

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: weak

Jump raises - majors limit  forcing  Other: weak

Jump shifts after minor opening to 2H/S=weak, other minor=limit raise

Jump shifts after major opening Bergen

Responses to strong 2 suit opening 2D=neg, 2H=pos, no good suit, other pos, 5+ suit

Responses to 2NT opening 3C=5cd Maj ask, then H/S = 4 cd nat

## PLAY CONVENTIONS

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

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

Underlead  Other: A/Q = attitude, K = count

Four or more with an honour 4th highest  attitude

3rd/5th  Other: count in pd's suit

From 4 small 2nd highest  Other:

From 3 cards (no honour) top  middle  bottom

Signal on partner's lead: high encourage  low encourage

Other: some mckenny

Signal on declarer's lead

Discards McKenney  high encourage  low encourage

odd/even  Other: some mckenny

Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  Other: quantitative

4♣ Gerber  when?

### Other Conventions

Minorwood if in GF RKCB (1430) and Exclusion RKCB (3014)

Splinters, after a 2 suited overcall by oppo - X= gen GF

Cue bids = 1st and 2nd, cue raises then X = t/out; Low suit cue = cue raise,

1NT (X) - XX - commands 2C and shows a High suit cue = GF with 5+ in 4th suit; bidding

single suiter, 2 suit = that + higher suit the 4th suit is nat and NF (depends on level)



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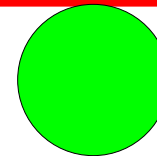
## STANDARD SYSTEM CARD

Names: Alida Clark Viv Wood

ABF Nos:

Basic System: 2/1 GF (except if re-bid resp suit) Brown Sticker

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3 1♦ 4/ 3 (4432) 1♥ 5 1♠ 5

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

2♣ Stayman: simple  extended  Other: 5 cd Maj ask

Transfers 2♦ H 2♥ S 2♠ C

2 NT D Other: 3C/D slammish, 4C/D = transfer to H/S

2♠ Any GF OR 23+ bal/semi-bal

2♦ Multi - weak 6 cd Maj suit

2♥ weak H + S, 5+/5+

2♠ weak S + C/D, 5+/5+

2 NT 20-22

3 NT Gambling, except 4th seat = to play

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

1NT maybe any 5431 if no desire to reverse

## COMPETITIVE BIDDING

Negative doubles through 4S Responsive doubles through 4S

Jump overcalls weak Unusual NT 2 lowest

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

Immed cue of minor Majors - any strength

Immed cue of major Other Maj + minor, any strength

Over opponent's 1NT (weak) X=pen, 2C=H+S, 2D=1 Maj, 2H/S=5+that +4+C/D

Over opponent's 1NT (strong) 2NT=C+D (same for weak OR strong NT)

Over weak twos X=T/out, 2NT=15-18 bal/semi bal

Over opening threes X=T/out, 3NT=to play

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	5+HCP, nat	2NT	10-11 bal
	1♥/♠	A/A	3♣	weak 0-7HCP, 5+ supp
	1NT	6-9HCP no Maj	3♦	splinter
	2♣	12+HCP, 5+ supp	3♥	A/A
	2♦	8-11HCP, limit raise	3♠	A/A
	2♥	weak, 6+ suit	3NT	12-14 (15) bal 4 card supp
	2♠	A/A	4 bids	4C - pre-empt
1♦	1♥/♠	5+HCP, nat	3♣	10-11HCP, 4+ supp
	1NT	6-9HCP, no Maj	3♦	weak 0-7HCP, 4+ supp
	2♣	5+C GF unless re-bid Clubs	3♥	splinter
	2♦	12+HCP, 4+D	3♠	A/A
	2♥	weak, 6+suit	3NT	12-14 (15) bal 3 card supp
	2♠	A/A	4♦	pre-empt
	2NT	10-11 bal	4 Other	4C = splinter then 4D = RKCB
1♥/♠	1NT	6-11HCP	3♣	6-9HCP, 4+ supp
	2♣	5+C GF unless re-bid clubs	3♦	10-11HCP, 4+ supp
	2♦	5+D A/A	3♥/♠	1H - 3H=0-5HCP, 4+supp
	2♥/♠	3cd supp: H-6-10,1H-2S=10-11	3NT	12-14 (15) bal 3 card supp
	2NT	12+ GF, 4+ supp	4♣/♦	splinter
2♣	2♦	neg	2♥/♠	2H=any pos with no good 5+ suit
	other	other suits = nat 5+, pos; after 2NT re-bid (23+) - 4NT = quantitative		
2♦	2♥	pass/correct	3♣/♦	nat, F
	2♠	A/A	3♥/♠	pass/correct
	2NT	INQ	3NT	to play
2♥/♠	2NT	INQ	3NT	to play
	3♣/♦	nat over 2H, pass/correct over 2S	4♣/♦	pass/correct over 2S
	3♥/♠	to play	4♥/♠	to play
2NT	3♣	5 cd Maj ask, then 3maj =nat F	4♣	nat, F
	3♦	H	4♦	A/A
	3♥	S	4♥	to play
	3♠	5S+4H then 4C/D s/accpt H/S	4♠	to play
	3NT	to play	other	4NT=quantitative

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦ nat, slammish

3♥/3♠ A/A

4♣ transfer to H - no s/accepts allowed

4♦ transfer to S - A/A

4♥ to play

4♠ A/A

Unusual NT: minors  other suits  lower 2 unbid suits

other

### Other slam bidding

Cue Bids

Asking Bids

### 4th Suit Forcing

One round  and 3rd suit F

Game force

### NT Checkback

Priorities 2 level=min, 2NT + above = max

### Defence to 3NT opening

X= cards 4C =Majs OR Clubs OR Clubs + a 4 cd Maj

### Defence to opening Two's:

Multi 2♦ X = 15+, next X =t/out

RCO style 2-s

X= 15+, next X = T/out

Other 2-s

X=T/out of long suit option

### Defence to strong ♣

X=Majs, 2D=1 Maj, 2H/S = That suit + a minor

### Lebensohl

Over NT interference

Other uses

after a weak 2 opening by oppo and X by us

### Take out of 4 level pre-empts

4♣/4♦ X=T/out

4♥ X, 4NT=C+D

4♠ X=cards, 4NT=2/3 suited T/out

## OTHER NOTES

S/acpts: in Majs 4+ supp - 2NT=max, 3Maj=min; in minors step shows Hxx+

Blackout: lowest 4th suit or 2NT=weak, 2 resp's Maj = F neg/pos, next bid can be passed

3rd suit F not nec nat, raise 1 level is F and nat