

BASIC RESPONSES

Jump raises - minors limit forcing Other: Weak = Inverted minors
 Jump raises - majors limit forcing Other: Bergen, on over X
 Jump shifts after minor opening Major= weak 6-card, <6 HCP
 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 asks 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 Reverse 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 checkback
 Cue raises
 Asking bids
 Splinters, mini-splinters
 Support double, redouble



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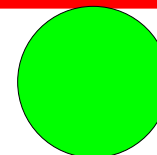


AUSTRALIAN BRIDGE FEDERATION

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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♣ 8.5-9 playing tricks suit, OR 23+ bal, OR Game force
 2♦ Weak 6+ ♦
 2♥ Weak 6+ ♥
 2♠ Weak 6+ ♠
 2 NT 20-22
 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	6-9HCP, denies 4♦/♥/♠	3♦	Splinter
	2♣	10+HCP, 5+♣	3♥	Splinter
	2♦	<6HCP, 6♦	3♠	Splinter
	2♥	<6HCP, 6♥	3NT	To Play
	2♠	<6HCP, 6♠	4 bids	4♣=minorwood, 4♥/♠ to play
1♦	1♥/♠	6+HCP, 4+♥/♠	3♣	6-9HCP, 4+♦
	1NT	6-9HCP, denies 4♥/♠	3♦	<6HCP, 4+♦
	2♣	10+HCP, 4+♣	3♥	Splinter
	2♦	10+HCP, 4+♦	3♠	Splinter
	2♥	<6HCP, 6♥	3NT	13-15 balanced raise
	2♠	<6HCP, 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♦	10-12HCP, 4♥/♠
	2♦	10+HCP, 4+♦	3♥/♠	<6HCP, 4♥/♠
	2♥/♠	6-9 HCP, 3♥/♠	3NT	13-15 bal, 3♥/♠
	2NT	13+HCP, 4+♥/♠	4♣/♦	Splinter
2♣	2♦	<7HCP, or waiting	2♥/♠	& 3♣/♦=8+HCP, 5-cd, GF
	other	after 2♦, 2♥=GF 23+bal or 10+pl tricks suit; then 2♣=2nd negative		
2♦	2♥	Forcing	3♣/♦	3♦=to play; 3♣=forcing
	2♠	Forcing	3♥/♠	Splinter
	2NT	Enquiry, Ogust style	3NT	To play
2♥/♠	2NT	Enquiry, Ogust style	3NT	to play
	3♣/♦	Forcing	4♣/♦	Splinter
	3♥/♠	Not forcing	4♥/♠	To 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

Defence to 3NT opening

X = Take out; 4♣=♥+♠; 4♦=♠+♥

Defence to opening Two's:

Multi 2♦ X=shows that suit; 2NT=15-18 balanced,

Then Puppet Stayman and transfers

RCO style 2-s

X= shows that suit; 2NT=15-18 balanced,

Then Puppet Stayman and transfers

Other 2-s

X= take out; 2NT=15-18 balanced,

Then Puppet Stayman and transfers

Defence to strong ♣

RCOs: X= rank, 1♥=colour, 1♥/♠=natural; 1NT= odds.

Lebensohl

Over NT interference

Other uses

After X 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 1NT, system on.

Bergen off after interference: use splinter, cue raise

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

Superaccept transfer via poor suit; 2NT=maximum, 3- or 4-card support.

Double artificial bid shows that suit.

2-way checkback: 2♣=invitational; 2NT = GF; (2 other = natural)