

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: weak

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Jump shifts after minor opening weak jump shift (fit showing jump if passed hand)

Jump shifts after major opening Bergen \*\* 1H - 2S = weak, 1S - 3H = invite \*\*

Responses to strong 2 suit opening 2D = 0-3 HCP or 10+ HCP, any; 2H = 4-6 HCP, any

Responses to 2NT opening 3C = Puppet Stay, 3D/H = transfers, 3S = 3NT (minor/s)

## PLAY CONVENTIONS

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

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

Underlead  Other: Ace/Queen = attitude, King = count

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: Suit Preference

Signal on declarer's lead Smith Peter v. NT

Discards McKenney  high encourage  low encourage

odd/even  Other: Suit Preference if needed

Count natural  reverse  Present Count

## CONVENTIONS

4NT: Blackwood  RKCB  Other: 03/14

4♣ Gerber  when? \_\_\_\_\_

### Other Conventions

Fourth Suit Game Forcing (1S = nat, 2S = F)	Lebensohl
Long Suit Game Tries	Fit Showing Jumps by passed hand/in comp.
Blackout after Reverses	Drury by passed hand
2-way Checkback after opener's 1NT rebid	Support doubles and redoubles
Transfers after opener's 2NT jump rebid	



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## STANDARD SYSTEM CARD

Names: CANDICE GINSBERG BARBARA TRAVIS

ABF Nos: \_\_\_\_\_

Basic System: 2 over 1 GAME FORCING Brown Sticker

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 10+ HCP, 3+ 1♦ 10+ HCP, 3+ 1♥ 10+ HCP, 5+ 1♠ 10+ HCP, 5+

1 NT (14+) 15-17 HCP, bal/semi-bal may contain 5 card major

2♣ Stayman: simple  extended  Other: Major + range ask

Transfers 2♦ hearts 2♥ spades 2♠ clubs (3C s/accept)

2 NT diamonds (3D s/acc) Other: 3-level = GF splinters, 4-level = artificial

2♣ 22+ HCP, bal/semi-bal OR any GF

2♦ 3-7 HCP, weak 2 in either hearts or spades 3rd/4th hand: weak 2 ish in diamonds

2♥ 8-11 HCP, 6 hearts 4th hand: 10-13 HCP, 6 hearts

2♠ 8-11 HCP, 6 spades 4th hand: 10-13 HCP, 6 spades

2 NT (19+) 20-21 HCP, bal/semi-bal

3 NT Gambling - solid 7 card minor

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

4C / 4D opening bids = hearts / spades Competition: fit showing jumps

\*\* Intermediate jump overcalls to 3-minor \*\* Transfers after 1MX (opening bid or overcall)

Passed hand: Drury and fit showing jumps Transfers after opener's 2NT jump rebid

## COMPETITIVE BIDDING

Negative doubles through 4H Responsive doubles through 3S

Jump overcalls weak \*\* above Unusual NT lower 2 unbid suits

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

Immed cue of minor hearts + spades 5/5+

Immed cue of major other Major + minor 5/5+

Over opponent's 1NT (weak) ) 2C = Majors 5/4+, 2D = 1 x Major, 2M = M + m,

Over opponent's 1NT (strong) ) 2NT = pre in min, X (weak) = pen, X (strong) = m +4M

Over weak twos X = takeout, Leaping Michaels

Over opening threes X = takeout, Leaping Michaels over 3-minor

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	4+ cards	2NT GF, clubs, slam interest
	1♥/♠	4+ cards	3♣ ~3-6 HCP, clubs
	1NT	6-11 HCP, NF	3♦ 10-13 HCP, splinter
	2♣	6-9 HCP, clubs	3♥ 10-13 HCP, splinter
	2♦	10+ HCP, clubs, F to 3C+	3♠ 10-13 HCP, splinter
	2♥	weak jump shift (3-7 HCP)	3NT 13-15 HCP, clubs, bal/semi-bal
	2♠	weak jump shift (3-7 HCP)	4 bids 4M = to play (partial fit)
1♦	1♥/♠	4+ cards	3♣ 10+ HCP, diamonds, G to 3D+
	1NT	6-11 HCP, NF	3♦ ~3-6 HCP, diamonds
	2♣	nat, GF	3♥ 10-13 HCP, splinter
	2♦	6-9 HCP, diamonds	3♠ 10-13 HCP, splinter
	2♥	weak jump shift (3-7 HCP)	3NT 13-15 HCP, diamonds, bal/semi
	2♠	weak jump shift (3-7 HCP)	4♦
	2NT	GF, diamonds, slam interest	4 Other 4M = to play (partial fit)
1♥/♠	1NT	5-11 HCP, SF	3♣ 6-9 HCP, 4+ trumps
	2♣	nat, GF	3♦ 10-12 HCP, 4+ trumps
	2♦	nat, GF	3♥/♠ ~3-6 HCP, 4+ trumps
	2♥/♠	7-9 (10) HCP, 3 trumps (or 4333)	3NT 13-15 HCP, 4 trumps, bal
	2NT	GF raise, slam interest	4♣/♦ 10-13 HCP, splinters
2♣	2♦	0-3 HCP or 10+ HCP, any	2♥/♠ 2H = 4-6 HCP, any
	other	2S = 7-9 HCP, bal, 2NT-3H = 7-9 HCP, transfers	
2♦	2♥	Pass or Correct	3♣/♦ 3C = to play; 3D = bid M or D, F
	2♠	Pass or Correct	3♥/♠ nat, F
	2NT	asks suit + range	3NT to play
2♥/♠	2NT	asks range + feature	3NT to play
	3♣/♦	nat, F	4♣/♦ splinter
	3♥/♠	preemptive	4♥/♠ to play
2NT	3♣	Puppet Stayman	4♣ hearts (to play or RKCB)
	3♦	hearts	4♦ spades (to play or RKCB)
	3♥	spades	4♥ both Majors 5/5+, game only
	3♠	bid 3NT (1 or 2 minors, slam int)	4♠ ace ask
	3NT	to play	other 4NT = quantitative

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	) GF, 0/1 in bid suit, at least 3 cards in each other suit, denies 5-card Major
3♥/3♠	) (either 4441 or 5m431 or 6m331 or 5m440 or 6m430)
4♣	transfer to 4H (to play or strong - RKCB)
4♦	transfer to 4S (to play or strong - RKCB)
4♥	hearts and spades, at least 5/5, no slam interest
4♠	ace ask

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 hearts first

Defence to 3NT opening 4m = Major suit takeouts

Defence to opening Two's: Multi 2♦ X = hearts (or 18+ HCP), 2H = spades, 2S = clubs,

2NT = 15-17 HCP, 3C = diamonds, 3D = minors, 3M = asks stop

RCO style 2-s X = 16+ HCP (3rd double = penalty)

Other 2-s X = 16+ HCP (3rd double = penalty)

Defence to strong ♣ X = Majors, 1NT = minors, 1-bids to 2C = natural,

2D = 1 x Major, 2M = Major + minor 5/5+

Lebensohl Over NT interference

Other uses After takeout doubles at 2-level (2-openings, 1x P 2x X)

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ 4NT (X = general values)

## OTHER NOTES

Transfers after 1M X (opening bid and overcalls) - eg 1NT = clubs, transfer raise = stronger

Transfers after opener's 2NT jump rebid - incl. 3S = clubs + slam interest

1NT (X): if X = artificial, then system ON

1NT (X): if X = penalty, then XX = single-suited (bid 2C for Pass/Correct) and

bid = that suit + higher suit