

BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: 0-6, pre-emptive
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: 0-6 pre-emptive
Jump shifts after minor opening	1C : 2D = C raise; 1D : 3C = D raise; 2H/2S weak		
Jump shifts after major opening	3C/3D 4-8, natural, NF; 1H : 2S, 1S : 3H = FG, C+D		
Responses to strong 2 suit opening	2C : 2D = waiting or negative; others natural, FG		
Responses to 2NT opening	3C = 5CM Stayman; 3S = minors Stayman; 3D/3H = tfrs		

PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	✓ = 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 type="checkbox"/>	attitude <input type="checkbox"/> NT
3rd/5th <input type="checkbox"/> S	Other: _____	
From 4 small	2nd highest <input type="checkbox"/> NT	Other: 3rd vs suit
From 3 cards (no honour)	top <input type="checkbox"/> NT	middle <input type="checkbox"/> NT
	bottom <input type="checkbox"/> S	
Signal on partner's lead:	high encourage <input type="checkbox"/>	low encourage <input checked="" type="checkbox"/>
Other:	suit-preference in some contexts	
Signal on declarer's lead	reverse count; suit-preference in some contexts	
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/>
	odd/even <input checked="" type="checkbox"/>	Other: 2nd discard reverse attitude
Count	natural <input type="checkbox"/>	reverse <input checked="" type="checkbox"/>

CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: _____
4♣	Gerber <input checked="" type="checkbox"/>	when? _____	If jump agreeing clubs; 4D can also be RKCB.

Other Conventions

Cue-bids = 1st or 2nd round control	Cheapest jump-overcall = next 2 suits
After major set, 3NT = pivot for cue-bids	Other jump-overcalls = intermediate
We use 5-4-3-2-1 (A = 5 / 10 = 1) to value	2NT jump-overcall = non-touching suits
balanced hands (1NT 22-25, 2NT = 30-33)	



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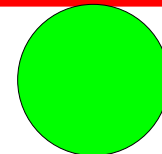


AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names:	Ron Klinger	Matt Mullamphy
ABF Nos:	33642	95745
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♣ 9+ pts, 3+ Cs	1♦ 9+ pts, 3+ Ds
1♥ 9+ pts, 5+ Hs	1♠ 9+ pts, 5+ Ss
1 NT (14)15-17(18) (we use 22-25 5-4-3-2-1 pts)	may contain 5 card major <input checked="" type="checkbox"/>
2♣ Stayman: simple <input type="checkbox"/>	extended <input checked="" type="checkbox"/>
Other: 5-card major inquiry	
Transfers 2♦ to Hs	2♥ to Ss
2♠ to Cs	
2 NT to Ds	Other: 3C / 3D / 3H / 3S = shortage in D / H / S / C
2♣ Strong	
2♦ 18-20 points balanced (26-29 Banzai Points 5-4-3-2-1 count)	
2♥ weak 2 in hearts	
2♠ weak 2 in spades	
2 NT (20) 21-22 (23) [30-33 in 5-4-3-2-1 count]	
3 NT Specific Ace Ask	

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

1-Major : 2D = Force to Game, artificial	Transfer responses at 1-level, including double
1-Major : 2C = (9)10-12 (13) points, artificial	and redouble; Leaping Michaels;
1-Major : 2NT = 4+ trumps, 6-13 points	Non-leaping Michaels; Specific 2-suiters

COMPETITIVE BIDDING

Negative doubles through 5H	Responsive doubles through 5H
Jump overcalls 2-suits / interm	Unusual NT 2-suiter, non-touching suits
1NT overcall (immediate) (14)15-18(19)	(re-opening) (10)11-14(15)
Immed cue of minor	2-suiter, next two suits along
Immed cue of major	2-suiter, next two suits along
Over opponent's 1NT (weak)	2C = Ds or majors or minors; 2D = any 1-suiter
Over opponent's 1NT (strong)	Ditto
Over weak twos	X = takeout + Lebensohl
Over opening threes	X = takeout; 4C/4D = non-leaping Michaels

