

BASIC RESPONSES

Jump raises - minors limit forcing Other: 3♣ GF, 5+♣, 5+ other/3♦ weak

Jump raises - majors limit forcing Other: preemptive

Jump shifts after minor opening 2 Level - GF 5+ suit, 3 Level - 2 suiter

Jump shifts after major opening 2 Level - GF 5+ suit, 3 Level - 2 suiter

Responses to strong 2 suit opening N/A

Responses to 2NT opening 3♣ Muppet stayman, 3♦, 3♥ major transfer

PLAY CONVENTIONS

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

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

Underlead Other: top of 2 honours, 2nd of touching from 3 honours

Four or more with an honour 4th highest attitude

3rd/5th Other: *** Low from small doubleton ***

From 4 small 2nd highest Other: top or 2nd highest

From 3 cards (no honour) top middle bottom

Signal on partner's lead: high encourage low encourage

Other: reverse count (preferred)

Signal on declarer's lead reverse count (preferred)

Discards McKenney high encourage low encourage

odd/even Other: reverse count (preferred)

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: Turbo

4♣ Gerber when? 4NT is RKCB only after a preempt or is a jump

Other Conventions

Frequent relays Gazzilli. 1X-1Y, 2♣ = clubs or 18+

Italian cue bidding = 1st or 2nd round control



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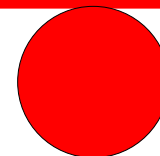
STANDARD SYSTEM CARD

Names: Michael Cartmell Nick Fahrer

ABF Nos: 75426 273648

Basic System: Fantunes Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 2+♣, 14+ HCP 1♦ 4+♦, 14+ HCP 1♥ 5+♥, 11+ HCP 1♠ 5+♠, 11+HCP

1 NT 12-14 HCP, 4333, 4432, 5422, 4441 may contain 5 card major

2♣ Stayman: simple extended Other:

Transfers 2♦ 4+♥ inv or 5+♥ 2♥ 4+♠ inv or 5+♠ 2♠ some 5/5, inv+

2 NT minor s/o or 5/5 inv+ Other: 3♣ = major enquiry. 3♦ = GF with major(s)

2♣ 10-13 HCP, 5+♣ & shortage or 6+♣, may be weaker or off shape in 3rd seat

2♦ 10-13 HCP, 5+♦ & shortage or 6+♦, may be weaker or off shape in 3rd seat

2♥ 10-13 HCP, 5+♥ & shortage or 6+♥, < 4♠, may be weaker or off shape in 3rd seat

2♠ 10-13 HCP, 5+♠ & shortage or 6+♠, < 4♥, may be weaker or off shape in 3rd seat

