+hcp, GF singleton ♣/♦ 5cd other minor + 4M
3♥/3♠	9+hcp, GF singleton ♥/♠, 5/4 in minors
4♣	gerber 14/30/2 aces
4♦	transfer to ♥
4♥	transfer to ♠
4♠	

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 2♣=puppet to 2♦, invitational hands 2♦=game force

Defence to 3NT opening

Defence to opening Two's: Multi 2♦ 2♥=takeout of ♥, X=takeout of ♠

RCO style 2-s 2N = 15-18

Other 2-s X=16+ then X=takeout then X=penalty

Defence to strong ♣ as over 1NT except X = ♣ and 1N = 4M+5m

Lebensohl Over NT interference

Other uses after takeout double of weak two

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

4♥ X = takeout 4♠ 4N=takeout, X= penalties

OTHER NOTES

2M:2N: 2♦:2N:

3♣ = any minimum 3♠=any maximum

3♦ = max, 5M332 3♦=min ♥, 3♥=min ♠

3♥ = max, 5M + 4cd other major 2♦:2N:3♣:3♦:

3♠ = max, 5M + 4♣ 3♠=♥

3N = max, 5M + 4♦ 3♥=♠

WA_SENIORS_SWIDER_MANDAVY

Graded major suit raises:

- 2M = 3M or 4M without singleton
- 2M+1 = 4M + singleton or 3M balanced, limit raise
- 2M+2 = 4M, support, GF, jacoby
- 2M+3 = 3M, unbalanced limit raise
- 2M+4 = 4M, balanced limit raise
- 2M+5 = 4M, pre-emptive
- 3NT = 3M, balanced game raise