

BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: see over
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: 0-5, 4+ support
Jump shifts after minor opening	GF (nat at 2-level, 2-suiter or FSJ at 3-level)		
Jump shifts after major opening	GF (nat at 2-level, 2-suiter or FSJ at 3-level)		
Responses to strong 2 suit opening	n/a		
Responses to 2NT opening	3♣=muppet; 3♦/♥=transfer; 3♠="bid 3NT"		

PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	<input checked="" type="checkbox"/> = Both
Sequence leads:	Overlead all <input type="checkbox"/>	All except AK x (x) <input checked="" type="checkbox"/>
	Underlead <input type="checkbox"/>	Other: A asks for attitude, K asks for count
Four or more with an honour	4th highest <input checked="" type="checkbox"/>	attitude <input type="checkbox"/>
	3rd/5th <input type="checkbox"/>	Other:
From 4 small	2nd highest <input checked="" type="checkbox"/>	Other:
From 3 cards (no honour)	top <input checked="" type="checkbox"/>	middle <input checked="" type="checkbox"/>
		bottom <input type="checkbox"/>
Signal on partner's lead:	high encourage <input type="checkbox"/>	low encourage <input checked="" type="checkbox"/>
	Other: reverse count	
Signal on declarer's lead	reverse count (some reverse Smith in NT)	
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/>
	odd/even <input type="checkbox"/>	low encourage <input checked="" type="checkbox"/>
	Other: reverse count (rare: suit pref)	
Count	natural <input type="checkbox"/>	reverse <input checked="" type="checkbox"/>

CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: 0314
4♣	Gerber <input type="checkbox"/>	when? 4♣=control ask after 1NT/2NT opening	

Other Conventions

5NT meaning depends on context	cue 1st and 2nd round controls
When major agreed, 3NT often minimum	
Reverse Gazzilli (1M-1X-2♣ & 1♦-1NT-2♣)	
Kickback	



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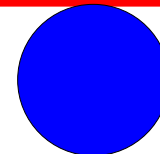


AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names:	Ben Thompson	Bill Jacobs
ABF Nos:	November 2012	
Basic System:	Looney Tunes	Brown Sticker <input type="checkbox"/>
Classification:	Green <input type="checkbox"/>	Blue <input checked="" type="checkbox"/>
	Red <input type="checkbox"/>	Yellow <input type="checkbox"/>



OPENING BIDS

Describe strength, minimum length, or specific meaning	Canape <input type="checkbox"/>
1♣	2, 14+ F 1rnd
1♦	(4)5, 14+ F1
1♥	5, (11)14+ F1
1♠	5, (11)14+ F1
1 NT	12-14, may be 5422, 6322 (4441 rare)
	may contain 5 card major <input checked="" type="checkbox"/>
2♣ Stayman:	simple <input checked="" type="checkbox"/>
	extended <input type="checkbox"/>
	Other: continue = inv+
Transfers	2♦ ♥ or other gf
	2♥ ♠
	2♣ ♣
2 NT	♦
	Other: super accept; 2♦=♥ or 4M5m(31) or 55m
2♣	10-13, 5+♣ (not 5332/5422 in 1st/2nd, can be weaker in 3rd/4th)
2♦	10-13, 5+♦ (not 5332/5422 in 1st/2nd, can be weaker in 3rd/4th)
2♥	10-13, 5+♥ (not 5332/5422/4♠ in 1st/2nd, can be weaker in 3rd/4th)
2♠	10-13, 5+♠ (not 5332/5422/4♥ in 1st/2nd, can be weaker in 3rd/4th)
2 NT	21-23 balanced
3 NT	any solid suit, no outside A

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

1-suit openings are unlimited and forcing	1♥/♠ 11+ with both majors, 14+ without
1♣=14+ & ♣ or 15+ bal (5♦ & 24+ 5X ok)	1NT may (rarely) have a singleton
transfer responses to 1♣	

COMPETITIVE BIDDING

Negative doubles through	4♣	Responsive doubles through	4♣
Jump overcalls	weak	Unusual NT	2 lowest unbid
1NT overcall (immediate)	15-18	(re-opening)	11-14
Immed cue of minor	weak or strong, both majors		
Immed cue of major	weak or strong, other major + minor		
Over opponent's 1NT (weak)	2♣=♥+other; 2♦=♠+other; 2NT=minors		
Over opponent's 1NT (strong)	same		
Over weak twos	T/O X + Lebensohl; Leaping 2-suiters		
Over opening threes	T/O X; Leaping & non-leaping 2-suiters		

