

BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Inverted
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Bergen
Jump shifts after minor opening	0 - 6 HCP weak and to play		
Jump shifts after major opening	Bergen		
Responses to strong 2 suit opening	Controls in steps		
Responses to 2NT opening	Lavings and transfers		

PLAY CONVENTIONS

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

CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: exclusion key card
4♣	Gerber <input type="checkbox"/>	when?	

Other Conventions

Lebensohl	Baron
Bergen Raises	ROPI & DOPI
Good/bad 2NT	Capaletti
Inverted Minors	Blue Club
SplintersGame try bids	Blackout.....Texas transfers over 1NT



©ABF Marketing
PO Box 397
Fyshwick ACT 2609
Tel: 02 6239 2265
FAX: 02 6239 1816
Copyright © BCC 6.3.20.1



AUSTRALIAN BRIDGE FEDERATION

INCORPORATED ©

STANDARD SYSTEM CARD

Names:	Pauline Collett	Joan Prince
ABF Nos:	542954	119121
Basic System:	2/1 Standard American	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				Canape	<input type="checkbox"/>		
1♣	10 + 3 cards	1♦	10 + 3 cards	1♥	10 + 5 cards	1♠	10 + 5 cards
1 NT	15-17				may contain 5 card major		<input checked="" type="checkbox"/>
2♣ Stayman:	simple		<input type="checkbox"/>	extended		<input type="checkbox"/>	Other: Lavings
Transfers	2♦	2H	2♥	2S	2♣	3C	
2 NT	3D		Other: Super accepts				
2♣	Game force						
2♦	Weak Diamonds 5-9 HCP 5/6 cards						
2♥	Weak Hearts 5-9 HCP 5/6 cards						
2♠	Weak Spades 5-9 HCP 5/6 cards						
2 NT	20 - 22 HCP balanced may contain 5 card suit						
3 NT	Specific ace ask						

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

Good - Bad 2NT response	
Namyats	

COMPETITIVE BIDDING

Negative doubles through	4H	Responsive doubles through	4H
Jump overcalls	Weak	Unusual NT	E.L.U. (Blue club)
1NT overcall (immediate)	15 - 18 HCP	(re-opening)	10 - 14 HCP
Immed cue of minor	Blue Club 5 - 10 HCP or 16 +		
Immed cue of major	Blue Club 5 - 10 HCP or 16+		
Over opponent's 1NT (weak)	Capaletti		
Over opponent's 1NT (strong)	Capaletti		
Over weak twos	X = takeout 12+ HCP		
Over opening threes	X = takeout 12 + HCP		

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	5 + HCP 4 + cards	2NT	10 - 11 HCP bal
	1♥/♠	5 + HCP 4+ cards	3♣	4-8 HCP 5 clubs, no major
	1NT	8-10 HCP bal	3♦	Splinter
	2♣	9+ HCP 5 card suit no major	3♥	Splinter
	2♦	0-6 HCP 6 card suit	3♠	Splinter
	2♥	0-6 HCP 6 card suit	3NT	12-15 HCP 3334
	2♠	0-6 HCP 6 card suit	4 bids	Minors RKCB Majors to play

1♦	1♥/♠	5 + HCP 4 card suit	3♣	Splinter
	1NT	8-10 HCP bal	3♦	4-8 HCP 5 diamonds, no major
	2♣	10+ HCP 4 card suit	3♥	Splinter
	2♦	9+ HCP 5 card suit no major	3♠	Splinter
	2♥	0-6 HCP 6 card suit	3NT	12-15 HCP 3343
	2♠	0-6 HCP 6 card suit	4♦	RKCB
	2NT	10-11 HCP bal	4 Other	To play

1♥/♠	1NT	unlimited forcing 1 rd.	3♣	7 - 9 HCP 4 card support
	2♣	12+ HCP 5 card suit GF	3♦	10 -12 HCP 4 card support
	2♦	12+ HCP 5 card suit GF	3♥/♠	0 - 6 HCP 4 card support
	2♥/♠	5-9 HCP 3 card suit	3NT	13 -15 HCP with 3 card support
	2NT	13+ HCP 4 card support	4♣♦	Splinter

2♣	2♦	0-1 controls	2♥/♠	2 controls
other		2S = 3 controls etc.	A = 2	K = 1

2♦	2♥	To play	3♣♦	3C To play 3D Pre-emptive
	2♠	To play	3♥/♠	Forcing
	2NT	Enquiry	3NT	To play

2♥/♠	2NT	Enquiry	3NT	To play
	3♣♦	To play	4♣♦	N/A
	3♥/♠	Pre-empt non- forcing	4♥/♠	To play

2NT	3♣	Lavings	4♣	RKCB
	3♦	Tranfer to H	4♦	RKCB
	3♥	Transfer to S	4♥	To Play
	3♠	Minor 2 suiter slam interest	4♠	To Play
	3NT	To play	other	4 NT Quantitative

CONVENTIONS

Additional responses to 1NT

3♣/3♦	6 card suit slam invitation
3♥/3♠	6 card suit slam invitation
4♣	RKCB
4♦	RKCB
4♥	To Play
4♠	To play

Unusual NT: minors ☐ other suits ☐ lower 2 unbid suits ☐

other Blue Club

Other slam bidding

Cue Bids ☒ Asking Bids ☐

4th Suit Forcing

One round ☐ Game force ☒

NT Checkback

Priorities = support

Defence to 3NT opening

X = takeout

Defence to opening Two's:

Multi 2♦ X = takeout 16 + HCP

RCO style 2-s

x = takeout 16+ HCP

Other 2-s

X = takeout 12+ HCP when suit is known

Defence to strong ♣

x = majors 1NT = minors, 2C natural

Lebensohl

Over NT interference ☒

Other uses

Over takeout double of weak 2's

Take out of 4 level pre-empts

4♣/4♦ X = takeout

4♥ X = takeout 4♠ X = takeout 4NT = 2 suit takeout

OTHER NOTES

Response to 1NT overcall 2C = Staymen, 2D, 2H, 2S 2NT= transfer

Lebensohl also applies over our 1NT overcall

2 way checkback - 2C - 2D relay = either 11hcp or weak Diamonds

- 2D - Game force response = bid suits up the line

Good/bad 2NT - Non forcing response = 3C

- other = forcing response