

BASIC RESPONSES

Jump raises - minors limit forcing Other: 1m-3m = 3-6.
 Jump raises - majors limit forcing Other: 1M - 3M = 3-6.
 Jump shifts after minor opening Weak (but 1C-2D & 1D-3C= 7-9 raise, 1D-3M=Spl)
 Jump shifts after major opening Bergen. (1H-2S & 1S-3H = any suit Spl, 9-11)
 Responses to strong 2 suit opening 2D=Waiting
 Responses to 2NT opening 3C=Puppet, 3D/3H=Transfers, 3S=Both Minors.

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit = Both
 Sequence leads: Overlead all All except AK x (x)
 Underlead Other: K asks count, Q asks attitude, may not be overlead.
 Four or more with an honour 4th highest NT attitude
 3rd/5th Other: 3rd=even, Low=odd vs suit (independent of honors)
 From 4 small 2nd highest NT Other: 3rd vs suit.
 From 3 cards (no honour) top middle NT bottom S
 Signal on partner's lead: high encourage low encourage
 Other: Count or suit-preference in some situations.
 Signal on declarer's lead Reverse count
 Discards McKenney high encourage low encourage
 odd/even Other: 1st discard, Odd= Enc, Even = Disc & Suit Pref
 Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: 0314 Kickback (all suits)
 4♣ Gerber when? Directly after a 1NT/2NT opening/overcall or rebid.

Other Conventions

After a reverse, First Step=blackout Last Train game/slam tries.
 Non Serious 3S/3NT in G/F auctions. Unnecessary jumps = Splinters.
 X/fers after 1D/1H/1S - (X) & 1NT - (2X) 2-way checkback over 1NT rebid and also
 1C (1NT) 2C = both majors. after 1C-1D-1H & 1C-1H-1S
 1C/1D - (1H) - ? : X = 4+S, 1S = <4S. Relays after 1M - 2C. DRURY if passed hand



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 PO Box 397
 Fyshwick ACT 2609
 Tel: 02 6239 2265
 FAX: 02 6239 1816
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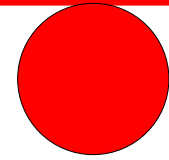


AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names: Mike Doecke George Smolanko 8-1-14
 ABF Nos:
 Basic System: Standard Brown Sticker
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 2+ 11-20 1♦ 4+ 11-20 1♥ 5+ (10)11-20 1♠ 5+ (10)11-20
 1 NT (14)15-17 may contain 5 card major
 2♣ Stayman: simple extended Other:
 Transfers 2♦ Hearts 2♥ Spades 2♠ Clubs
 2 NT Diamonds Other: 3C=G/F Minors, 3D=Asks for 5c Major.
 2♣ STRONG, 22+ Balanced or G/F.
 2♦ HEARTS, Weak. Can be 5c suit when NV.
 2♥ BOTH MAJORS, Weak. Usually at least 5/4 shape.
 2♠ SPADES, Weak. Can be 5c suit when NV.
 2 NT Balanced 20-21(22)
 3 NT 6+H and 5+S, near opening strength, with values in both suits

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

X/fer resp to 1C (don't promise values) Some X/fers in competition.
 2D opening = Weak, Hearts. 1C opening on most 18-19 Bal (even D>C)
 2H opening = Weak, Both Majors. 1M - 2C = Artificial, Inv+; or DRURY if passed

COMPETITIVE BIDDING

Negative doubles through 4S Responsive doubles through 4S
 Jump overcalls Weak Unusual NT Highest and Lowest unbid suits, 5+/5+
 1NT overcall (immediate) 15-18 (re-opening) varies 12-17
 Immed cue of minor Majors, 5+/5+
 Immed cue of major Other Major and Diamonds, 5+/5+
 Over opponent's 1NT (weak) X=Pen, 2C=Majors, 2D=6cM, 2H/2S=5M&4+m
 Over opponent's 1NT (strong) X=5+m&4M, 2C=Majors, 2D=6cM, 2H/2S=5M&4+m
 Over weak twos Leaping Michaels.
 Over opening threes Natural.

