BASIC RESPONSES

Jump raises - minors	limit 🗆	forcing \Box	Other: Weak	
Jump raises - majors	limit 🗆	forcing \Box	Other: Weak	
Jump shifts after minor op	ening	Weak in Majors, G.F in Minors		
Jump shifts after major op	ening	Usually Bergan Raise		
Responses to strong 2 su	it opening	Over Multi 2, 2nt = Forcing Enq		
Responses to 2NT openir	ng 3🛖	Forcing Enq	, Others = Pass or Co	orr

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 high	nest 🗹 Other:				
From 3 cards (no honour)	top middle	bottom			
Signal on partner's lead:	high encourage	low encourage 🗹			
Other: Reverse count					
Signal on declarer's lead	Reverse Count				
Discards McKenney	high encourage] Iow encourage			
odd/even	Other:				
Count natural	reverse 🗹				

CONVENTIONS

4NT:	Blackwood	RKCB 🛛	Other:	5 ♠ = 0 or 3, 5♦ = 1 or 4
4	Gerber When?			

Other Conventions



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AUSTRALIAN BRIDGE FEDERATION INCORPORATED ©

STANDARD SYSTEM CARD				
Names: James EBERY Nigel ROSENDORFF				
ABF Nos: 393290 121541				
Basic System: Standard Short Club Brown Sticker				
Classification: Green □ Blue □ Red ☑ Yellow □				
OPENING BIDS				
Describe strength, minimum length, or specific meaning Canap	e□			
1 ♠ 1 11+ 1♦ 5 11+ 1♥ 5 11+ 1♠ 5 11+	,			
1 NT 15-17 may contain 5 card majo	or⊠			
2♣ Stayman: simple extended Other: Lavings style				
Transfers 2♦>♥ 2♥>♠ 2♦>♠				
2 NT> ♦ Other:				
2 Strong				
2 20-22 Bal or weak 6+♥ or weak 6+♠				
2♥ Two suits of the same Rank 5-10				
2 ★ Two suits of the same Color 5-10				
2 NT Odd suits 5-10				
3 NT Gambling				
PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED MEANING/S OR REQUIRE SPECIAL DEFENCE)			
Bergan raises				
Checkback				
Truscott				
COMPETITIVE BIDDING				
Negative doubles through 4h Responsive doubles through 4h				
Jump overcalls Weak Unusual NT Michaels				
1NT overcall (immediate) 15-18 (re-opening) 10-14				
Immed cue of minor \clubsuit & Another				
Immed cue of major Top & Minor				
Over opponent's 1NT (weak) Mod Cappelletti				
	Mod Cappelletti			
Over weak twos Leb				
Over opening threes X				

		RESPONSES TO	OPEN	NING BIDS		
		Describe strength, minimum len	igth or sj	pecific meaning		
1♣	1♦	6 + points 4+ 🔶	2NT	10-12 h.c.p		
	1♥/♠	6+ points 4+ ♥/♠	3♣	6-9 5+ 뢒 weakish bid		
	1NT	6-9 h.c.p usually no Major	3♦	12-15 🕁 missing stop		
	2🛳	Inverted 10-12 T.P for 뢒	37	Splinter		
	2♦	G.F in ♠ 16+	3♠	Splinter		
	27	3-7 ish 6+♥	3NT	12-15 뢒		
	2♠	3-7 ish 6+ ≜	4 bids	Splinter or Play		
1♦	1♥/♠	6+ points 4+ ♥/♠	3♣	G.F in 🔶		
	1NT	6-9 h.c.p usually no Major	3♦	Weak 4+		
	2 🏚	10+ points 4+ 🙅	3♥	Splinter		
	2♦	6-9 3 card support	3♠	Splinter		
	27	3-7 ish 6+♥	3NT	Play		
	2♠	3-7 ish 6+ ≜	4♦	Pre-empt		
	2NT	6-9 4+♦ 4 C		OtherPlay		
1♥/♠	1NT	6-9 h.c.p	3♣	6-9 4 card support		
	2🛳	10+ points 4+ 🙅	3♦	10-12 4 card support		
	2♦	10+ points 4+ 🔶	3♥/♠	0-6 4 card support		
	2♥/♠	6-9 3 card support	3NT	Play		
	2NT	G.F with support	4 ♣/♦	Splinter		
2🛖	2♦	Negative or Waiting	2♥/♠	Natural		
	other					
2♦	27	Correctable	3∉/♦	Natural Non-Forcing		
	2♠	Correctable	3♥/♠	Correctable		
	2NT	Forcing Equiry	3NT	4-4 in Majors		
2♥/♠	2NT	Forcing Equiry	3NT	Play		
	3 ♣/ ♦	Correctable	4 ♣/ ♦	Correctable		
	3♥/♠	Correctable	4♥/♠	Correctable		
2NT	3♠	Forcing Equiry	4 ♣	Correctable		
	3♦	Correctable	4♦	Correctable		
	37	Correctable	4♥	Correctable		
	3♠	Correctable	4♠	Correctable		
	3NT	Play	other	Correctable		

CONVENTIONS						
Additional res	sponses t	o 1NT				
3♣/3♦	Slam try R/RCKB					
3♥/3♠	Slam try	Slam try R/RCKB				
4 ♠	>♥	>♥				
4	>♠					
4 🎔	Play	Play				
4♠	Play					
Unusual NT:	m	inors	other suits \Box	lov	ver 2 unbid suits	
other						
			,	,		
Other slam bi	dding	Cue Bid	s As	sking Bids	,	
4th Suit Forci	J ,	One round			Game force	
NT Checkback 🛛 Priorities						
Defence to 3N	IT openin	g				
Defence to opening Two's: Multi 2 VTP						
		First X = value	s, 2nd X = T.O,	3rd X = Pena	alties	
RCO style 2-s		First X = values, 2nd X = T.O, 3rd X = Penalties				
Other 2-s		Anchored 2's x = take out or strong, use Lebensohl				
Defence to strong 뢒		Truscott				
			_/			
Lebensohl		Over NT inter				
Other uses Weak 2's and anchored 2's						
Take out of 4			4 ♣ /4♦ x			
	4 🧡	Х	4 ≜ 4nt			

OTHER NOTES

When does the hurting stop!!