

BASIC RESPONSES

Jump raises - minors limit forcing Other: _____

Jump raises - majors limit forcing Other: 0-6

Jump shifts after minor opening strong _____

Jump shifts after major opening 3C=6-9 M4+; 3D=10-12 M4+; 2NT = 12+ M4+

Responses to strong 2 suit opening 2H=0-4, 2D = 5+, 2S = H5+ 8+, 2NT = S5+ 8+

Responses to 2NT opening 3C = Puppet Stayman, 3D = H, 3H = S, 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

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 _____

Discards McKenney high encourage low encourage

odd/even Other: _____

Count natural reverse _____

CONVENTIONS

4NT: Blackwood RKCB Other: 1403

4♣ Gerber when? _____

Other Conventions

5Major opening = ask to bid with K or A of M	Cue raises
DOPI, ROPI	Support doubles and redoubles
Bergen Raises (also over opp. double)	
Lebensohl but not over 1NT	
Exclusion Blackwood	



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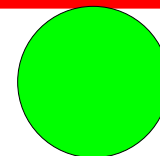
STANDARD SYSTEM CARD

Names: Martin Bloom George Bilski

ABF Nos: 5266 242683

Basic System: Standard, Two over One

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3 _____ 1♦ (3)4 _____ 1♥ 5 _____ 1♠ 5 _____

1 NT 15-17 _____ may contain 5 card major

2♣ Stayman: simple extended Other: _____

Transfers 2♦ Hearts _____ 2♥ Spades _____ 2♠ Clubs _____

2 NT Diamonds _____ Other: _____

2♣ GF _____

2♦ (5)6 diamonds, 6-10 HCP

2♥ (5)6 hearts, 6-10 HCP

2♠ (5)6 spades, 6-10 HCP

2 NT 20-22

3 NT Solid minor, no K or A outside

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

COMPETITIVE BIDDING

Negative doubles through 4S _____ Responsive doubles through 4S _____

Jump overcalls weak _____ Unusual NT yes, two lowest suits

1NT overcall (immediate) 15-18 _____ (re-opening) 15-18

Immed cue of minor majors, 5/5+

Immed cue of major major + minor, 5/5+

Over opponent's 1NT (weak) X = PEN, 2C = majors, 2D = diamonds and major,

Over opponent's 1NT (strong) 2M = NAT; same bids for strong and weak NT

Over weak twos double = T/O

Over opening threes double = T/O

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	5+, 4+ diamonds	2NT	GF, 4+ clubs
	1♥/♠	5+, M4+, may skip diamonds	3♣	10-11, 5+ clubs
	1NT	5-9(10), no M4	3♦	splinter
	2♣	6-9, 5+ clubs	3♥	splinter
	2♦	GF, 6+ diamonds, good suit	3♠	splinter
	2♥	GF, 6+ hearts, good suit	3NT	13-15 bal no M4
	2♠	GF, 6+ spades, good suit	4 bids	
1♦	1♥/♠	5+, M4+	3♣	GF, 6+ clubs, good suit
	1NT	5-9(10), no M4	3♦	10-11, 4+ diamonds
	2♣	(9)10+, C4+, GF unless repeats C	3♥	splinter
	2♦	6-9, 4+ diamonds	3♠	splinter
	2♥	GF, 6+ hearts, good suit	3NT	13-15 bal no M4
	2♠	GF, 6+ spades, good suit	4♦	pre-emptive
	2NT	GF, 4+ diamonds	4 Other	4C = splinter
1♥/♠	1NT	5-9(10), no S4 over 1H	3♣	6-9, M4
	2♣	10+ NAT, GF unless repeats C	3♦	10-12, M4
	2♦	10+ NAT, GF unless repeats D	3♥/♠	0-5, M4+
	2♥/♠	5-9 M3	3NT	13-15 4-3-3-3 M3
	2NT	12+, M4+	4♣/♦	splinter
2♣	2♦	5+ any or waiting	2♥/♠	2H= 0-4 negative, 2S = 8+ H5+
	other	2NT = 8+ S5+, 3m = 8+ m5+		
2♦	2♥	natural and forcing	3♣/♦	3C = NAT F, 3D pre-emptive
	2♠	natural and forcing	3♥/♠	splinter
	2NT	asks for shortage	3NT	to play
2♥/♠	2NT	asks for shortage	3NT	to play
	3♣/♦	natural and forcing	4♣/♦	splinter, slam try
	3♥/♠	pre-emptive	4♥/♠	to play, pre-emptive
2NT	3♣	Puppet Stayman	4♣	natural and forcing, slam try
	3♦	transfer to hearts	4♦	natural and forcing, slam try
	3♥	transfer to spades	4♥	to play
	3♠	minor suit Stayman, slam try	4♠	to play
	3NT	to play	other	to play

CONVENTIONS

Additional responses to 1NT

3♣/3♦ good suit, slam interest

3♥/3♠ both minors 5/4, M3 OM1

4♣ transfer to hearts

4♦ transfer to spades

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

2C = inv, forces 2D; 2D = GF

Defence to 3NT opening

Defence to opening Two's:

Multi 2♦ 2NT = 15-18, suit = nat NF, double = cards

RCO style 2-s

Other 2-s

Defence to strong ♣

X = majors, 1NT = minors

Lebensohl

Over NT interference

Other uses

over weak two and double from partner

Take out of 4 level pre-empts

4♣/4♦ double

4♥ double/4NT

4♠ double/4NT

OTHER NOTES

Signals - natural count and attitude

- suit preference whenever it is possible including trump suit