

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: preemptive

Jump raises - majors limit  forcing  Other: preemptive

Jump shifts after minor opening Some weak jump shifts, some raises, some invites

Jump shifts after major opening Some raises, some no-fit invites

Responses to strong 2 suit opening Transfers over 2♣; 2♥ wait / 2♠ neg over 2♦

Responses to 2NT opening 3♣=Mod. Puppet Stayman; 3♦/3♥=transfers; 3♠=minors

## PLAY CONVENTIONS

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

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

Underlead  S Other: vs NT, T shows int seq and A&Q ask for unblock

Four or more with an honour 4th highest  attitude  NT

3rd/5th  S Other: 3rd from even length, lowest from odd length

From 4 small 2nd highest  Other: 1st/3rd against suit, attitude against NT

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

Signal on partner's lead: high encourage  low encourage

Other: Natural tolerance for the Obvious Shift at trick 1

Signal on declarer's lead Count (Reverse Smith Peters initially against NT)

Discards McKenney  high encourage  low encourage

odd/even  Other: reverse original count subsequently

Count natural  reverse  original

## CONVENTIONS

4NT: Blackwood  RKCB  Other: 5♣=1/4, 5♦=0/3

4♣ Gerber  when? nevereverever

### Other Conventions

The Overcall Structure when favourable

ERKCB 03/14

Keri over NT



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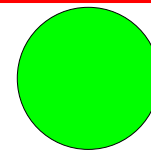
## STANDARD SYSTEM CARD

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Basic System: Short Club, 5-card Majors, Strong NT, lots of transfers

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 2 (5♦ possible) 1♦ 4; poss ♣ canape 1♥ 5 1♠ 5

1 NT 15-17 may contain 5 card major

2♣ Stayman: simple  extended  Other: Puppet to 2♦

Transfers 2♦ to ♥, poss ♠ canape 2♥ to ♠ (poss ♥ canape) 2♠ RP or 1-suited slam

2 NT to ♣ Other: 3♣/3♦/3♥/3♠ = transfer splinters

2♠ 18-19 balanced any shape (5M possible)

2♦ Strong, any shape

2♥ Weak 4+♥ 4+♠, varies with position and vulnerability

2♠ Weak 5-6♠, varies with position and vulnerability

2 NT 20-22 balanced (5M possible)

3 NT Specific Ace Ask

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

1M-2♣ = inv 3-4M, GF bal any or GF 5+♣ 1♥-1♠=0-4♠, F1; 1♥-1NT=5+♠, F1

1-level transfer responses to 1♣ 1♠-2♦=inv+ 5+♥; 1♠-2♥=GF 5+♦

1-level overcalls v. aggressive at favourable Obvious Shift at trick 1; Journalist leads

## COMPETITIVE BIDDING

Negative doubles through 4♠ (mostly) Responsive doubles through 4♠

Jump overcalls Weak or 2-suited Unusual NT Varies-both lower suits or strong 2-suited

1NT overcall (immediate) Takeout or 15-18 (re-opening) 11-14

Immed cue of minor Varies: either both majors, or 5+ other minor 4+ in a known M

Immed cue of major 5+ other major 5+♣, weak or game-forcing

Over opponent's 1NT (weak) X=pen; 2♣=♥+other; 2♦=♠+other

Over opponent's 1NT (strong) X=pen; 2♣=♥+other; 2♦=♠+other

Over weak twos X takeout (Lebensohl applies)

