

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: \_\_\_\_\_  
 Jump raises - majors limit  forcing  Other: \_\_\_\_\_  
 Jump shifts after minor opening strong, good suit and good hand  
 Jump shifts after major opening strong, good suit and good hand  
 Responses to strong 2 suit opening 2♦ = 4+, neutral. 2♥ = 0-3, any  
 Responses to 2NT opening Puppet Stayman & transfers. 3♠ = 5♠ & 4♥, forcing

## PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit  = Both  
 Sequence leads: Overlead all  All except AK x (x)   
 Underlead  Other: vs NT: coded 9's & 10's, A asks unblock or count  
 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: suit preference in obvious situations  
 Signal on declarer's lead natural count, (not rigorous)  
 Discards McKenney  high encourage  low encourage   
 odd/even  Other: \_\_\_\_\_  
 Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  Other: \_\_\_\_\_  
 4♣ Gerber  when? after 1NT, 2NT opening or rebid

### Other Conventions

|                            |                  |
|----------------------------|------------------|
| Michaels                   | Kokish           |
| major suit splinters(9-12) | 4th suit forcing |
| Jacoby                     | 2 way checkback  |
| Ogust                      | Lebensohl        |
| Puppet Stayman             |                  |



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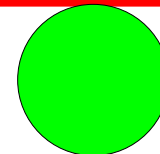


AUSTRALIAN BRIDGE FEDERATION

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## STANDARD SYSTEM CARD

Names: David Chung Phil Beck  
 ABF Nos: 154326 154202  
 Basic System: Standard American Brown Sticker   
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 11-21, 3 cards 1♦ 11-21, 3 cards 1♥ 11-21, 5 cards 1♠ 11-21, 5 cards  
 1 NT 15-17 may contain 5 card major   
 2♣ Stayman: simple  extended  Other: \_\_\_\_\_  
 Transfers 2♦ 2♥ 2♥ 2♠ 2♣ 3♣  
 2 NT inv. Other: \_\_\_\_\_  
 2♣ artificial strong. 22+ bal or virtual game force  
 2♦ 6-10, 6 cards  
 2♥ 6-10, 6 cards  
 2♠ 6-10, 6 cards  
 2 NT 20-21 bal  
 3 NT Gambling

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

1NT may be offshape semi forcing 1NT after 1♥/1♠  
 Splinters (9-12) after 1♥/1♠ 2 way Checkback after 1NT rebid  
 after 1NT opening 4♦ shows majors 5/5+

## COMPETITIVE BIDDING

Negative doubles through 3♣ Responsive doubles through 3♣  
 Jump overcalls weak Unusual NT lower suits  
 1NT overcall (immediate) 16-18, stopper (re-opening) 9-12  
 Immed cue of minor Michaels (over natural minors)  
 Immed cue of major Michaels  
 Over opponent's 1NT (weak) 2♣ for majors, 2NT for minors  
 Over opponent's 1NT (strong) 2♣ for majors, 2NT for minors  
 Over weak twos X = t/out (Lebensohl after direct doubles only)  
 Over opening threes X = t/out

