

BASIC RESPONSES

Jump raises - minors limit forcing Other: 1C:2D/1D:3C = Forcing raise
 Jump raises - majors limit forcing Other: Pre-emptive, 3-7/8
 Jump shifts after minor opening Pre-emptive
 Jump shifts after major opening Bergen but 3D weaker than 3C
 Responses to strong 2 suit opening N/A
 Responses to 2NT opening 3C = puppet 3D/3H tfrs; 3S = minors; 4C/4D = natural

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 NT middle S bottom
 Signal on partner's lead: high encourage low encourage
 Other: some suit-preference situations
 Signal on declarer's lead Natural count or suit-preference, depending on context
 Discards McKenney high encourage low encourage
 odd/even Other: 2nd discard = reverse attitude
 Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: 5C = 0 or 3
 4♣ Gerber when? _____

Other Conventions

Reverse Smith Peters



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AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names: Bob Richman Ron Klinger
 ABF Nos: 51845 33642
 Basic System: Standard Brown Sticker
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 3+, 9+ 1♦ 4+ (3), 9+ 1♥ 5+ (4), 9+ 1♠ 5+ (4), 9+
 1 NT 15-17, might upgrade or downgrade may contain 5 card major
 2♣ Stayman: simple extended Other: _____
 Transfers 2♦ Hs 2♥ Ss 2♣ Cs
 2 NT Ds Other: 3-level suit = suit below a shortage
 2♣ Strong
 2♦ 5-8, weak two in hearts or in spades
 2♥ 8-11, 6-suit
 2♠ 8-11, 6-suit
 2 NT 20-22
 3 NT Specific ace ask

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

Transfer responses to our 1C opening 1H : 2C / 1S : 2C = Artificial, G INV or better
 Transfer rebids after opener's jump to 2NT 1H : 2D = transfer; 1S : 2D/2H =transfers
 Opener's jump-shift rebid = splinter

COMPETITIVE BIDDING

Negative doubles through 4S Responsive doubles through 4S
 Jump overcalls Weak-Interm. Unusual NT Two lowest suits
 1NT overcall (immediate) 15-18 (re-opening) 11-17
 Immed cue of minor Majors
 Immed cue of major Michaels
 Over opponent's 1NT (weak) 2C = Majors, others natural
 Over opponent's 1NT (strong) 2C = Majors, others natural
 Over weak twos Dble = T/O, leaping Michaels
 Over opening threes Dble = T/O

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	= 4+ Hs	2NT bal, 11-12, nf
	1♥/♠	1H = 4+ Ss, 1S = 4+ Ds	3♣ 0-5 club raise
	1NT	6-10	3♦ splinter
	2♣	10+ raise, forcing	3♥ splinter
	2♦	6-9 raise in Cs	3♠ splinter
	2♥	Weak	3NT 13-15 balanced
	2♠	Weak	4 bids natural, pre-emptive
1♦	1♥/♠	natural	3♣ 6-9 diamond raise
	1NT	6-10	3♦ 0-5 diamond raise
	2♣	natural	3♥ splinter
	2♦	10+ raise, forcing	3♠ splinter
	2♥	Weak	3NT 13-15 balanced
	2♠	Weak	4♦ pre-emptive
	2NT	11-12 bal nf	4 Other natural, to play
1♥/♠	1NT	6-10	3♣ Natural, about 8-11 points
	2♣	artificial, game invite or better	3♦ Natural, about 8-11 points
	2♦	transfer to hearts	3♥/♠ Raise = weak, 0-6
	2♥/♠	1H :2H, 1S : 2S = 5-8 raise	3NT Splinter in D/H
	2NT	6-13, 4+ raise	4♣/♦ Splinters
2♣	2♦	5-8 bal or any positive	2♥/♠ 2H = 0-4/5; 2S = semi-positive
	other	2NT = semi-positive with Hs	
2♦	2♥	Pass or correct	3♣/♦ Natural, not forcing
	2♠	Pass or correct	3♥/♠ Pass or correct
	2NT	asks for major	3NT to play
2♥/♠	2NT	Ogust	3NT to play
	3♣/♦	F	4♣/♦ splinter
	3♥/♠	pre-emptive	4♥/♠ to play
2NT	3♣	puppet Stayman	4♣ nat, 6+ suit, forcing
	3♦	tfr to Hs	4♦ nat, 6+ suit, forcing
	3♥	tfr to Ss	4♥
	3♠	minors	4♠
	3NT	to play	other

CONVENTIONS

Additional responses to 1NT

3♣/3♦	shortage in D / H
3♥/3♠	shortage in S / C
4♣	tfr to Hs
4♦	tfr to Ss
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 2C puppet to 2S, 2D FG, 2NT puppet to 3C

Defence to 3NT opening

4C = Hs and another; 4D = Ss + minor

Defence to opening Two's:

Multi 2♦ 2NT = 15-18, 3NT = 19+

RCO style 2-s

X = good hand, 2nd X = takeout; 3rd X = penalties

X = good hand, 2nd X = takeout; 3rd X = penalties

Other 2-s

X = good hand, 2nd X = takeout; 3rd X = penalties

Defence to strong ♣

X = shapely hand, 1NT = clubs, 2NT = minors;

2C = Majors; others natural

Lebensohl

Over NT interference

Other uses

After double of weak two

Take out of 4 level pre-empts

4♣/4♦ X

4♥ X

4♠ X

OTHER NOTES

4-card overcalls not uncommon at 1-level

After opener's 1-level rebid, 2C puppet, 2D FG artificial and 2NT puppet to 3C apply.

After overcall 1-level new suit F, 2-level NF.

After 1NT : 2C, opener's rebid ; 3C/3D by responder = forcing