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	4+ hearts, can be very weak	2NT 11-12, natural, NF
	1♥/♠	4+ Hs / 4+ Ds, can be very weak	3♣ 0-6, club raise
	1NT	6-10	3♦ splinter
	2♣	10+ points, club raise, forcing	3♥ splinter
	2♦	6-9 points, club raise	3♠ splinter
	2♥	0-6, 6+ Hs	3NT 13-15, natural
	2♠	0-6, 6+ Ss	4 bids natural; 4C pre-emptive
1♦	1♥/♠	4+ suit, can be weak	3♣ 6-9 points, diamond raise
	1NT	6-10	3♦ 0-6, diamond raise
	2♣	game-forces, 4+ clubs	3♥ splinter
	2♦	10+ points, D raise, forcing	3♠ splinter
	2♥	game-invitation, 5+ clubs, no 4M	3NT 13-15, natural
	2♠	0-6, 6+ Ss	4♦ Pre-emptive
	2NT	11-12, natural, NF	4 Other Natural
1♥/♠	1NT	6-10	3♣ 4-8, 6+ clubs
	2♣	10-13, artificial game-try	3♦ 4-8, 6+ diamonds
	2♦	13+, artificial game-force	3♥/♠ 1M-3M, 0-6; 1S :3H FG 5S C+D
	2♥/♠	1H : 2S = FG, 5/5 Cs + Ds	3NT 1H:3NT = D spl; 1S:3NT = H spl
	2NT	6-13, 4+ trumps	4♣/♦ splinter
2♣	2♦	Negative or waiting	2♥/♠ Natural, positive, good suit
	other	2NT = 10+ balanced	
2♦	2♥	4+ hearts, not forcing	3♣/♦ Transfers to Ds / Hs
	2♠	Puppet to 2NT	3♥/♠ 3H = Tfr to spades
	2NT	Transfer to clubs	3NT Not used
2♥/♠	2NT	Artificial, inquiry	3NT To play
	3♣/♦	Natural, forcing	4♣/♦ splinter
	3♥/♠	Natural, not inviting	4♥/♠ To play
2NT	3♣	5-card major Stayman	4♣ Natural, 6+ suit, slam-interest
	3♦	Transfer to hearts	4♦ Natural, 6+ suit, slam-interest
	3♥	Transfer to spades	4♥ Natural, 6+ suit, slam-interest
	3♠	Minor suit Stayman	4♠ Natural, 6+ suit, slam-interest
	3NT	To play	other

CONVENTIONS

Additional responses to 1NT

3♣/3♦	3C = short in Ds / 3D = short in hearts, both game-forcing
3♥/3♠	3H= short in Ss / 3S = short in clubs, both game-forcing
4♣	Transfer to 4H
4♦	Transfer to 4S
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; 2D = artificial force to game

Defence to 3NT opening 4C = majors, Hs = or longer; 4D = majors, Ss longer

Defence to opening Two's: Multi 2♦ X = 5+ overcall in one of the majors

RCO style 2-s 2H = takeout of Hs; 2S = takeout of spades
X = values; 2nd X = takeout; 3rd X = penalties

Other 2-s Ditto

Defence to strong ♣ 1D/1H/1S = natural; X = Cs; 1NT = odd suits; 2C = 2-suiter, rank
2D = 2-suiter, colour; 2H/2S = good 1-suiter

Lebensohl Over NT interference Rubensohl

Other uses After X of weak twos: Lebensohl

Take out of 4 level pre-empts 4♣/4♦ X = T/O

4♥ X / 4NT = T/O 4♠ X and 4NT = T/O

OTHER NOTES

After opener's 2NT rebid, transfers are used

After opener's 1-level rebid, 2NT = puppet to 3C (sign-off or invitational with some 5-5 hand)

After 1C / 1D / 1H and next hand doubles, redouble = 4+ in next suit

Double by responder at 1-level often = 4+ in next suit

1C : (1H) : 1S = 4+ Ds; 1D : (1H) : 1S = 4+ Cs; 1H : (X) : 1S = one minor or both minors