

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: Pre-emptive

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Jump shifts after minor opening 1C/1D : 2H/2S = 6-10 points, fit showing

Jump shifts after major opening 1H : 1S / 1S : 3H = 3-card limit raise

Responses to strong 2 suit opening 2D = negative or waiting; others natural, +ive

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  NT

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

From 4 small 2nd highest  Other: Attitude vs NT; 3rd highest vs suit

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

Signal on partner's lead: high encourage  low encourage

Other: suit-preference in trumps if singleton in dummy

Signal on declarer's lead reverse count or suit-preference

Discards McKenney  high encourage  low encourage

odd/even  Other: 2nd discard reverse attitude

Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  Other: 0314

4♣ Gerber  when? \_\_\_\_\_

### Other Conventions

1C : 2D and 1D : 3C = 6-9 point raise

1H/1S : 3C = 6-9 point raise, 4+ trumps

1H/1S : 3D = 10-12 point raise, 4+ trumps

4S = RKCB if hearts is the agreed suit



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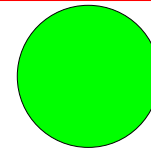
## STANDARD SYSTEM CARD

Names: Ron Klinger Andrew Peake

ABF Nos: 33642 291269

Basic System: \_\_\_\_\_ Brown Sticker

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 10+ points, 3+ 1♦ 10+ points, 3+ 1♥ 10+ points, 5 1♠ 10+ points, 5

1 NT (14) 15-17 (18) may contain 5 card major

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

Transfers 2♦ to hearts 2♥ to spades 2♠ to clubs

2 NT to diamonds Other: 3-level suit bid = suit below shortage

2♣ Very strong

2♦ 3-7 points, 5-6 cards in hearts or in spades

2♥ 8-11 weak two in hearts

2♠ 8-11 weak two in spades

2 NT (20) 21-22 (23)

3 NT Pre-emptive with 5 spades - 6 hearts

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

Transfer responses to 1C and in competition 1C : 2D and 1D : 3C = 6-9 point raises

at the 1-level including doubles and redoubles Cheapest jump overcall = next 2 suits

Inverted minor suit raises

## COMPETITIVE BIDDING

Negative doubles through 5H Responsive doubles through 4S

Jump overcalls 2-suit or interm Unusual NT Two non-touching suits

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

Immed cue of minor Next two suits

Immed cue of major Next two suits

Over opponent's 1NT (weak) X = Pen; 2C = majors; 2D = long major, 2M = M + m

Over opponent's 1NT (strong) Ditto

Over weak twos X = T/O + Lebensohl; 2NT 15-18; leaping Michaels

Over opening threes X = T/O; non-leaping Michaels

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+ hearts	2NT	(10) 11-12
	1♥/♠	1H = 4+ spades; 1S = 4+ Ds	3♣	0-6 club raise
	1NT	6-10	3♦	Splinter raise
	2♣	10+ points, 4+ clubs, forcing	3♥	Splinter raise
	2♦	6-9 points, club raise	3♠	Splinter raise
	2♥	7-10 points, 6+ suit	3NT	13-15
	2♠	7-10 points, 6+ suit	4 bids	Natural

1♦	1♥/♠	4+ suit, forcing	3♣	natural, game-invitation
	1NT	6-10	3♦	6-9 diamond raise
	2♣	4+ suit, FG	3♥	Splinter raise
	2♦	10+ points, 4+ Ds, forcing	3♠	Splinter raise
	2♥	7-10 points, 6+ suit	3NT	13-15
	2♠	7-10 points, 6+ suit	4♦	Pre-emptive
	2NT	(10) 11-12	4 Other	4C = Splinter raise

1♥/♠	1NT	6-12, forcing	3♣	6-9 points, 4+ support
	2♣	2+ suit, FG	3♦	9-12 points, 3+ support
	2♦	5+ suit, FG	3♥/♠	0-6, 4+ raise;
	2♥/♠	6-9, 3-card support	3NT	splinter in Ds / Hs
	2NT	Game-force, 4+ support	4♣/♦	Splinters

2♣	2♦	Negative or waiting	2♥/♠	Good 5-suit, positive
	other	Natural, positive		

2♦	2♥	Pass or correct	3♣/♦	Natural, invitational
	2♠	Pass or correct	3♥/♠	Pass or correct
	2NT	Asking which major	3NT	To play

2♥/♠	2NT	Inquiry	3NT	To play
	3♣/♦	Natural, forcing,	4♣/♦	Splinters
	3♥/♠	Pre-emptive raise	4♥/♠	To play

2NT	3♣	Puppet Stayman	4♣	Natural
	3♦	Transfer to hearts	4♦	Natural
	3♥	Transfer to spades	4♥	To play
	3♠	Minor suit Stayman	4♠	To play
	3NT	To play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	Shortage in diamonds / hearts
3♥/3♠	Shortage in spades / clubs
4♣	Transfer to hearts
4♦	Transfer to spades
4♥	To play
4♠	To play

Unusual NT:                    minors                     other suits                     lower 2 unbid suits

other 2 non-touching suits

### Other slam bidding

Cue Bids                     Asking Bids

### 4th Suit Forcing

One round                     Game force

### NT Checkback

Priorities 2C puppet to 2D, then invite; 2D FG

### Defence to 3NT opening

4C = majors, no preference or H pref; 4D = majors, S pref.

### Defence to opening Two's:

Multi 2♦ X = overcall in H or S; 2H / 2S = T/O of that suit

RCO style 2-s X / X / X

Other 2-s X / X / X

### Defence to strong ♣

2-suiters: NT = non-touching suits, 2C = Colour, 2D = Rank

### Lebensohl

Over NT interference

Other uses After weak two opening and double by us

### Take out of 4 level pre-empts

4♣/4♦ Double  
4♥ Dble and 4NT    4♠ Double and 4NT

## OTHER NOTES