	BA	SIC RE	SPON	ISES				
Jump raises - minors	limit 🖂	forcing		Other:				
Jump raises - majors	limit 🗹	forcing		Other:				
Jump shifts after minor opening		strong	solid/ne	ar solid 6+	1 suiter, GF			
Jump shifts after major opening		strong	solid/ne	ar solid 6+	1 suiter, GF			
Responses to strong 2 suit open	ing	next s	uit = neg	/waiting; 21	NT = artifical			
Responses to 2NT opening	3/	4m nat; 3H	enq & F	; 3S nat & I	F; 3NT to play			
	PLA	Y CON	VENT	IONS				
'NT' Versus Notrump		'S' Ve	rsus Suit		= Both			
Sequence leads:	Sequence leads: Overlead			all S All except AK x (x)				
Underlead	Oth	ner:						
Four or more with an honour		4th high	nest [s a	ttitude			
3rd/5th Other: 4th highest against NT too								
From 4 small 2nd highest S Other: 2nd highest against NT too								
From 3 cards (no honour) top middle _s bottom								
Signal on partner's lead: high encourage low encourage								
Other: na	atural count; F	oster echoe	s by 3rd	hand wher	n honour led to NT			
Signal on declarer's lead	natura	al count						
Discards McKenne	еу 🗌	high end	ourage		low encourage			
odd/eve	n	Other:	natural c	ount, rarely	natural attitude			
Count natu	ıral S	reverse	na	at count aga	ainst NT too			
	(CONVE	OITI	NS .				
4NT: Blackwoo	od 🗌	RKC	в 🗹	Othe	er:			
4♣ Gerber 5	when?	over 1N	ΙT					
Other Conventions								
4C/4D opening = transfer to 4H/4S			many direct Xs = pen					
4th suit F = 1 rnd at 2 level, GF at 3 level			3NT rebid = 7+ pl tricks, may be unbal					
cuebid raises of overcalls			long suit trial bids					
splinters & mini splinters			SNAP 1NT response to 3rd seat opening					
rare psyches			1st rnd	controls bi	d before 2nd rnd controls			
ABC	PO Bo: Fyshwi Tel: 02 FAX: 0	Marketing x 397 ck ACT 2609 6239 2265 2 6239 1816 © BCC 63201)					



AUSTRALIAN BRIDGE FEDERATION INCORPORA INCORPORATED ©

STANDARD SYSTEM CARD									
Names:	Felicity Beale			Diana S	mart				
ABF Nos:	130966			147631					
Basic System:	ACOL ch	n of suit F			Brown	Sticker			
Classification:	Green	В	lue 🗌	Red		Yellow			
			OPEN	NG BI	DS				
Describe strength	Describe strength, minimum length, or specific meaning Canape								
1♣ 4	1	4		1♥	4		1♠ 4	4	,
1 NT 12-14	1st/2nd/4th; 1	5-18 3rd				may conta	in 5 card	major	
2♣ Stayman:	simple		exter	nded 🗆		Other: p	uppet		
Transfers	2 ♦ H		2♥	S		2	♠ C		
2 NT ir	nvit	0	her: 3	evel = na	t, slam try				
2 ♠ 1 rnd F: 6	either 21-22/25	5-26 HCP ba	or 8-9 pla	aying trick	s in undiscl	losed suit	/s		
2♦ GF excep	ot 23-24 HCP I	oal							
2♥ 6 card su	it, weak, 6-bad	d 11 HCP. M	ay be wea	aker/stron	ger/shorter	in 3rd-4th	n seat		
2♠ as for 2H			,		•				
2 NT two su	its, not C , 5-5	+, 6-10 HCP							
3 NT transfe	er to 4 of minor								
	PRF-AL	ERTS: CA	LLSTH	ΔΤ ΜΔ	HAVEL	INEXPE	CTED		
		NING/S O							
2NT opening (2	suits not Cs)			micha	els cuebids	:			_
	•			NAMYATS 4C/4D opening bids					
puppet stayman (asks 5M) few negative Xs (only after M o/call of our 1m)			1m)						
Tow riegative As	(only after ivi		-				rui		
			IPEIII		IDDING				
Negative doubles		3S		•	e doubles th	rough		2S	
Jump overcalls	WK; ex	c V v NV	Unusual N	JT	michaels,	weak or s	strong		
1NT overcall (imn	•	15-1			opening)	11-	14, usua	lly stopper	
Immed cue of mir	nor	both majors	s, 5-5+, w	eak or stro	ong				
Immed cue of major other major & minor,			5-5+, weak or strong						
Over opponent's 1NT (weak)			2C = both majors; denies Xing strength						
Over opponent's 1NT (strong)			2C = both majors direct; X = both majors 4th/5th seat						
Over weak twos			X						
Over opening threes			Χ						