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning					
1♣	1♦	0-11, 4+♥	2NT	GF, 5M332	
	1♥/♠	0-11, 4+♠ / 0-11 no major	3♣	10-14, 55 ♣+other	
	1NT	10+ bal, GF	3♦	10-14, 55 ♦+♥	
	2♣	GF, 5+♣ (not 5332)	3♥	10-14, 55 ♥+♠	
	2♦	GF, 5+♦ (not 5332)	3♠	10-14, 55 ♠+♦	
	2♥	GF, 5+♥ (not 5332)	3NT	-	
	2♠	GF, 5+♠ (not 5332)	4 bids	-	
1♦	1♥/♠	0-9, 4+♥ / 4+♠	3♣	10-14, 55 ♣+♥	
	1NT	0-9, no major	3♦	0-5, (4)5+♦, no major	
	2♣	GF, bal or 5+♣	3♥	10-14, 55 ♥+♠	
	2♦	6-9 raise	3♠	10-14, 55 ♠+♣	
	2♥	GF, 5+♥ (not 5332)	3NT	-	
	2♠	GF, 5+♠ (not 5332)	4♦	-	
	2NT	GF, 5M332	4 Other	-	
1♥/♠	1NT	0-9, no major	3♣	10-14, ♣+♦	
	2♣	10+, 4+♣ or bal or 7-9 3♥/♠	3♦	10-14, ♦+other major	
	2♦	10+, (4)5+♦	3♥/♠	0-5 raise / 10-14, other M+♣	
	2♥/♠	3-6 raise / 10+, nat	3NT	10-12 bal raise, 4/5 support	
	2NT	inv+ 4+ support	4♣/♦	spl, 2-3 controls, slamish	
2♣	2♦	inv+ relay	2♥/♠	nat, constructive, nf	
	other	2NT=weak ♣ / gf 5M/55M / >gf 6m; 3♣=wk raise; 3x=inv 6+x			
2♦	2♥	inv+ relay	3♣/♦	inv 6+♣ / wk raise	
	2♠	inv, 54/55M	3♥/♠	inv 6+♥/♠	
	2NT	weak ♣ / gf 5M/55M / >gf 6m	3NT	to play	
2♥/♠	2NT	inv+ 5+♠ / inv+ relay	3NT	to play	
	3♣/♦	(2♥)gf nat; (2♠)inv+ ♥/gf nat	4♣/♦	spl, slamish	
	3♥/♠	wk raise / (2♥)spl; (2♠) gf ♣	4♥/♠	to play	
2NT	3♣	muppet stayman	4♣	control ask (4♦=<7)	
	3♦	♥	4♦	♥	
	3♥	♠	4♥	♠	
	3♠	"bid 3NT", 6m/55m if bid on	4♠	rkc in ♣	
	3NT	very weak with 6+m	other	4NT=rkc in ♦	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	ask for 5-card suit / 4441, 4414 or 56xx GF
3♥/3♠	31(54) / 13(54) gf
4♣	control ask (4♦=0-3)
4♦	♥
4♥	♠
4♠	rkc in ♣ (4NT= rkc in ♦; 2♦=♥ or 4M5m(31) gf or 55m gf)

Unusual NT: minors other suits lower 2 unbid suits

other

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round depends on sequence Game force

NT Checkback Priorities If major shown, many transfers

Defence to 3NT opening X=values

Defence to opening Two's: Multi 2♦ X=values then T/O X; 4m=m+M

RCO style 2-s X=values then T/O X

Other 2-s weak 2M: 3M=stopper?; 4m=m+OM; 4M=str 55m; 4NT=55m

weak 2D: 3D=55M; 4C=C+M; 4D=str 4M

Defence to strong ♣ X=♥+other; 1♦=♣+other; 1NT=minors

After 1♣-P-1♦: X=♠+other; 1NT=minors

Lebensohl Over NT interference Rubensohl

Other uses In weak2-X auctions

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X; 4NT=♣+♦ 4♠ X; 4NT=2 suits

OTHER NOTES

Cue raises

Weak jumps after they overcall (FSJ at 3-level by passed hand)

4NT opening = specific ace ask (5NT=2, 6♣=♣A)

PODI/PORI

1♦/♥/♠ - 3-level jump-shift by passed hand = FSJ