

## BASIC RESPONSES

Jump raises - minors limit ☐ forcing ☐ Other: WEAK  
 Jump raises - majors limit ☐ forcing ☐ Other: WEAK 0-6 4CARD FIT  
 Jump shifts after minor opening STRONG  
 Jump shifts after major opening BERGEN RAISES  
 Responses to strong 2 suit opening 2C-2D WAITING  
 Responses to 2NT opening 5 CARD PUPPET STAYMEN

## 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: MCKENNEY WHEN APPROPRIATE  
 Signal on declarer's lead NATURAL COUNT IF APPROPRIATE  
 Discards McKenney ☐ high encourage ☒ low encourage ☐  
 odd/even ☐ Other:   
 Count natural ☒ reverse ☐

## CONVENTIONS

4NT: Blackwood ☐ RKCB ☒ Other: 0314  
 4♣ Gerber ☒ when? OVER 1 NT OPENING BY PARTNER

### Other Conventions

JACOBY 2NTOVER 1 MAJOR

CUE RAISES

2 CLUB CHECKBACK.



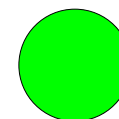
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 PO Box 397  
 Fyshwick ACT 2609  
 Tel: 02 6239 2265  
 FAX: 02 6239 1816  
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## STANDARD SYSTEM CARD

Names: AVI KANETKAR TERRY BROWN  
 ABF Nos: 232637 7226  
 Basic System: STD.AMERICAN Brown Sticker ☐  
 Classification: Green ☒ Blue ☐ Red ☐ Yellow ☐



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape ☐  
 1♣ 3 1♦ 3 1♥ 5 1♠ 5  
 1 NT 15-17HCP[good 14 and offshape permitted] may contain 5 card major ☒  
 2♣ Stayman: simple ☒ extended ☐ Other:   
 Transfers 2♦ 2h 2♥ 2s 2♠ 3c  
 2 NT 3d Other:   
 2♣ GAME FORCE  
 2♦ 6[5] CARD SUIT 6.10HCP  
 2♥ AS ABOVE  
 2♠ AS ABOVE  
 2 NT 20[19] -22 HCPS  
 3 NT 5S-6 H OPENING HAND LESS THAN REVERSING VALUES

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

3NT=5-6SH 12 -14HCPS BERGEN RAISES  
 LEBENSOHL CHANGE OF SUIT BY OPENER FORCING  
 SPLINTER

## COMPETITIVE BIDDING

Negative doubles through 4S Responsive doubles through 4S  
 Jump overcalls WEAK Unusual NT FOR UNBID SUITS OR MINORS  
 1NT overcall (immediate) 15-18 (re-opening) 10-14  
 Immed cue of minor MICHAELS  
 Immed cue of major MICHAELS  
 Over opponent's 1NT (weak) CAPELLETTI  
 Over opponent's 1NT (strong) DONT  
 Over weak twos X FOR T/O  
 Over opening threes XFOR T/O

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+CARDS 6+HCP	2NT	11-12HCP NF
	1♥/♠	4+CARDS 6+HCP	3♣	WEAK
	1NT	6-10HCP	3♦	SPLINTER
	2♣	4+ CARDS LIMIT OR BETTER	3♥	"
	2♦	STRONG 6 CARD 16+	3♠	"
	2♥	"	3NT	12-14 BALANCED 4 CARD RAISE
	2♠	"	4 bids	PREEMPTIVE

1♦	1♥/♠	4+CARDS 6+ HCP	3♣	STRONG 16 + NATURAL
	1NT	6-10 HCP	3♦	WEAK
	2♣	11+ HCP 4+ CARDS	3♥	SPLINTER
	2♦	4+ CARDS LIMIT OR BETTER	3♠	"
	2♥	6+ CARDS 16+ HCP	3NT	12-14 BALANCED 4 CARD RAISE
	2♠	"	4♦	PREMPTIVE
	2NT	11-12 BALANCED NF	4 Other	NATURAL

1♥/♠	1NT	6-10 HCP	3♣	4 CARD RAISE 9-11 HCP
	2♣	4+ CARDS 11 + HCP	3♦	4CRD RAISE 6-9 HCP
	2♦	"	3♥/♠	0-6 HCP 4+ CARD RAISE
	2♥/♠	3 CARD RAISE 6-9 HCP	3NT	12 -14 HCP 4 CARD RAISE
	2NT	JACOBY 4+ H/S GF	4♣/♦	SPLINTER

2♣	2♦	WAITING BID	2♥/♠	NATURAL POSITIVE 5 CARD
	other			

2♦	2♥	NATURAL FORCING	3♣/♦	3C NATURAL F. 3D WEAK
	2♠	"	3♥/♠	FORCING STRONG
	2NT	STRONG ENQUIRY	3NT	TO PLAY

2♥/♠	2NT	STRONG ENQUIRY	3NT	TO PLAY
	3♣/♦	FORCING NATURAL	4♣/♦	NATURAL STRONG
	3♥/♠	WEAK	4♥/♠	TO PLAY

2NT	3♣	PUPPET 5 CARD STAYMEN	4♣	NATURAL SLAMMISH
	3♦	TRF TO 3H	4♦	"
	3♥	TRF TO 3S	4♥	TO PLAY
	3♠	MINOR SUIT ENQUIRY	4♠	TO PLAY
	3NT	TO PLAY	other	4NT QUANTITATIVE

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦ STRONG SLAMMISH

3♥/3♠ "

4♣ GERBER

4♦

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 ☒

1 LEVEL

Game force ☒

### NT Checkback

☒

Priorities

2 CLUB CHECKBACK

### Defence to 3NT opening

X = CARDS

Defence to opening Two's: Multi 2♦ X=16+UNBALANCED OR 19+ BALANCED

RCO style 2-s

"

Other 2-s

X=T/O

### Defence to strong ♣

X=MAJORS NT FOR MINORS WEAK JUMPS

GOOD SUIT

### Lebensohl

Over NT interference ☒

Other uses

OVER WEAK 2S BY OPPS

### Take out of 4 level pre-empts

4♣/4♦ X

4♥ X

4♠ X

## OTHER NOTES

1NT OPENING MAY CONTAIN SINGLETON USUALLY AN ACE OR KING