		RESPONSES TO	OPENIN	NG BIDS
		Describe strength, minimum length or sp	ecific meanir	ng
.	1♦	4+ suit, 5+ HCP	2NT	16+ HCP, 4+ support
	1 ♥ /♠	4+ suit, 5+ HCP	3♣	10-11. 4+ support, denies maj 4
	1NT	8-10 bal, 4 card support	3♦	splinter, 10-12 HCP
	2♠	4+ support, 5-9 HCP	3♥	same as 3D response
	2♦	GF, nat, strong 1 suiter	3♠	same as 3D response
	2♥	same as 2D response	3NT	12-15 HCP bal, 4+ supp no maj 4
	2♠	same as 2D response	4 bids	4 major = natural, weak
)	1 ♥ /♠	4+ suit, 5+ HCP	3♣	same as 2H response
	1NT	6-9 HCP, denies 4 supp or 4 maj	3♦	10-11, 4+ supp, no 4 card maj
	2♣	10+, nat, 4+ suit	3♥	splinter, 10-12 HCP
	2♦	6-9, 4+ supp, no 4 card major	3♠	same as 3H response
	2♥	GF, nat, strong 1 suiter	3NT	12-15 bal, 4+ supp, no 4 major
	2♠	same as 2H response	4♦	weak, pre, < 5/6 HCP
	2NT	16+ HCP, 4+ support	4 Other	4 maj = nat, weak
•/♠	1NT	6-9 HCP, usually < 3 card supp	3♠	GF, nat, strong 1 suiter
	2♣	10+, nat, 4+ suit	3♦	same as 3C response
	2♦	same as 2C response	3 ♥/ ♠	if raise = 10-11 HCP, 4+ support
	2 ♥/ ♠	if raise = 6-9 HCP, 3+ support	3NT	12-14 HCP bal, 4+ support
	2NT	16+, bal, does not promise fit	4♣/♦	splinter, 9- bad 12 HCP
•	2♦	negative or waiting	2 ♥ /♠	5+ suit, 8+ HCP
	other	2NT = both min (4-4+) 10+ HCP; 3H/	'S = nat, 7+	suit, semi pos
•	2♥	negative (waiting)	3♣/♦	nat, 6+ HCP
	2♠	5-8 HCP, bal, does not show Ss	3♥/♠	nat, 7+ suit, weak
2NT	5+ maj, 6+ HCP	3NT		
* / *	2NT	enquiry for suit quality & HCP	3NT	to play
	3♣/♦	nat, F except after X	4♣/♦	. ,
3♥/♠	if raise, no game interest	4 ♥ /♠		
NT	3♣	enquiry about suits & HCP	4♣	F to 4D or 4H, or strong 1 suiter
	3♦	correctible, no game interest	4♦	F to 4S or 5D
	3♥	correctible, no game interest	4♥	correctible
	3♠	F to 3NT or 4H	4♠	correctible
	3NT	to play	other	if overcall/X, many bids = art/corr

