

## BASIC RESPONSES

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

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

Jump shifts after minor opening    16-18, good 5+ card suit

Jump shifts after major opening    16-18, good 5+ card suit

Responses to strong 2 suit opening    Next suit negative

Responses to 2NT opening    Puppet Stayman and Transfers

## PLAY CONVENTIONS

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

Sequence leads:    Overlead all  **S**    All except AK x (x)  **NT**

Underlead  Other: Underlead J10 or 109 with a higher honour

Four or more with an honour    4th highest     attitude

3rd/5th  Other: \_\_\_\_\_

From 4 small    2nd highest  Other: \_\_\_\_\_

From 3 cards (no honour)    top  **NT**    middle  **S**    bottom

**Signal** on partner's lead:    high encourage     low encourage

Other: \_\_\_\_\_

**Signal** on declarer's lead    Natural count

**Discards**    McKenney     high encourage     low encourage

odd/even  Other: \_\_\_\_\_

**Count**    natural     reverse

## CONVENTIONS

4NT:    Blackwood     RKCB     Other: \_\_\_\_\_

4♣    Gerber  when?    In NT auctions

### Other Conventions

Jacoby 2NT	Ogust
Lebensohl	4th suit forcing
DOPI and ROPI	
Positive slam X	
Texas transfers	



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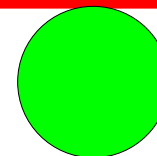
## STANDARD SYSTEM CARD

Names:    Robert Tyson    Jane Tyson

ABF Nos:    162647    162639

Basic System:    4-card Standard    Brown Sticker

Classification:    Green     Blue     Red     Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning    Canape

1♣    3, 11+    1♦    4, 11+    1♥    4, 11+    1♠    4, 11+

1 NT    15-17    may contain 5 card major

2♣ Stayman:    simple     extended     Other: \_\_\_\_\_

Transfers    2♦    Hearts    2♥    Spades    2♠    Clubs

2 NT    Inv    Other: 3C to D

2♣    8 playing tricks any suit or 22-23 balanced

2♦    Game Force

2♥    Weak H

2♠    Weak S

2 NT    20-21 balanced

3 NT    Gambling

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

Jump raises over opponents X = Weak

Weak jump shifts in competition (to 3S)

## COMPETITIVE BIDDING

Negative doubles through    2S    Responsive doubles through    4H

Jump overcalls    Weak    Unusual NT    Minors or H + Minor

1NT overcall (immediate)    15-18    (re-opening)    12-15

Immed cue of minor    Michaels if minor is 3+ cards

Immed cue of major    Michaels

Over opponent's 1NT (weak)    Cappelletti

Over opponent's 1NT (strong)    Brozel

Over weak twos    X for takeout, with Lebensohl

Over opening threes    X for takeout

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	6+, 4 cards	2NT	13-15 bal
	1♥/♠	6+, 4 cards	3♣	12+ forcing
	1NT	6-9	3♦	Splinter
	2♣	6-9	3♥	Splinter
	2♦	16-18, 5+ cards	3♠	Splinter
	2♥	16-18, 5+ cards	3NT	16-18 bal
	2♠	16-18, 5+ cards	4 bids	To play

1♦	1♥/♠	6+, 4 cards	3♣	16-18, 5+ cards
	1NT	6-9	3♦	12+ forcing
	2♣	10+, 4 cards	3♥	Splinter
	2♦	6-9	3♠	Splinter
	2♥	16-18, 5+ cards	3NT	16-18 bal
	2♠	16-18, 5+ cards	4♦	Pre-emptive
	2NT	13-15 bal	4 Other	4C splinter, 4H/S to play

1♥/♠	1NT	6-9	3♣	16-18, 5+ cards
	2♣	10+, 4 cards	3♦	16-18, 5+ cards
	2♦	10+, 4 cards	3♥/♠	Limit raise 9-11 hcp or 8 losers
	2♥/♠	6-9	3NT	16-18 bal
	2NT	GF raise	4♣/♦	Splinter

2♣	2♦	Negative, <8 hcp	2♥/♠	Positive, 8+ hcp, 5+ H/S
other		2NT 8-10 bal. 3NT 11-13 bal.		

2♦	2♥	Negative, <8 hcp	3♣/♦	Positive, 8+ hcp, 5+ C/D
	2♠	Positive, 8+ hcp, 5+ S	3♥/♠	3H Positive, 8+ hcp, 5+ H
	2NT	8-10 bal.	3NT	11-13 bal.

2♥/♠	2NT	Ogust (forcing enquiry)	3NT	To play
	3♣/♦	Natural, forcing	4♣/♦	N/A
	3♥/♠	To play	4♥/♠	To play

2NT	3♣	Puppet Stayman	4♣	Gerber
	3♦	Transfer	4♦	Transfer to H
	3♥	Transfer	4♥	Transfer to S
	3♠	5S and 4H	4♠	Both Minors
	3NT	To play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	3C transfer to D. 3D natural, forcing.
3♥/3♠	Natural, forcing.
4♣	Gerber
4♦	Transfer to H.
4♥	Transfer to S.
4♠	Both minors, no slam interest.

Unusual NT:                      minors                       other suits                       lower 2 unbid suits

other \_\_\_\_\_

Other slam bidding                      Cue Bids                       Asking Bids

4th Suit Forcing                      One round  GF at 3 level. \_\_\_\_\_                      Game force

NT Checkback                       Priorities \_\_\_\_\_

Defence to 3NT opening                      X = penalties. 4C takeout better H. 4D takeout better S.

Defence to opening Two's:                      Multi 2♦    2H = takeout of H. X = takeout of S. Lebensohl.

RCO style 2-s                      X = 16+, with Lebensohl.

Other 2-s                      X = takeout if suit(s) are known, otherwise X = 16+.

Defence to strong ♣                      X = single suiter. 1-level bids 2-suited. 1NT = minors.  
2C+ = weak.

Lebensohl                      Over NT interference  \_\_\_\_\_

Other uses                      After X of weak NT. After takeout X of weak 2.

Take out of 4 level pre-empts                      4♣/4♦    X  
4♥    X                      4♠    4NT

## OTHER NOTES

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