

BASIC RESPONSES

Jump raises - minors limit forcing Other: Preemptive, 0-6

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Jump shifts after minor opening Mostly Weak

Jump shifts after major opening Bergen

Responses to strong 2 suit opening 2D=neg (Kokish); 2H=S, 2S=nebulous pos, 2NT=hearts

Responses to 2NT opening 3C Stayman + Smolen, 3D/H Xfer, 3S minors, 4 level two under

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: may vary against NT

From 3 cards (no honour) top NT middle S bottom

Signal on partner's lead: high encourage low encourage

Other: _____

Signal on declarer's lead Reverse Count, Secondary Suit Preference

Discards McKenney high encourage low encourage

odd/even Other: _____

Count natural reverse Reverse present

CONVENTIONS

4NT: Blackwood RKCB Other: 1430

4♣ Gerber when? _____

Other Conventions

SuppX up to and incl. 2 of resp.'s suit incl. 1NT Transfer responses to 1C

Many takeout doubles Transfers after you double 1C or 1M, incl XX

New suit shortage after 1NT:2S or 1NT:2NT 2NT a raise in competition

Voidwood Cheapest jump shift mixed raise

Splinters WJS in comp; can be semi-constructive at 3-level



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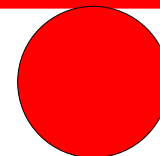
STANDARD SYSTEM CARD

Names: Kieran Dyke Peter Gill

ABF Nos: 378690 22381

Basic System: Standard 2/1 Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 2, 11+ 1♦ 2, 11+ 1♥ 5, 11+ 1♠ 5, 11+

1 NT (14)15-17 may contain 5 card major

2♣ Stayman: simple extended Other: _____

Transfers 2♦ H 2♥ S 2♠ C

2 NT D Other: _____

2♣ game force or 23+

2♦ (0) 3-7, Weak Two in a Major

2♥ 8-11, 6+

2♠ 8-11, 6+

2 NT 20-22

3 NT gambling

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

1C= clubs, unbalanced or any 11-14 balanced 2D mini-multi

1C=diamonds, unbalanced or any 18-19 balanced Bergen

Transfer Responses to 1C Transfers over 1C, 1H or 1S X

COMPETITIVE BIDDING

Negative doubles through 4S Responsive doubles through 4S

Jump overcalls Weak Unusual NT lowest 2 unbid suits

1NT overcall (immediate) 15-18 (re-opening) 11-15

Immed cue of minor Majors, in principle 5/5

Immed cue of major 5 other major + 5 minor; 3C pass or correct

Over opponent's 1NT (weak) {Double=penalty; 2C=majors; 2D=1 major

Over opponent's 1NT (strong) {2H/S = +minor; 2NT minors

Over weak twos X=t/o + leb; leaping michaels

Over opening threes X

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+H	2NT	GF: 3NT denies clubs, new suit shortage
	1♥/♠	4+S/Diamonds or no major	3♣	preemptive, 0-6
	1NT	10+ - 12	3♦	preemptive
	2♣	10+, clubs	3♥	preemptive
	2♦	6-9, mixed raise	3♠	preemptive
	2♥	0-6, 6	3NT	3C opening
	2♠	0-6, 6	4 bids	4C 6/5 minors, weak

1♦	1♥/♠	natural, can be quite weak	3♣	6-9 mixed raise
	1NT	5-10, no major	3♦	preemptive, 0-5
	2♣	10+, clubs	3♥	preemptive
	2♦	10+, diamonds	3♠	preemptive
	2♥	0-5, 6	3NT	3D opening
	2♠	0-5, 6	4♦	preemptive and shapely
	2NT	FG: Singletons	4 Other	

1♥/♠	1NT	5-11 non-forcing	3♣	6-9, 4
	2♣	natural FG	3♦	10-12, 4
	2♦	natural FG	3♥/♠	0-5, 4
	2♥/♠	6-9, 3	3NT	Rotten FG raise, 0-1 keycards
	2NT	FG raise -> 3C min	4♣/♦	Splinter

2♣	2♦	Negative + Kokish	2♥/♠	Spade positive/Nebulous positive
other		2NT=heart positive		

2♦	2♥	P/C	3♣/♦	Natural
	2♠	P/C	3♥/♠	P/C
	2NT	Enquiry	3NT	To play

2♥/♠	2NT	Enquiry (Shortage)	3NT	To play
	3♣/♦	Natural, forcing	4♣/♦	Splinter
	3♥/♠	Raise is preemptive	4♥/♠	To play

2NT	3♣	Simple Stayman + Smolen	4♣	Hearts, mild invite+
	3♦	Hearts	4♦	Spades, mild invite+
	3♥	Spades	4♥	Slam try in C; 4s RKC
	3♠	Minors	4♠	Slam try in D; 5C RKC
	3NT	To play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	5/5 minors weak/strong
3♥/3♠	fragment
4♣	hearts
4♦	spades
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 forces 2D; 2D FG; 2NT puppet to 3C

Defence to 3NT opening

4C majors

Defence to opening Two's:

Multi 2♦ Double=15+; second double takeout, third double blood

2NT natural

RCO style 2-s

Same

Other 2-s

Same

Defence to strong ♣

ORC; X=odd; 1D=rank; 1NT=colour.

Pass then bid is strong

Lebensohl

Over NT interference

Other uses

We double a weak two, or 1NT-X-run-?

Take out of 4 level pre-empts

4♣/4♦ X
4♥ X
4♠ X; 4NT 2-suited

OTHER NOTES

1H:2S and 1S:3H 3 card limit raises (rarely used)

1C:1D/1H,2NT=good 3/6

1D:1M,2NT=good 3/6 or 18-19 balanced with 4 trumps

1C:1S,2NT=club/diamond reverse

Versus 2-level jump overcalls, 2NT=limit raise

System on after 1C (1D) and 1C (1H) overcalls