		CONVENTIONS					
Additional response	onses to 1NT						
3♣/3♦	slam try						
3♥/3♠	slam try						
4♣	Gerber						
4♦							
4♥	nat						
4♠	nat						
Unusual NT:	m	inors other suits lower 2 unbid suits					
other	over maj = bo	oth min; over min = other min & unknow maj					
Other slam bidd	ling	Cue Bids ☐ Asking Bids ☐					
4th Suit Forcing	I	One round at 2 level; GF at 3 level Game force					
NT Checkback		Priorities lower own 5 card suit					
Defence to 3NT	opening						
Defence to opening Two's:		Multi 2♦ X = strng NT+, may be unbal. Next X by either = TO					
		subsequent X= penalty. 2NT = 15-18. both maj stopped					
RCO style 2-s		if anchored, X = TO; if unanchored X = as for mutli 2D.					
Other 2-s		as for 1 openings					
Defence to strong ♣		X and 1 level overcalls = either show the suit or TO for other 3 suits.					
		1NT = both maj; 2C = Cs & maj; 2D = Ds & maj; 2NT = both min					
Lebensohl		Over NT interference					
Other us	ses in re	sponse to our TO X of 2 openings					
Take out of 4 le	vel pre-empts	4 ♣ /4 ♦ X					
	4♥	X 4♠ 4NT (X = card-showig)					
		OTHER NOTES					
		OTHER NOTES					
4NT opening =	•						
		deny trump features in cuebidding sequence					
		2nd round controls					
		e at least 1 outside A or K and usually shortage					
4 card suits bid	•	**					
Foster echoes b	by 3rd seat wh	en honour is led to NT					

BROWN STICKER OPENING BID ANNOUNCEMENT FORM

This form is to be completed and uploaded to the ABF website or sent, by email, to webmaster@abf.com.au in accordance with the Supplemental Conditions of Contest for the event

Names: Felicity Beale and Diana Smart

Country Australia **Event** 2015 Australian Womens Team

Playoff

Bid 2NT opening

Shows: 5-5+ in two suits, not clubs, 7 to a bad 11 HCP

Detailed Description:

In all positions, shows 2 of the top 3 suits and 5-5 or better distribution, but does not have an anchor suit. Less than an opening strength hand.

Responses and Rebids in Uncontested auctions

With what hands will responder pass the opening bid? Very rarely. Only if has 2 suits including clubs (e.g. 5-5 or 6-5 shape), and suspects partner has the other 2 suits.

Meanings of other responses and rebids:

3C asking for suits and strength

3D, 3H correctible, NF

3S F to 3NT or 4H

3NT to play

4C F to 4H or 4D (if does not have Hs). May be single suited elsewhere, which will clarify after opener's rebid

4D to play in 4S or 4D (if does not have Ss)

4H to play in 4H or 4S/5D

4S to play in 4S or 5D

After 2NT - 3C

Opener bids:

3D or 3H min, lowest suit, NF

3S max, D and S, NF

3NT max, D and H, NF

4C max, both majors, F. Responder's subsequent 4D = slam interest

Responses after opponent's DBL

Responder:

XX = 13 + HCP, the usual 3C response.

pass = unknown hand, denies a good fit for 2 of the possible suits

3C = to play

3D = good fit for Ds and a major (3-4 or better)

3H = good fit for both majors (3-4 or better)

3S = to play

Opener (if X is passed back to opener):

3C = Ds and Hs

3D = Ds and Ss

3H = both majors

Responses after opponent's overcall:

Responder's:

Bid at 3 level = competitive and correctible, will have fit for 2 suits **4C** = game try, constructive hand. Asks responder to show suits as over 3C **cuebid of opponent's 3 of minor overcall** = asks opener to bid major **4D (when not a cuebid)** = to play 4D or if opener does not have Ds, 4 of major, strength unknown **4H or 4S** = correctible, strength unknown **3NT** = to play.

Rebids after 4th hand DBLs the response:

If responder has bid 3C:

Ignore the X, bids as above

If responder has begun a scramble

Pass if has the bid suit, new suit = lowest suit, NF

Other bids by opener (if any) = reply to responder's 3S or higher probe

Rebids after 4th hand overcalls:

As appropriate in reply to responder's bid

Proposed Defence

3C = natural, opening bid strength

3D, H or S = very good 5 card suit if opening hand strength, or 6+ suit with normal overcall strength $\mathbf{X} = 13+$ HCP; subsequent doubles by either hand = penalty or 1, 2, 3 style (depending on your preference) **Strong jump overalls**

3NT = good 16-18, stoppers in top 3 suits; stronger hands X first