

BASIC RESPONSES

Jump raises - minors limit forcing Other: Preempt (1♦-3♦)
 Jump raises - majors limit forcing Other: Preempt
 Jump shifts after minor opening See inside
 Jump shifts after major opening Natural, invitational
 Responses to strong 2 suit opening
 Responses to 2NT opening 3♣ = Puppet Stayman, transfers, 3♠ = minor hand

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:
 Signal on declarer's lead Natural Present Count (high = even)
 Discards McKenney high encourage low encourage
 odd/even Other:
 Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: 0314
 4♣ Gerber when?

Other Conventions

Preemptive jump raises in competition
 Fit showing jumps in comp., by passed hand



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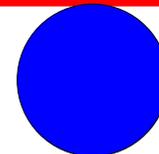


AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names: Stephen Fischer Marianne Bookallil
 ABF Nos: 446955 681393
 Basic System: Strong Club, 2/1, Weak NT Brown Sticker
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 0, 16+ 1♦ 2, 10-17 1♥ 5(4), 10-15 1♠ 5, 10-15
 1 NT 11+ - 14 may contain 5 card major
 2♣ Stayman: simple extended Other:
 Transfers 2♦ ♥ 2♥ ♠ 2♣ ♣
 2 NT ♦ Other: 4♣♦ = ♥/♠
 2♣ 10-15, 6+♣ OR (5+♣ and a 4 card major)
 2♦ Weak, single suited in either major
 2♥ Weak, 5+/5+, ♥ + another
 2♠ Weak, 5+/5+, ♠ + a minor
 2 NT 20-21 balanced
 3 NT

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

1♣ = 16+ unbalanced or 18+ balanced
 1♦ = 10-15, 4+♦ or 15-17 balanced

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥
 Jump overcalls Weak Unusual NT 5+/5+ two lower unbid suits
 1NT overcall (immediate) 15-18 (re-opening) 11-14
 Immed cue of minor ♥ + ♠, 5+/5+, preemptive or strong
 Immed cue of major Other major + a minor, 5+/5+, preemptive or strong
 Over opponent's 1NT (weak) X = Penalties, 2♣ = single suit, 2♦ = ♥+♠
 Over opponent's 1NT (strong) 2♥ = ♥+minor, 2♠ = ♠+minor, 2NT = ♣+♦
 Over weak twos X = Takeout, Lebensohl
 Over opening threes X = Takeout

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	0-7 any	2NT	6+♣ AND 5+ another, GF
	1♥/♠	8+, 5+ card suit	3♣	6+♦ AND 5+ major, GF
	1NT	8+, 5+♣	3♦	Weak, 7 card suit
	2♣	8+, 5+♦	3♥	Weak, 7 card suit
	2♦	Balanced, 8-10 OR 14-15	3♠	Weak, 7 card suit
	2♥	Balanced, 11-13 OR 16+	3NT	
	2♠	4-4-4-1 any, 8+ HCP	4 bids	
1♦	1♥/♠	Natural, may be weak or 3 cards	3♣	Weak, 6+ card suit
	1NT	To play opposite strong NT	3♦	Weak, 5+ card suit
	2♣	5+♣, 8+ HCP	3♥	Splinter
	2♦	Inv+, 4+♦	3♠	Splinter
	2♥	5+♥, 5+♠, weak	3NT	13-15 Balanced
	2♠	5+♥, 5+♠, inv. opp strong NT	4♦	
	2NT	10-12 Balanced	4 Other	
1♥/♠	1NT	<GF, 0-2 card support	3♣	Natural, Inv. (Fit BPH)
	2♣	Inv raise / GF Nat / GF Bal	3♦	Natural, Inv. (Fit BPH)
	2♦	GF, Natural	3♥/♠	Preempt
	2♥/♠	Simple raise	3NT	
	2NT	GF, 4+ card support	4♣/♦	Splinter
2♣	2♦	Artificial enquiry	2♥/♠	Natural, constructive
	other	2NT = GF enquiry		
2♦	2♥	Pass or correct	3♣/♦	Natural, F1R
	2♠	Pass or correct	3♥/♠	Pass or correct
	2NT	Artificial enquiry	3NT	To play
2♥/♠	2NT	Artificial enquiry	3NT	To play
	3♣/♦	Pass or correct	4♣/♦	Pass or correct
	3♥/♠	To play	4♥/♠	To play
2NT	3♣	Artificial enquiry	4♣	Natural, slam interest
	3♦	♥	4♦	Natural, slam interest
	3♥	♠	4♥	To play
	3♠	Minor-oriented hand	4♠	To play
	3NT	To play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	3♣ = 5+♣/5+♦ weak, 3♦ = 5+♣/5+♦ game forcing
3♥/3♠	9+ cards in minors, singleton in bid major, game forcing
4♣	♥
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♦ X = 13-15 balanced or strong, Natural, Lebensohl

RCO style 2-s

X = 13-15 balanced or strong, Natural, Lebensohl

Other 2-s

X = 13-15 balanced or strong, Natural, Lebensohl

Defence to strong ♣

CRASH

Lebensohl

Over NT interference

Other uses

Over (weak 2) - X

Take out of 4 level pre-empts

4♣/4♦ X
4♥ X 4♠ 4NT

OTHER NOTES