

BASIC RESPONSES

Jump raises - minors limit forcing Other: weak

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Jump shifts after minor opening weak jump shift (fit showing if passed hand)

Jump shifts after major opening Bergen

Responses to strong 2 suit opening 2D = 0-3/10+ HCP, 2H = 4-6 HCP, other = 7-9 HCP

Responses to 2NT opening 3C = Puppet Stayman, 3D/H = transfers, 3S = minors

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit = Both

Sequence leads: Overlead all All except AK x (x)

 Underlead Other: Ace/Queen = attitude, King = 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

Signal on declarer's lead v. NT = Smith Peter

Discards McKenney high encourage low encourage

 odd/even Other: Suit Preference if needed

Count natural reverse Present count

CONVENTIONS

4NT: Blackwood RKCB Other: 03/14

4♣ Gerber when? _____

Other Conventions

Drury when passed hand Blackout after reverses

Fit showing jumps by passed hand 2-way checkback after 1NT rebid

4th suit game forcing (1S nat, 2S = 4SF) Transfers after 2NT jump rebid

Long suit game tries Lebensohl

Support doubles and redoubles



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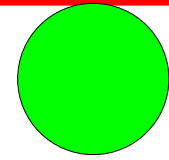
STANDARD SYSTEM CARD

Names: CANDICE GINSBERG BARBARA TRAVIS

ABF Nos: _____

Basic System: 2 over 1 GAME FORCING Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 10+ HCP, 3+ 1♦ 10+ HCP, 3+ 1♥ 10+ HCP, 5+ 1♠ 10+ HCP, 5+

1 NT (rare 14) 15-17 HCP, bal/semi-bal may contain 5 card major

2♣ Stayman: simple extended Other: Major/range ask

Transfers 2♦ hearts 2♥ spades 2♠ clubs

2 NT diamonds Other: 3-level = GF splinters

2♣ 22+ HCP, bal/semi-bal OR any GF

2♦ weak 2 in hearts or spades, 3-7 HCP; 3rd/4th hand: (good) weak 2 in diamonds

2♥ 6 hearts, 8-11 HCP; 4th hand: good weak 2 in hearts

2♠ 6 spades, 8-11 HCP; 4th hand: good weak 2 in spades

2 NT (good 19) 20-21 HCP, bal/semi-bal

3 NT Gambling - solid 7+ card minor

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

Fit showing jumps in competition Passed hand: Drury, fit showing jumps

2D opening bid Transfers after 1MX (opening/overcall)

4C/4D opening bids = hearts/spades Transfers after opener's 2NT rebid

COMPETITIVE BIDDING

Negative doubles through 4H Responsive doubles through 3S

Jump overcalls Weak (not bal) Unusual NT lower 2 unbid suits

1NT overcall (immediate) 15+ to 18 HCP (re-opening) 11-14 HCP

Immed cue of minor both Majors 5/5+

Immed cue of major other Major + minor 5/5+

Over opponent's 1NT (weak)) X = Penalty, 2C = Majors, 2D = 1 Major,

Over opponent's 1NT (strong)) 2M = M + minor

Over weak twos T/out X, Leaping Michaels

Over opening threes T/out X, non-Leaping Michaels

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	4+ cards	2NT clubs, GF, slam interest
	1♥/♠	4+ cards	3♣ ~3-6 HCP, clubs
1NT		6-11 HCP, NF	3♦ 10-13 HCP, splinter
2♣		6-9 HCP, clubs	3♥ 10-13 HCP, splinter
2♦		10+ HCP, clubs, F to 3C+	3♠ 10-13 HCP, splinter
2♥		weak jump shift, 0-6 HCP	3NT 13-15 HCP, clubs
2♠		weak jump shift, 0-6 HCP	4 bids 4M = to play (partial fit)
1♦	1♥/♠	4+ cards	3♣ 10+ HCP, diamonds, F to 3D+
1NT		6-11 HCP, NF	3♦ ~3-6 HCP, diamonds
2♣		nat, GF	3♥ 10-13 HCP, splinter
2♦		6-9 HCP, diamonds	3♠ 10-13 HCP, splinter
2♥		weak jump shift, 0-6 HCP	3NT 13-15 HCP, diamonds
2♠		weak jump shift, 0-6 HCP	4♦
2NT		diamonds, GF, slam interest	4 Other 4M = to play (partial fit)
1♥/♠	1NT	5-11 HCP, SF	3♣ 6-9 HCP, 4+ support
	2♣	nat, GF	3♦ 10-12 HCP, 4+ support
	2♦	nat, GF	3♥/♠ ~3-6 HCP, 4+ support
	2♥/♠	6-9 HCP, 3 cards (or 4333)	3NT 13-15 HCP, 4+ cards, bal
	2NT	GF raise, slam interest	4♣/♦ 10-13 HCP, splinters
2♣	2♦	any 0-3 HCP or any 10+ HCP	2♥/♠ 2H : any 4-6 HCP
	other	7-9 HCP, transfers	
2♦	2♥	Pass or correct	3♣/♦ 3C : To play; 3D : Invite
	2♠	Pass or correct (likes hearts)	3♥/♠ Forcing with that suit
	2NT	Ask	3NT To play 4H : P/C
2♥/♠	2NT	Ask - range/feature	3NT To play
	3♣/♦	Natural, F	4♣/♦ Splinter
	3♥/♠	Pre-emptive	4♥/♠ To play
2NT	3♣	Puppet Stayman	4♣ Transfer to 4H (weak or RKC)
	3♦	Hearts	4♦ Transfer to 4S (weak or RKC)
	3♥	Spades	4♥ To play
	3♠	minor suit Stayman	4♠ To play
	3NT	To play	other

CONVENTIONS

Additional responses to 1NT

3♣/3♦) GF, 0/1 in bid suit, either 4441 or 5m431 or 6m331
3♥/3♠) (at least 3 cards in each other suit, denies 5 card Major)
4♣	transfer to 4H (weak or strong - RKC)
4♦	transfer to 4S (weak or strong - RKC)
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 hearts first

Defence to 3NT opening

4C and 4D = Major t/outs, heart and spade pref. respectively

Defence to opening Two's:

Multi 2♦ X = 16+ (3rd X = penalty); Leaping Michaels;

2NT = 16-18, Majors stopped

RCO style 2-s

X = 16+ (3rd X = penalty)

Other 2-s

X = 16+ (3rd X = penalty)

v. 2NT : 3C and 3D = Majors with heart/spade respectively

Defence to strong ♣

X = Majors, 1NT = minors, 1-bids to 2C = natural

2D = 1 Major, 2M = Major + minor

Lebensohl

Over NT interference

Other uses

After t/out Xs at 2-level

Take out of 4 level pre-empts

4♣/4♦ X
4♥ X 4♠ 4NT (X = general values)

OTHER NOTES

Transfers after 1M X (opening and overall)

Transfers after opener's jump rebid of 2NT

1NT (X) : if X = penalty, then:

XX = single-suited (bid 2C for P/C)

bid = that suit + higher suit

1NT (X): if X = artificial, then system ON