

BASIC RESPONSES

Jump raises - minors limit forcing Other: pre-emptive if non-passed
 Jump raises - majors limit forcing Other: pre-emptive
 Jump shifts after minor opening splinter or limit raise
 Jump shifts after major opening splinter or Bergen raise
 Responses to strong 2 suit opening not applicable
 Responses to 2NT opening Puppet Stayman / transfers to majors / minors Stayman

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: Small from 3 if partner's suit not supported
 From 3 cards (no honour) top middle bottom
 Signal on partner's lead: high encourage low encourage
 Other: natural present count
 Signal on declarer's lead natural present count
 Discards McKenney high encourage low encourage
 odd/even Other: 1st discard odd/even = encourage/McKenny
 Count natural reverse present count

CONVENTIONS

4NT: Blackwood RKCB Other: _____
 4♣ Gerber when? if jump over our NT
 Other Conventions

Cues (1st and 2nd)	Baron
Artificial enquiries for key cards	Trump probes
Support showing doubles	5NT grand slam try
Cue raises	Leaping Michaels
Responsive doubles	Double of strong 1NT = 5+♦s



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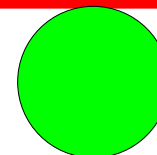


AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names: David Anderson George Smolanko
 ABF Nos: 195197 199291
 Basic System: Standard Jan 2010
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 3, 11+ 1♦ 4 (3 if 4432), 11+ 1♥ 5, 11+ 1♠ 5, 11+
 1 NT 15-17 may contain 5 card major
 2♣ Stayman: simple extended Other: _____
 Transfers 2♦ => ♥ 2♥ => ♠ 2♣ range enquiry
 2 NT => ♣ or ♦ Other: 3♣♦ = natural, invitational
 2♣ Game Force or (22)23+ balanced
 2♦ 6 card ♦ suit, weak 2, < 12 HCP
 2♥ 4+/4+ majors, < 12 HCP
 2♠ 6 card ♠ suit, weak 2, < 12 HCP
 2 NT 20-21 (22) balanced
 3 NT To play, no strict rules, consistent with long running suit.

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

2♦ = weak 2 in diamonds Aggressive overcalls if non-passed partner.
 2♥ = 4+/4+ majors, < 12 HCP Artificial raises of 1-level suit openings.
 Inverted minor raise by non-passed hand

COMPETITIVE BIDDING

Negative doubles through 4♣ Responsive doubles through 4♠
 Jump overcalls Weak Unusual NT Lowest suits
 1NT overcall (immediate) 15-18 (re-opening) 15-18
 Immed cue of minor majors 5+/5+
 Immed cue of major other major + minor 5+/5+
 Over opponent's 1NT (weak) 2♣ = ♥ + another; 2♦ = ♠ + minor; 2NT = minors
 Over opponent's 1NT (strong) as above; and X = 5+ ♦'s
 Over weak twos Double = T/O
 Over opening threes Double = T/O

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+ cards 5+ hcp	2NT	4 cards, balanced, 11-12 hcp
	1♥/♠	4+ cards 5+ hcp	3♣	5+ card support, 5-8 hcp
	1NT	no major 6-10	3♦	splinter 12-14 hcp
	2♣	4+ cards, 13+ hcp	3♥	splinter 12-14 hcp
	2♦	5+ card support, 9-11 hcp	3♠	splinter 12-14 hcp
	2♥	splinter 9-12 hcp	3NT	4 card support, bal, 13-14 hcp
	2♠	splinter 9-12 hcp	4 bids	4♣ = key card enquiry
1♦	1♥/♠	4+ cards 5+ hcp	3♣	5+ card support, 9-11 hcp
	1NT	no major 6-10	3♦	5+ card support, 5-8 hcp
	2♣	10+ natural	3♥	splinter 12-14 hcp
	2♦	4+ cards, 13+ hcp	3♠	splinter 12-14 hcp
	2♥	splinter 9-12 hcp	3NT	4 card support, bal, 13-14 hcp
	2♠	splinter 9-12 hcp	4♦	pre-emptive
	2NT	4 cards, balanced, 11-12 hcp	4 Other	4♦ = key card enquiry
1♥/♠	1NT	6-10	3♣	4 card support, 6-9 hcp
	2♣	10+ natural	3♦	4 card support, 9-11 hcp
	2♦	10+ natural	3♥/♠	weak: 2♠/3♥ = 3 card sup 11-12
	2♥/♠	5-10 with 3 card support	3NT	Bal 12-14 with 4+ card support
	2NT	15+ with 4+ card support	4♣/♦	splinter 11-13 hcp
2♣	2♦	artificial positive, say 8+ HCP	2♥/♠	2♥ artificial negative, say < 8 HCP
	other	2♣ and up = nat, 5+ cards to Q or better, say 4-7 HCP. 2NT = ♥ suit		
2♦	2♥	enquiry, game interest	3♣/♦	natural, NF
	2♠	natural, NF	3♥/♠	natural, GF
	2NT	5+ ♥, F1	3NT	to play
2♥/♠	2NT	enquiry, game interest	3NT	to play
	3♣/♦	Natural NF	4♣/♦	Natural GF
	3♥/♠	to play	4♥/♠	to play
2NT	3♣	puppet Stayman	4♣	Gerber
	3♦	=> ♥	4♦	natural, 5+ cards, GF
	3♥	=> ♠	4♥	natural, sets suit, slammish
	3♠	minor suit Stayman	4♠	natural, sets suit, slammish
	3NT	to play	other	4NT = quantitative

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Natural invitational
3♥/3♠	Natural GF
4♣	Gerber
4♦	Natural GF
4♥	to play
4♠	to play

Unusual NT: minors other suits lower 2 unbid suits

other unlimited

Other slam bidding

Cue Bids Asking Bids

4th Suit Forcing

One round Game force

NT Checkback

Priorities 2♣ GT, forces 2♦: 2♦ GF

Defence to 3NT opening

4♣ for majors

Defence to opening Two's:

Multi 2♦ X = 15+

RCO style 2-s

X = 15+ whenever there is no anchor suit, or if the bid is a transfer etc. even though suit known

Other 2-s

X = TO only over natural bids

Defence to strong ♣

X = hearts & another, 1♦ = spades & minor, 1NT = minors

Lebensohl

Over NT interference Not used

Other uses

Take out of 4 level pre-empts

4♣/4♦ X
4♥ X 4♠ X

OTHER NOTES

Support doubles & redoubles

Following suit support (except 9 card M fit), new suits at the 3 level show features for NT.

Raise with honour xx of partner's 1 Major response, unless 4-3-3-3