

BASIC RESPONSES

Jump raises - minors limit forcing Other: Weak

Jump raises - majors limit forcing Other: Bergen (on over X)

Jump shifts after minor opening Major= weak 6-card, < 6HCP

Jump shifts after major opening Bergen

Responses to strong 2 suit opening 2♣ - 2♦ = negative or waiting

Responses to 2NT opening Puppet Stayman, transfers

PLAY CONVENTIONS

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

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

Underlead Other: A asks count, K attitude

Four or more with an honour 4th highest attitude

3rd/5th Other: _____

From 4 small 2nd highest Other: _____

From 3 cards (no honour) top middle bottom

Signal on partner's lead: high encourage low encourage

Other: _____

Signal on declarer's lead Count

Discards McKenney high encourage low encourage

odd/even Other: _____

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: 14/30; Minorwood

4♣ Gerber when? _____

Other Conventions

4th suit forcing to Game 2-way Checkbacks

Cue Raises

Asking Bids

Splinters, Mini-splinters

Support Doubles, Redoubles



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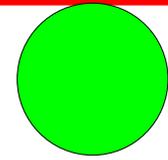
STANDARD SYSTEM CARD

Names: Helen Lowry Berri Folkard

ABF Nos: 162795 20303

Basic System: Modified Acol Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 2, 11+HCP 1♦ 4, 11+HCP 1♥ 5, 11+HCP 1♠ 5, 11+HCP

1 NT 12-14 may contain 5 card major

2♣ Stayman: simple extended Other: _____

Transfers 2♦ ♥ 2♥ ♠ 2♣ ♣

2 NT ♦ Other: _____

2♣ Game force, OR 23+ Bal OR 9+ playing tricks suit

2♦ Weak, 6+♦

2♥ Weak, 6+♥

2♠ Weak, 6+♠

2 NT 20-22 HCP, balanced

3 NT Gambling

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

Bergen raises Modified Hamilton over opp NT

Inverted minors

Minorwood

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥

Jump overcalls Weak Unusual NT Minors/lower unbid suits

1NT overcall (immediate) 15-18 (re-opening) 10-14

Immed cue of minor Majors

Immed cue of major Other Major + Minor

Over opponent's 1NT (weak) X=Penalty; 2♣=Majors; 2♦=ssMajor; 2♥/♠=M+m

Over opponent's 1NT (strong) X=ssMinor; 2♣=Majors; 2♦=ssMajor; 2♥/♠=M+m

Over weak twos X, then Lebensohl

Over opening threes X

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	6+ HCP, 4+♦	2NT	10-12 balanced
	1♥/♠	6+ HCP, 4+♥/♠	3♣	< 6HCP, 5+♣
	1NT	6-9 HCP, denies 4♦,♥,♠	3♦	Splinter
	2♣	10+ HCP, 5+♣	3♥	Splinter
	2♦	< 6 HCP, 6♦	3♠	Splinter
	2♥	< 6 HCP, 6♥	3NT	To Play
	2♠	< 6 HCP, 6♠	4 bids	4♣=Minorwood, 4♥/♠ to play
1♦	1♥/♠	6+ HCP, 4+♥/♠	3♣	6-9HCP, 4+♦
	1NT	6-9 HCP, denies 4,♥,♠	3♦	< 6 HCP, 5+♦
	2♣	10+ HCP, 4+♣	3♥	Splinter
	2♦	10+ HCP, 4+♦	3♠	Splinter
	2♥	< 6 HCP, 6♥	3NT	To Play
	2♠	< 6 HCP, 6♠	4♦	Minorwood
	2NT	10-12 balanced	4 Other	4♥/♠ to play
1♥/♠	1NT	6-9 HCP	3♣	6-9 HCP, 4♥/♠
	2♣	10+ HCP, 4+♣	3♦	10 - 12 HCP, 4♥/♠
	2♦	10+ HCP, 4+♦	3♥/♠	<6 HCP, 4♥/♠
	2♥/♠	6-9 HCP, 3♥/♠	3NT	12-15 balanced raise
	2NT	12+ HCP, 4♥/♠	4♣/♦	Splinter
2♣	2♦	<7 HCP, or waiting	2♥/♠	& 3♣/♦= 8+ HCP, 5-card suit, GF
	other	after 2♦, 2♥=GF, 23+unbal or 10+ pl tricks suit; then 2♠ = 2nd negative		
2♦	2♥	Forcing	3♣/♦	3♣ = Forcing; 3♦ = To play
	2♠	Forcing	3♥/♠	Splinter
	2NT	Enquiry, Ogust style	3NT	To play
2♥/♠	2NT	Ogust	3NT	To play
	3♣/♦	Forcing	4♣/♦	Splinter
	3♥/♠	Not forcing	4♥/♠	Play
2NT	3♣	Puppet Stayman	4♣	Minorwood
	3♦	Transfer ♥	4♦	Minorwood
	3♥	Transfer ♠	4♥	To play
	3♠	Minors 5/5	4♠	To play
	3NT	5/4 ♠/♥	other	4NT/5NT = quantitative

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Slam interest (asks cue: then 3NT no cue)
3♥/3♠	Slam interest
4♣	Minorwood
4♦	Minorwood
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 Game force

NT Checkback Priorities 2♣ = invitational, 2♥ = natural, 2NT = GF

Defence to 3NT opening X = take-out; 4♣ = ♥ + ♠; 4♦ = ♠ + ♥

Defence to opening Two's: Multi 2♦ X = Take out; 2NT = 15-18 balanced, then

RCO style 2-s Puppet Stayman, transfers

Other 2-s X = Take out; 2NT = 15-18 balanced, then

Other 2-s Puppet Stayman, transfers

Other 2-s X = Take out; 2NT = 15-18 balanced, then

Other 2-s Puppet Stayman, transfers

Defence to strong ♣ RCOs: X = rank, 1♦ = colour, 1♥/♠ = nat, 1NT = odds

Lebensohl Over NT interference

Other uses After X of opp weak 2 opening

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ 4NT

OTHER NOTES

All systems on after X, off over interference: over X our NT, system on

Interference over our 2♣ opening: P = 0-4, X = 5+ HCP

DOPI: 4NT-5x then X=0/3, P=1/4 = keep RKB structure

Superaccept transfer via poor suit; 2NT = maximum, 3/4 card support

Double of artificial bid shows that suit

2NT-3M: bid best minor: next step is minorwood