2 NT 21-22 HCP, balanced

3 NT gambling

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

one level suit bids are one round force 1♥ and 1♠ are 14+ or 11-13 both majors

1♣ is 15+ balanced or 14+ with 4+♣ two level suit bids are natural nonforcing

transfer responses to 1♣ 3rd seat 2 level bids are 7-13 HCP

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥

Jump overcalls 2 suited Unusual NT

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

Immed cue of minor 5/5 not touching or some strong hand

Immed cue of major 5/5 not touching or some strong hand

Over opponent's 1NT (weak) 2♣ = ♥ + other, 2♦ = ♠ + minor

Over opponent's 1NT (strong) 2♣ = ♥ + other, 2♦ = ♠ + minor

Over weak twos x=T/O, leaping Michaels

Over opening threes x=T/O

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	4+♥, 0-12 HCP	2NT	5M332, 10+ HCP
	1♥/♠	4+♠/ no 4 card major, 0-12 HCP	3♣	5♣+ 5+ other, 10-15 HCP
	1NT	10+ Balanced	3♦	5+♠/5+♥, 10-15 HCP
	2♣	5+♦, 10+ HCP	3♥	5+♥/5+♦, 10-15 HCP
	2♦	5+♥, 10+ HCP	3♠	5+♠/5+♦, 10-15 HCP
	2♥	5+♠, 10+ HCP	3NT	
	2♠	5+♣, 10+ HCP	4 bids	
1♦	1♥/♠	4+ suit, 0-9 HCP	3♣	5+♠/5+♥, 10-15 HCP
	1NT	no 4 card major, 0-9 HCP	3♦	4+♦, preemptive
	2♣	10+ HCP & 5+♠/ bal / ♦ raise	3♥	5+♥/5+♠, 10-15 HCP
	2♦	5+♠, 4+♥, 0-5 HCP	3♠	5+♠/5+♣, 10-15 HCP
	2♥	5+♥, 10+ HCP	3NT	
	2♠	5+♠, 10+ HCP	4♦	
	2NT	5M332, 10+ HCP	4 Other	
1♥/♠	1NT	no 4 card major, 0-9 HCP	3♣	5+OM/5+♣, 10-15 HCP
	2♣	10+ HCP & 5+♠/ bal / raise	3♦	5+OM/5+♦, 10-15 HCP
	2♦	5+♦, 11+ HCP	3♥/♠	preempt or 5+♦/5+♣, 10-15 HCP
	2♥/♠	5+ M, 10+ HCP / raise, 2-6 HCP	3NT	♣ void splinter
	2NT	inv raise	4♣/♦	♦ / OM void splinter
2♣	2♦	relay	2♥/♠	7-11 HCP, 6+ suit
	other	2N = 5+♠/4+♥, inv. 3♣ = preempt		
2♦	2♥	relay	3♣/♦	inv, 6+♣/ preempt
	2♠	inv, 5+/4+ majors	3♥/♠	inv, 6+ suit
	2NT	s/o ♣ or some GF	3NT	to play
2♥/♠	2NT	2♥-2NT=5+♠ / 2♠-2NT=relay	3NT	to play
	3♣/♦	5+ suit, inv. 2♠-3♣ = 5+♥s	4♣/♦	splinter
	3♥/♠	preempt/2♠-3♥=5♣s/2♥-3♠=spl	4♥/♠	raise = to play / 2♠-4♥ spl
2NT	3♣	muppet stayman	4♣	6+♥
	3♦	transfer to♥	4♦	6+♠
	3♥	transfer to♠	4♥	6+♣, slam try.
	3♠	minors	4♠	6+♦, slam try.
	3NT	to play	other	4NT = slam try.

CONVENTIONS

Additional responses to 1NT

3♣/3♦	5 card major enquiry / GF with majors
3♥/3♠	singleton & 5/4 in minors.
4♣	transfer to♥
4♦	transfer to♠
4♥	to play
4♠	to play

Unusual NT: minors other suits lower 2 unbid suits

other strong one or two suited hand. See notes below.

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round Game force

NT Checkback Priorities majors/strength

Defence to 3NT opening X = penalties. Suit = natural.

Defence to opening Two's: Multi 2♦ X = bal 13-15 or 19+

RCO style 2-s 2NT = 16-18 HCP. Suit = natural.

Other 2-s X = RCO. New suit = natural. 2NT = 16-18 HCP

Other 2-s X = take out. New suit = natural. 2NT = 16-18 HCP

Defence to strong ♣ X =♥ + another. 2♦ =♠ + minor. Any NT = minors.

Lebensohl Other suit = natural.

Over NT interference

Other uses After T/O X of their 2 suit.

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

4♥ X = take out 4♠ X = take out

OTHER NOTES

(1X) 2X = 5/5 suit above and below or strong with suit below.

E.g. (1♦) 2♦ = 5+♥ & 5+♠ or strong with 6+♣s or 5♣s & 5+ other.

1st jump over call = 5 suit + 5 next suit. E.g. (1♦) 2♥ = 5+♥ & 5+♠. Not forcing.

2nd jump over call = 5 suit + 5 next suit. E.g. (1♦) 2♠ = 5+♠ & 5+♣. Not forcing.

3rd jump over call = preempt, 6+ suit. E.g. (1♦) 3♣ = 6+♣s. Not forcing.

2NT strong 1 or 2 suited hand not shown by cue. E.g. (1♦) 2NT = strong♥s and/or♠s