

BASIC RESPONSES

Jump raises - minors limit forcing Other: preemptive (4 - 6 ish)

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Jump shifts after minor opening 2♦ = multi; other = strong

Jump shifts after major opening Criss Cross and Bergen raises

Responses to strong 2 suit opening 2♦ = negative; other = natural, positive

Responses to 2NT opening 3♣ = puppet Stayman; 3♦/3♥ = transfers; 3♠ = minors

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 middle bottom

Signal on partner's lead: high encourage low encourage

Other: natural count

Signal on declarer's lead natural count

Discards McKenney high encourage low encourage

odd/even Other: natural count

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB 3041

4♣ Gerber when? over 1NT opening

Other Conventions

Ambiguous game tries over 1major P 2major _____

Some transfers over 1 level rebids _____

Leaping Michaels over opponents' weak 2s _____

Exclusion Blackwood in clear situations _____

Support Xs and XXs _____

Swine if our 1NT is doubled for penalty _____



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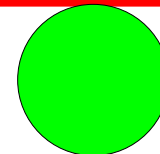
STANDARD SYSTEM CARD

Names: Roy NIXON Bernie WATERS

ABF Nos: 159379 161217

Basic System: Standard with transfers over 1♣ Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 10+, 2+♣ 1♦ 10+, 4+♦ 1♥ 10+, 5+♥ 1♠ 10+, 5+♠

1 NT 15 - 17 may contain 5 card major

2♣ Stayman: simple extended Other: _____

Transfers 2♦ to ♥ 2♥ to ♠ 2♣ range probe

2 NT puppet Stayman Other: 3♣ to ♦

2♣ game force (2♦ = negative; other = natural, positive)

2♦ 5 - 9, 6♥; OR 5 - 9, 6♠; OR 21 - 22 balanced (then 2NT = strong enquiry)

2♥ 5 - 9, 5+♥ & 4+ minor (then 2♠ = nat. forcing; 2NT = good enquiry; 3♣ = pass or correct)

2♠ 5 - 9, 5+♠ & 4+ minor (then 2NT = good enquiry; 3♣ = pass or correct)

2 NT 23 - 24 balanced (then 3♣ = puppet Stayman; 3♦/3♥ = transfers; 3♠ = minors)

3 NT gambling

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

short ♣ (2+) with transfers over it

2♦ = European Multi

4♣/4♦ = good 4♥/4♠ opening

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥

Jump overcalls weak Unusual NT 6/5 distribution in unbid suits

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

Immed cue of minor both majors

Immed cue of major other major & a minor

Over opponent's 1NT (weak) 2♣ = ♥+♠; 2♦ = ♥or♠; 2♥/2♠ = that suit + minor

Over opponent's 1NT (strong) 2♣ = ♥+♠; 2♦ = ♥or♠; 2♥/2♠ = that suit + minor

Over weak twos X

Over opening threes X

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	5+, 4+♥	2NT	game force raise
	1♥/♠	5+, 4+♠ / 5+ balanced or ♦	3♣	4 - 6 ish, preemptive raise
	1NT	10+, 5+♣	3♦	splinter, 12 - 14 or 18 - 20
	2♣	10+, 5+♦ & another suit	3♥	splinter, 12 - 14 or 18 - 20
	2♦	Multi (weak ♥ or ♠; OR strong ♦)	3♠	splinter, 12 - 14 or 18 - 20
	2♥	strong, natural	3NT	to play
	2♠	strong, natural	4 bids	4♣ = preemptive
1♦	1♥/♠	5+, natural	3♣	strong, natural
	1NT	6 - 9, denies a major	3♦	4 - 6 ish, preemptive raise
	2♣	10+, natural	3♥	splinter
	2♦	10+, raise	3♠	splinter
	2♥	strong, natural	3NT	to play
	2♠	strong, natural	4♦	preemptive
	2NT	game force raise	4 Other	splinter
1♥/♠	1NT	5 - 9, not forcing	3♣	9 - 12, 4+ card raise (3♦ asks)
	2♣	10+, natural	3♦	7 - 8, 4+ card raise
	2♦	10+, natural	3♥/♠	3 - 6 ish, preemptive raise
	2♥/♠	weak raise (5 - 9 HCPish)	3NT	13 - 14, 4333 raise
	2NT	game force raise	4♣/♦	splinter
2♣	2♦	negative	2♥/♠	positive, natural
	other	positive, natural		
2♦	2♥	pass or correct	3♣/♦	natural, non-forcing
	2♠	pass or correct	3♥/♠	pass or correct
	2NT	forcing enquiry	3NT	to play
2♥/♠	2NT	forcing enquiry	3NT	to play
	3♣/♦	pass or correct / to play	4♣/♦	
	3♥/♠	to play	4♥/♠	to play
2NT	3♣	puppet Stayman	4♣	natural, forcing
	3♦	transfer to ♥	4♦	natural, forcing
	3♥	transfer to ♠	4♥	to play
	3♠	minor suit Stayman	4♠	to play
	3NT	to play	other	4NT = quantitative

CONVENTIONS

Additional responses to 1NT

3♣/3♦	3♣ = puppet to 3♦ then Pass = to play, other = game force
3♥/3♠	strong, natural
4♣	Gerber (after response 5♣ asks for Kings)
4♦	
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

Defence to 3NT opening

Defence to opening Two's: Multi 2♦ Multi vs Multi defence (X= opening ♥ or opening ♠

or 19 - 21 balanced; 2♥=15 - 18 balanced; 2♠/2NT= transfers)

RCO style 2-s X = takeout

Other 2-s X = takeout

Defence to strong ♣ X = majors, NT = minors

Lebensohl Over NT interference both opening and overcall

Other uses 1suit 2same suit X; 1suit X 2same suit; weak2 X

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ 4NT

OTHER NOTES

Our cue bids in slam try situations may be either 1st or 2nd round controls