

BASIC RESPONSES

Jump raises - minors limit forcing Other: 0-6, pre-emptive

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Jump shifts after minor opening 1C : 2D = C raise; 1D : 3C = D raise; 2H/2S weak

Jump shifts after major opening 3C/3D 4-8, natural, NF; 1H : 2S, 1S : 3H = FG, C+D

Responses to strong 2 suit opening 2C : 2D = waiting or negative; others natural, FG

Responses to 2NT opening 3C = 5CM Stayman; 3S = minors Stayman; 3D/3H = tfrs

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 NT

3rd/5th S Other:

From 4 small 2nd highest NT Other: 3rd vs suit

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

Signal on partner's lead: high encourage low encourage

Other: suit-preference in some contexts

Signal on declarer's lead reverse count; suit-preference in some contexts

Discards McKenney high encourage low encourage

odd/even Other: 2nd discard reverse attitude

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other:

4♣ Gerber when? If jump agreeing clubs; 4D RKCB sometimes

Other Conventions

Cue-bids = 1st or 2nd round control Cheapest jump-overcall = next 2 suits

After major set, 3NT = pivot for cue-bids Other jump-overcalls = intermediate

We use 5-4-3-2-1 (A = 5 / 10 = 1) to value

balanced hands (1NT 22-25, 2NT = 30-33)



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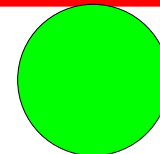
STANDARD SYSTEM CARD

Names: Ron Klinger Matt Mullamphy

ABF Nos: 33642 95745

Basic System: Standard Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 9+ pts, 3+ Cs 1♦ 9+ pts, 3+ Ds 1♥ 9+ pts, 5+ Hs 1♠ 9+ pts, 5+ Ss

1 NT (14)15-17(18) (we use 22-25 5-4-3-2-1 pts) may contain 5 card major

2♣ Stayman: simple extended Other: 5-card major inquiry

Transfers 2♦ to Hs 2♥ to Ss 2♠ to Cs

2 NT to Ds Other: 3C / 3D / 3H / 3S = shortage in D / H / S / C

2♣ Strong

2♦ 5-8, weak 2 in either major 1st/2nd seat; 3rd/4th seat: weak 2 in diamonds

2♥ weak 2 in hearts, 9-12 in 1st/2nd; 6-12 in 3rd/4th

2♠ weak 2 in spades, 9-12 in 1st/2nd; 6-12 in 3rd/4th

2 NT (20) 21-22 (23) [30-33 in 5-4-3-2-1 count]

3 NT Specific Ace Ask

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

1-Major : 2D = Force to Game, artificial Transfer responses at 1-level, including double

1-Major : 2C = (9)10-12 (13) points, artificial and redouble; Leaping Michaels;

1-Major : 2NT = 4+ trumps, 6-13 points Non-leaping Michaels; Specific 2-suiters

COMPETITIVE BIDDING

Negative doubles through 5H Responsive doubles through 5H

Jump overcalls 2-suits / interm Unusual NT 2-suiter, non-touching suits

1NT overcall (immediate) (14)15-18(19) (re-opening) (10)11-14(15)

Immed cue of minor 2-suiter, next two suits along

Immed cue of major 2-suiter, next two suits along

Over opponent's 1NT (weak) 2C = Ds or majors or minors; 2D = any 1-suiter

Over opponent's 1NT (strong) Ditto

Over weak twos X = takeout + Lebensohl

Over opening threes X = takeout; 4C/4D = non-leaping Michaels

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	4+ hearts, can be very weak	2NT 11-12, natural, NF
	1♥/♠	4+ Hs / 4+ Ds, can be very weak	3♣ 0-6, club raise
	1NT	6-10	3♦ splinter
	2♣	10+ points, club raise, forcing	3♥ splinter
	2♦	6-9 points, club raise	3♠ splinter
	2♥	0-6, 6+ Hs	3NT 13-15, natural
	2♠	0-6, 6+ Ss	4 bids natural; 4C pre-emptive
1♦	1♥/♠	4+ suit, can be weak	3♣ 6-9 points, diamond raise
	1NT	6-10	3♦ 0-6, diamond raise
	2♣	10+ points, 4+ clubs	3♥ splinter
	2♦	10+ points, D raise, forcing	3♠ splinter
	2♥	0-6, 6+ Hs	3NT 13-15, natural
	2♠	0-6, 6+ Ss	4♦ Pre-emptive
	2NT	11-12, natural, NF	4 Other Natural
1♥/♠	1NT	6-10	3♣ 4-8, 6+ clubs
	2♣	10-13, artificial game-try	3♦ 4-8, 6+ diamonds
	2♦	13+, artificial game-force	3♥/♠ 1M-3M, 0-6; 1S :3H FG 5S C+D
	2♥/♠	1H : 2S = FG, 5/5 Cs + Ds	3NT 1H:3NT = D spl; 1S:3NT = H spl
	2NT	6-13, 4+ trumps	4♣/♦ splinter
2♣	2♦	Negative or waiting	2♥/♠ Natural, positive, good suit
	other	2NT = 10+ balanced	
2♦	2♥	Pass or correct in 1st / 2nd	3♣/♦ natural, invitational
	2♠	Pass or correct in 1s / 2nd	3♥/♠ Pass or correct
	2NT	Artificial, inquiry	3NT To play
2♥/♠	2NT	Artificial, inquiry	3NT To play
	3♣/♦	Natural, forcing	4♣/♦ splinter
	3♥/♠	Natural, not inviting	4♥/♠ To play
2NT	3♣	5-card major Stayman	4♣ Natural, 6+ suit, slam-interest
	3♦	Transfer to hearts	4♦ Natural, 6+ suit, slam-interest
	3♥	Transfer to spades	4♥ Natural, 6+ suit, slam-interest
	3♠	Minor suit Stayman	4♠ Natural, 6+ suit, slam-interest
	3NT	To play	other

CONVENTIONS

Additional responses to 1NT

3♣/3♦	3C = short in Ds / 3D = short in hearts, both game-forcing
3♥/3♠	3H= short in Ss / 3S = short in clubs, both game-forcing
4♣	Transfer to 4H
4♦	Transfer to 4S
4♥	To play
4♠	To play

Unusual NT: minors other suits lower 2 unbid suits

other 2 non-touching suits

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round Game force

NT Checkback Priorities 2C = puppet to 2D; 2D = artificial force to game

Defence to 3NT opening 4C = majors, Hs = or longer; 4D = majors, Ss longer

Defence to opening Two's: Multi 2♦ X = 5+ overcall in one of the majors

RCO style 2-s 2H = takeout of Hs; 2S = takeout of spades

Other 2-s X = values; 2nd X = takeout; 3rd X = penalties

Ditto

Defence to strong ♣ 1D/1H/1S = natural; X = Cs; 1NT = odd suits; 2C = 2-suiter, rank

2D = 2-suiter, colour; 2H/2S = good 1-suiter

Lebensohl Over NT interference Rubensohl

Other uses After X of weak twos: Lebensohl

Take out of 4 level pre-empts 4♣/4♦ X = T/O

4♥ X / 4NT = T/O 4♠ X and 4NT = T/O

OTHER NOTES

After opener's 2NT rebid, transfers are used

After opener's 1-level rebid, 2NT = puppet to 3C (sign-off or invitational with some 5-5 hand)

After 1C / 1D / 1H and next hand doubles, redouble = 4+ in next suit

Double by responder at 1-level often = 4+ in next suit

1C : (1H) : 1S = 4+ Ds; 1D : (1H) : 1S = 4+ Cs; 1H : (X) : 1S = one minor or both minors