

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: \_\_\_\_\_

Jump raises - majors limit  forcing  Other: Bergen raises

Jump shifts after minor opening Weak 6 card suit except 1D - 3C is a splinter

Jump shifts after major opening Bergen raises

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

Responses to 2NT opening 3C Puppet Stayman; 3D/3H transfers; 3S Minors

## 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/2NT opening or 2NT rebid over 2C

### Other Conventions

Jacoby 2NT \_\_\_\_\_

2C/2D Checkback after 1NT rebid \_\_\_\_\_

Grand Slam Force \_\_\_\_\_

Puppet Stayman after 2NT opening or rebid \_\_\_\_\_



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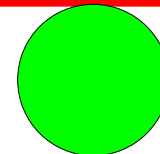
## STANDARD SYSTEM CARD

Names: Yadi Parrott Felicity Smyth

ABF Nos: 292303 160474

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♠ Clubs

2 NT Diamonds Other: \_\_\_\_\_

2♣ 8 1/2 playing tricks or 23+ balanced

2♦ 6-10 points 6+ either major

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

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

2 NT 20-22 balanced

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 plus after Pass - as for Strong NT

Over opponent's 1NT (strong) Modified Capelletti plus X = 4 card major & 5+ minor

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 15+pts 5+ Clubs
	1♥/♠	6+ points 4+ H/S	3♣ 10-12 points 5+ Clubs
	1NT	6-9 balanced	3♦ Splinter
	2♣	6-9 points 5+ 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 15+pts 4+ Diamonds	4 Other 4C splinter; 4H/S to play
1♥/♠	1NT	6-9 points	3♣ 4+ H/S 7-9 points
	2♣	10+ points 4+ Clubs	3♦ 4+ H/S 10-12 points
	2♦	10+ points 4+ Diamonds	3♥/♠ 4+ H/S 3-6;
	2♥/♠	6-9 points 3 H/S	3NT 13-15 balanced 4+ H/S
	2NT	Game force 15+pts 4+ H/S	4♣/♦ Splinter
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♣	Puppet Stayman	4♣ Gerber
	3♦	Transfer to H	4♦ 6+ D slam interest
	3♥	Transfer to S	4♥ To play
	3♠	Minors	4♠ To play
	3NT	To play	other

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	Minor suit Stayman/ Ask for 5 card major
3♥/3♠	Slam try in H/S
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                       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 1NT rebid: two way checkback; 2C invitational; 2D game force

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

After 1NT opening and transfer to M(major) ; 3M = 4 card and min; 2NT = 4c and max

After 1NT opening and transfer to m(minor) ; bid below transfer suit is super-accept.