Over opening threes X takeout

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	4+♥ natural style	2NT	Inv 6+♣, no side suit
	1♥/♠	4+♠ natural/weak no M or GF	3♣	(5)6+♣ preemptive
	1NT	Invitational, occasionally with 4M	3♦	splinter
	2♣	GF 5+♦	3♥	splinter
	2♦	inv 6♦	3♠	splinter
	2♥	5-8 5♠ 4-5♥	3NT	Balanced min GF, normally no M
	2♠	3-6HCP 6♠	4 bids	4♦ = RKCB for ♣
1♦	1♥/♠	4+♥/♠ natural style	3♣	Inv 6+♣, no major suit
	1NT	Transfer to ♣	3♦	5+♦ preemptive
	2♣	Inv+ 4+♦	3♥	splinter
	2♦	Weak 3-4♦	3♠	splinter
	2♥	6+♥, less than invitational values	3NT	Balanced min GF, normally no M
	2♠	5♠ 4-5♥ invitational	4♦	preemptive
	2NT	Balanced invite, normally no M	4 Other	4♣=splinter, 4♥=RKCB for ♦
1♥/♠	1NT	5+♠, F1 over 1♥, sem-F over 1♠	3♣	Inv 6+♣
	2♣	Various NAT or ART inv+ hands	3♦	Inv 6+♦
	2♦	GF 5+♦/inv+ 5+♥	3♥/♠	preemptive
	2♥/♠	3-4 card raise, weak	3NT	some GF 4-card raise, forcing
	2NT	some inv or better raise, 4+♥/♠	4♠♦	~12-14HCP singleton splinter
2♣	2♦	Puppet to 2♥	2♥/♠	Puppets to 2♠/2NT
	other	2NT=GF ♣, 3♣=weak ♦ or GF 3-suited; 3♦=GF 4♥4♠; 3♥/3♠=GF 4♠/♥		
2♦	2♥	At least a king	3♠♦	Transfers, good suit
	2♠	Less than a king	3♥/♠	Transfers, good suit
	2NT	Transfer, good suit	3NT	Unspecified solid suit
2♥/♠	2NT	Forcing inv+ inquiry	3NT	To play
	3♠♦	Natural, non-forcing	4♠♦	Natural & forcing / splinter
	3♥/♠	Not invitational	4♥/♠	To play
2NT	3♣	Asking for 4- or 5-card majors	4♣	Slam interest with ♣
	3♦	GF transfer to ♥	4♦	Slam interest with ♦
	3♥	GF transfer to ♠	4♥	To play
	3♠	Both minors	4♠	To play
	3NT	To play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	♦/♥ shortage, GF
3♥/3♠	♠/♣ shortage, GF (3♠ promises 4♥, 6m or a plan)
4♣	5+♥ 5+♠ Slam interest, asks for transfer preference
4♦	5+♥ 5+♠ GF
4♥	To play
4♠	To play

Unusual NT:                    minors                     other suits                     lower 2 unbid suits

other    When FAV: Over 1♣/1♦ shows a strong 2-suited hand anchored in ♥/♠

Over 1♥/1♠ shows 5+♣ 5+♦ weak or game-forcing

Other slam bidding                    Cue Bids                     Asking Bids

4th Suit Forcing                    One round                     Game force

NT Checkback                     Priorities    2♦ puppet is forced, then 2X=inv, 3X=GF

Defence to 3NT opening                    If minor suited, 4♣/4♦ show both M with ♥/♠ emphasis

Defence to opening Two's:                    Multi 2♦    X=19+ or 2M overcall; 2♥=15-18 bal; 2♠/2NT=

good ♣♦ overcall; 3♣/3♦ bad overcalls; 3♥/♠=16-19 6+♥/♠

RCO style 2-s                    X=strong then takeout doubles, with Lebensohl available where appropriate

Other 2-s

Defence to strong ♣                    1♦=♦+♥; 1♥=♥+♠; 1♠=♠+♣; 1NT=♣+♦

2♣=♣+♥; 2♦=♦+♠; 2♥/♠ = 5+♥/♠

Lebensohl                    Over NT interference  also after X of weak two auctions

Other uses                    Good/Bad 2NT applies in many auctions

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

4♥    X                    4♠    X

## OTHER NOTES

After a major-suit transfer response to 1♣, accepting the transfer shows either a

3-card raise, or an invitational 4-card raise, with complex artificial continuations.

After our 1NT opening, if we hold 5+4 in the majors with invitational or better values,

then we transfer to our shorter major first.

After 1♣(X) we use system on, including one-level transfers

After other low-level overcalls or takeout X, we often have transfer continuations by responder