## RESPONSES TO OPENING BIDS

| Describe strength, minimum length or specific meaning |       |  |                                     |
|---|-------|--|-------------------------------------|
| 1♣  | 1♦    | 5+, 4 cards                              | 2NT 12 - 14, bal                    |
|   | 1♥/♠  | 5+, 4 cards                              | 3♣ 13+, 4 cards                     |
|   | 1NT   | 8 - 10                                   | 3♦ 3 - 6, 7 cards                   |
|   | 2♣    | 6 - 10, 4 cards                          | 3♥ 3 - 6, 7 cards                   |
|   | 2♦    | 16+, 6 cards                             | 3♠ 3 - 6, 7 cards                   |
|   | 2♥    | 16+, 6 cards                             | 3NT 15 - 16, bal                    |
|   | 2♠    | 16+, 6 cards                             | 4 bids 4♣ = RKC, others natural     |
| 1♦  | 1♥/♠  | 5+, 4 cards                              | 3♣ 16+, 6 cards                     |
|   | 1NT   | 6 - 10                                   | 3♦ 13+, 4 cards                     |
|   | 2♣    | 5+, 4 cards                              | 3♥ 3 - 6, 7 cards                   |
|   | 2♦    | 6 - 10, 4 cards                          | 3♠ 3 - 6, 7 cards                   |
|   | 2♥    | 16+, 6 cards                             | 3NT 15 - 16, bal                    |
|   | 2♠    | 16+, 6 cards                             | 4♦ RKC                              |
|   | 2NT   | 12 - 14, bal                             | 4 Other natural                     |
| 1♥/♠  | 1NT   | 6 - 11, semi- forcing                    | 3♣ 16+, 6 cards                     |
|   | 2♣    | 10+, 4 cards                             | 3♦ 16+, 6 cards                     |
|   | 2♦    | 10+, 4 cards                             | 3♥/♠ 8+, 4 cards (3 with singleton) |
|   | 2♥/♠  | 5-10, 3 cards                            | 3NT 15 - 16, bal                    |
|   | 2NT   | 12+, 4♥/♠                                | 4♣/♦ Splinter, 9 - 12, 4♥/♠         |
| 2♣  | 2♦    | 4+, neutral                              | 2♥/♠ 2♥ = 0 - 3, any                |
|   | other | suit positives are good suits if minimum |                                     |
| 2♦  | 2♥    | 8 - 15, 5 cards, non forcing             | 3♣/♦ 3♣ = 15+, 5 cards forcing      |
|   | 2♠    | 8 - 15, 5 cards, non forcing             | 3♥/♠ 15+, 6 cards, forcing          |
|   | 2NT   | enquiry (Ogust), 15+                     | 3NT to play                         |
| 2♥/♠  | 2NT   | enquiry (Ogust), 10+                     | 3NT to play                         |
|   | 3♣/♦  | 15+, 5 cards forcing                     | 4♣/♦ 15+, 6 cards forcing           |
|   | 3♥/♠  | pre-emptive                              | 4♥/♠ to play                        |
| 2NT   | 3♣    | enquiry (Puppet Stayman)                 | 4♣ Gerber                           |
|   | 3♦    | transfer to 3♥                           | 4♦ RKC in ♦'s                       |
|   | 3♥    | transfer to 3♠                           | 4♥ 6 cards, mild slam invite        |
|   | 3♠    | 5♠ & 4♥ forcing                          | 4♠ RKC in ♠'s                       |
|   | 3NT   | to play                                  | other 4NT = both minors, weak       |

## CONVENTIONS

### Additional responses to 1NT

|       |  |
|-------|--|
| 3♣/3♦ | natural, slam invitational, opener shows chunky suits with a fit |
| 3♥/3♠ | natural, forcing, opener cues with support                       |
| 4♣    | Gerber   |
| 4♦    | both majors (5 - 5)  |
| 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 see "other notes"

### Defence to 3NT opening

X = interest in penalties

### Defence to opening Two's:

Multi 2♦ X shows sound ♦ opening or overcall or 19+

2NT = 15-18, stopper. Overcalls sound, jumps better

### RCO style 2-s

X = penalty of suit or 19+

2NT = 15-18, stopper. Overcalls sound, jumps better

### Other 2-s

X = t/out

2NT = 15-18, stopper. Overcalls sound, jumps better

### Defence to strong ♣

X shows majors

1NT shows minors

### Lebensohl

Over NT interference

### Other uses

after 2nd hand double of natural 2 bid

### Take out of 4 level pre-empts

4♣/4♦ X

4♥ X                      4♠ 4NT

## OTHER NOTES

### 2 way checkback after 1NT rebid:

2♣ relays to 2♦, subsequent bidding is natural, invitational

2♦ is artificial, game forcing. Subsequent bidding natural

doubles of conventional bids are penalty or lead directing

some low level penalty doubles

forcing pass sequences after 2NT opening or game forcing sequences have been overcalled