

BASIC RESPONSES

Jump raises - minors limit forcing Other: weak < 10 (inverted)

Jump raises - majors limit forcing Other:

Jump shifts after minor opening 16+ (Soloway)

Jump shifts after major opening 16+ (Soloway)

Responses to strong 2 suit opening Control-showing over 2♣ conventional over other.

Responses to 2NT opening 3♣ enquiry; 3♦, 3♥ - pass or correct; 3♠ to play

PLAY CONVENTIONS

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

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

Underlead Other: Lead of A or Q for Attitude; lead of K for 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: Count, when requested

Signal on declarer's lead Count, when necessary.

Discards McKenney high encourage low encourage

odd/even Other: Odd encourage (Even- McKenney)

Count natural reverse where required.

CONVENTIONS

4NT: Blackwood RKCB Other: 3041

4♣ Gerber when? Over NT opening

Other Conventions

Forcing 1NT to Mjr opening Drury

Inverted minor raises. Unassuming cuebids

Walsh ♦ Modified Michaels/ Unusual NT

Splinters - strong Support Doubles & Redoubles.

Lebensohl



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AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names: Rex Hanson Judy Herring

ABF Nos: 61344 173568

Basic System: Std 2/1 Game-force Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3; 12+ TP 1♦ 3; 12+TP 1♥ 5; 12+TP 1♠ 5; 12+TP

1 NT 16-18 may contain 5 card major

2♣ Stayman: simple extended Other:

Transfers 2♦ to 2♥ 2♥ to 2♠ 2♠ to 3♣

2 NT 7+ pts Other: 3♣ to 3♦

2♣ Game force, within a trick of game.

2♦ Weak 2 in hearts; OR, at least 5/5 wk or G-F in Spades & Clubs; OR 19-20 Bal.

2♥ Weak 2 in Spades; OR, at least 5/5 wk or G-F in Clubs & Diamonds; OR 23-24 Bal.

2♠ At least 5/5 wk or Game-force in Hearts & a minor; OR 23-24 Balanced

2 NT At least 5/5 wk or Game-force in Spades & a red suit; OR 25-26 Bal.

3 NT Gambling, no outside honour.

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

1NT resp. to Mjr opening: fcg one round. Inverted minor raises, also over overcalls.

1♦ response to 1♣ denies 4cd Mjr if weak. 2♦ & 2♥ opening, no initial anchor suit (hence X of 1NT, or any other artificial opening brown sticker).

COMPETITIVE BIDDING

Negative doubles through 3♣ Responsive doubles through 3♠

Jump overcalls 11-16 Unusual NT Minors, or minor + Major

1NT overcall (immediate) 16-18 (re-opening) 10-12

Immed cue of minor Michaels: Both majors (<10, or Game force)

Immed cue of major Other major + minor (<10 or game-force)

Over opponent's 1NT (weak) X = penalty; all other bids = TWERB

Over opponent's 1NT (strong) TWERB

Over weak twos X = 13+; 2NT = 16-18

Over opening threes X = takeout

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	denies 4 cd Mjr, unless strong	2NT 13-15, doesn't deny 4cd Mjrs
	1♥/♠	6+ TP, 4+ suit	3♣ 5-9pts, 5+cd suit
	1NT	9-11 hcp, denies 4 cd Mjr.	3♦ Slam interest splinter
	2♣	11+ TP, 4 cd suit, poss. 4cd Mjr	3♥ Slam interest splinter
	2♦	16+ TP, Soloway	3♠ Slam interest splinter
	2♥	16+ TP, Soloway	3NT 16-18 hcp, denies 4cd Mjr
	2♠	16+ TP, Soloway	4 bids Natural
1♦	1♥/♠	6+ TP, 4+ suit	3♣ 16+ TP, Soloway
	1NT	6-9 hcp, denies 4 cd Mjr.	3♦ 5-9pts, 5+cd suit
	2♣	G/f, 5+ suit, generally.	3♥ Slam interest splinter
	2♦	11+ TP, 4 cd suit, poss. 4cd Mjr	3♠ Slam interest splinter
	2♥	16+ TP, Soloway	3NT 16-18 hcp, denies 4cd Mjr
	2♠	16+ TP, Soloway	4♦ pre-emptive.
	2NT	13-15, doesn't deny 4cd Mjrs	4 Other 4♣ Slam interest splinter
1♥/♠	1NT	Fcg, denies 4 cd spt, 5-12 usually	3♣ 16+ TP, Soloway
	2♣	G/f, 5+ suit.	3♦ 16+ TP, Soloway
	2♦	G/f, 5+ suit.	3♥/♠ Limit raise
	2♥/♠	6-9 TP, 3+ cd spt	3NT 13-15 hcp, 3 cd spt
	2NT	13+ TP, 2 or 4+ cd spt	4♣/♦ Slam interest splinter
2♣	2♦	0-1 controls	2♥/♠ 2♥ = 2ctrls; 2♠ = 3ctrls in 2 suits.
	other	2NT = 3 Ks; 3♣ = 4ctrls; 3♦ = 5 ctrl	
2♦	2♥	Pass or correct, < 13 pts	3♣/♦ Exclusion
	2♠	Exclusion	3♥/♠ n/a
	2NT	13+ hcp, fcg, enquiry	3NT n/a
2♥/♠	2NT	11+ / 9+ hcp, fcg, enquiry	3NT
	3♣/♦	See notes	4♣/♦ See notes
	3♥/♠	See notes	4♥/♠ See notes
2NT	3♣	7+ hcp, fcg, enquiry	4♣
	3♦	Pass or correct, < 7 pts	4♦ Pass or correct, < 7 pts
	3♥	Pass or correct, < 7 pts	4♥ Pass or correct, < 7 pts
	3♠	Preference, < 7 pts	4♠ To Play
	3NT		other

CONVENTIONS

Additional responses to 1NT

3♣/3♦	3♣ = trsfer to ♦; 3♦ = 6+ pts, singleton or void ♦
3♥/3♠	= 6+ pts, singleton or void in bid suit
4♣	N/A
4♦	Transfer to ♥
4♥	Transfer to ♠
4♠	

Unusual NT: minors other suits lower 2 unbid suits

other Minor + Major

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♦ Two Way Exclusion Relay Bid (TWERB)

RCO style 2-s TWERB

Other 2-s Natural or TWERB, depending if there is an anchor suit.

Defence to strong ♣ TWERB

Lebensohl Over NT interference

Other uses After Pard's takeout X of Opp's wk 2; after 2-level reverse by partner.

Take out of 4 level pre-empts 4♣/4♦

4♥ 4♠

OTHER NOTES

♠ response to 2♥ opening = pass or correct; 3♣ or 3♦ response to 2♥ = exclusion.

3♥ response to 2♣ opening = to play; 3♣ or 3♦ to 2♠ = pass or correct (to ♥).