

## BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: weak
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: weak 0-5 4 card fit
Jump shifts after minor opening	strong		
Jump shifts after major opening	Bergen raises		
Responses to strong 2 suit opening	2♣-2♦ waiting		
Responses to 2NT opening	5 card puppet Stayman		

## PLAY CONVENTIONS

<b>'NT'</b> Versus Notrump	<b>'S'</b> Versus Suit <input checked="" type="checkbox"/> = Both
Sequence leads:	Overlead all <input checked="" type="checkbox"/> All except AK x (x) <input type="checkbox"/>
Underlead <input type="checkbox"/>	Other: _____
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"/>
<b>Signal</b> on partner's lead:	high encourage <input checked="" type="checkbox"/> low encourage <input type="checkbox"/>
Other:	McKenney if appropriate
<b>Signal</b> on declarer's lead	Natural count if appropriate
<b>Discards</b>	McKenney <input type="checkbox"/> high encourage <input checked="" type="checkbox"/> low encourage <input type="checkbox"/>
	odd/even <input type="checkbox"/> Other: _____
<b>Count</b>	natural <input checked="" type="checkbox"/> reverse <input type="checkbox"/>

## CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: 03 / 14 (cue kings)
4♣	Gerber <input checked="" type="checkbox"/>	when?	Over 1NT opening

### Other Conventions

Jacoby / Bergen raises	Support doubles at 1 level
Cue raises	DOPI
2♣ checkback	Exclusion Key Card Blackwood
1M 2D passed hand = 3 card Drury	
Leaping Michaels	



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AUSTRALIAN BRIDGE FEDERATION

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## STANDARD SYSTEM CARD

Names:	Terry Brown	Chris Hughes	
ABF Nos:	7226	139009	
Basic System:	Standard	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♣	3	1♦	3	1♥	5	1♠	5
1 NT	15-17 (good 14 or offshape possible)			may contain 5 card major <input checked="" type="checkbox"/>			
2♣ Stayman:	simple <input checked="" type="checkbox"/>	extended <input type="checkbox"/>	Other: _____				
Transfers	2♦	♥	2♥	♠	2♣	♣	
2 NT	♦	Other: _____					
2♣	Game Force						
2♦	6(5) card suit, 6-10						
2♥	6(5) card suit, 6-10						
2♠	6(5) card suit, 6-10						
2 NT	(19)20 - 22						
3 NT	5♠ 6♥, minimum opening						

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

3NT = 5♠ 6♥, minimum opening	Bergen raises
Lebensohl	Change of suit by opener forcing
Splinters	

## COMPETITIVE BIDDING

Negative doubles through	4♠	Responsive doubles through	4♠
Jump overcalls	Weak	Unusual NT	for unbid suit or minors
1NT overcall (immediate)	15-18	(re-opening)	10-14
Immed cue of minor	Michaels		
Immed cue of major	Michaels		
Over opponent's 1NT (weak)	Cappelletti (2♣ = one suited)		
Over opponent's 1NT (strong)	same		
Over weak twos	X for takeout		
Over opening threes	X for takeout		

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	natural	2NT	11-12 NF
	1♥/♠	natural	3♣	weak
	1NT	6-10	3♦	splinter
	2♣	4+♣ limit or better	3♥	splinter
	2♦	strong 6+suit 16+	3♠	splinter
	2♥	strong 6+suit 16+	3NT	12-14, 4 card raise
	2♠	strong 6+suit 16+	4 bids	preemptive
1♦	1♥/♠	natural	3♣	strong 6+suit 16+
	1NT	6-10	3♦	weak
	2♣	11+ 4+♣	3♥	splinter
	2♦	4+♦ limit or better	3♠	splinter
	2♥	strong 6+suit 16+	3NT	12-14, 4 card raise
	2♠	strong 6+suit 16+	4♦	preemptive
	2NT	11-12 NF	4 Other	natural
1♥/♠	1NT	6-10	3♣	4 card fit 10-12
	2♣	11+ 4+♣	3♦	4 card fit 6-9
	2♦	11+ 4+♦	3♥/♠	4 card fit 0-6
	2♥/♠	3 card raise 6-9	3NT	12-14, 4 card raise
	2NT	Jacoby 4+ fit GF	4♣/♦	splinter
2♣	2♦	Waiting	2♥/♠	natural positive good 5 card suit
	other			
2♦	2♥	Natural forcing	3♣/♦	3♣ Natural forcing, 3♦ weak
	2♠	Natural forcing	3♥/♠	Forcing strong
	2NT	enquiry: show range/shortage	3NT	To play
2♥/♠	2NT	enquiry: show range/shortage	3NT	To play
	3♣/♦	Natural forcing	4♣/♦	Natural strong
	3♥/♠	Weak	4♥/♠	To play
2NT	3♣	Puppet Stayman	4♣	Natural slammish
	3♦	transfer to 3♥	4♦	Natural slammish
	3♥	transfer to 3♠	4♥	To play
	3♠	Minor suit enquiry	4♠	To play
	3NT	to play	other	4NT invite

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	Strong slammish
3♥/3♠	Strong slammish
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  1 level                      Game force

### NT Checkback

Priorities                      2D = min, higher = max (good 13-14) features up the line

### Defence to 3NT opening

X = cards

### Defence to opening Two's:

Multi 2♦                      X = 16+ unbalanced or 19+ balanced

RCO style 2-s

Other 2-s

X = T/O

### Defence to strong ♣

X = majors, 1NT = minors, weak jumps

### Lebensohl

Over NT interference

Other uses

Over weak twos by opponents

### Take out of 4 level pre-empt

4♣/4♦                      X  
4♥                      X                      4♠                      X

## OTHER NOTES

1NT may contain singleton usually ace or king