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	4+H, can be weak.	2NT	13+ HCP, 3+C, GF
	1♥/♠	4+S/ 6-11 no M or 5+C GF, OR..	3♣	3-6 HCP, 5+C
	1NT	Inv, 11-12 HCP.	3♦	3-7 HCP, 6+D
	2♣	5+D, GF.	3♥	3-7 HCP, 7+H
	2♦	7-9 HCP, 5+C	3♠	3-7 HCP, 7+S
	2♥	3-7 HCP, 6+H	3NT	13-14 HCP, <4C, no M
	2♠	3-7 HCP, 6+S	4 bids	
1♦	1♥/♠	Natural, 5+ HCP	3♣	7-9 HCP, 4+D
	1NT	6-10 HCP, no M	3♦	3-6 HCP, 4+D
	2♣	10+ HCP, 4+C	3♥	Splinter, 12-14 HCP, GF
	2♦	10-14 HCP, 4+D	3♠	Splinter, 12-14 HCP, GF
	2♥	3-7 HCP, 6+H	3NT	To Play
	2♠	3-7 HCP, 6+S	4♦	
	2NT	15+ HCP, 4+D	4 Other	
1♥/♠	1NT	6-11 HCP	3♣	6-9 HCP, 4c raise.
	2♣	Either M inv, GF Bal, or Clubs 10+.	3♦	10-11 HCP, 4c raise.
	2♦	5+D, 10+, almost GF.	3♥/♠	1M-3M= 3-5. 1S-3H= any suit Spl
	2♥/♠	6-10 HCP, 3 card support.	3NT	1H -2S = any suit Spl, 9-11
	2NT	G/F 4+M support.	4♣/♦	Splinters, 12-14 HCP.
2♣	2♦	Waiting, (then Kokish Relay)	2♥/♠	Natural, good suit.
	other			
2♦	2♥	To play	3♣/♦	Natural, Non Forcing.
	2♠	Natural, Non Forcing	3♥/♠	3H=invite/TP, 3S=Natural Forcing.
	2NT	Enquiry/Feature Ask	3NT	To Play
2♥/♠	2NT	Enquiry/Feature Ask	3NT	To Play
	3♣/♦	Natural, NF	4♣/♦	
	3♥/♠	To Play/invite	4♥/♠	
2NT	3♣	Puppet Stayman	4♣	Gerber
	3♦	Hearts	4♦	Natural, Slamtry
	3♥	Spades	4♥	Natural, mild slammish
	3♠	Both Minors	4♠	Natural, mild slammish
	3NT	To Play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	3C= Minor Suit Stayman, 3D= Asks for 5M
3♥/3♠	5+M, Natural slam try.
4♣	Gerber
4♦	5+/5+ Ms
4♥	To Play
4♠	To Play

Unusual NT: minors other suits lower 2 unbid suits

other Highest and lowest over 1 suit opening

Other slam bidding

Cue Bids Asking Bids

4th Suit Forcing

One round Game force

NT Checkback

 Priorities Two Way Checkback.

Defence to 3NT opening

4C=Both Majors.

Defence to opening Two's:

Multi 2♦ X=Values, (14)15+ HCP.

RCO style 2-s

X = values, (14)15+HCP

Other 2-s

X = T/O, then artificial/transfer responses at 2NT and above

Defence to strong ♣

X=Majors (5+/4+), 1NT= 5+ S and 4+ minor

Lebensohl

Over NT interference Rubensohl over 1NT interference.

Other uses

Take out of 4 level pre-empts

4♣/4♦ X
4♥ X 4♠ X

OTHER NOTES

Upgrade/Downgrade Frequently.

Aggressive 1 Level overcalls.

Many Splinters

Super-accepts of transfers

When our 2D opening or artificial overcall is doubled; pass = TP, XX= bid step then pass

Gazilli style continuations after 1H - 1S