

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: weak

Jump raises - majors limit  forcing  Other: weak

Jump shifts after minor opening weak

Jump shifts after major opening Bergen

Responses to strong 2 suit opening NA

Responses to 2NT opening 3m to play, 3♥ asking, 3♠ to play

## PLAY CONVENTIONS

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

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

Underlead  Other: Ace count, K att, Coded 9's and 10's

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: odds (enc) & evens \_\_\_\_\_

Signal on declarer's lead count \_\_\_\_\_

Discards McKenney  high encourage  low encourage

odd/even  Other: \_\_\_\_\_

Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  Other: 0314

4♣ Gerber  when? never

### Other Conventions

Over 1NT:X Swine used 1NT is principle force over 1♦/1♥/1♠

Unassuming cue bids 1♦:(1♥):X denies 4 spades

1♦ is only +ve response to 1♣ opening Lebensohl; Minorwood

Negative free bids Puppet stayman to str 2NT bids

Splinters



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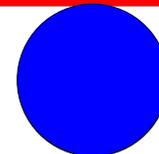
## STANDARD SYSTEM CARD

Names: Paul Ian

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Basic System: Modified Polish Club (Nemesis) Brown Sticker

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 0+♣, 11+ HCP 1♦ 5+♦, 11-16 1♥ 5+♥, 11-16 1♠ 5+♠, 11-16

1 NT 12-14, bal but could be 4441 (stiff A/K) may contain 5 card major

2♣ Stayman: simple  extended  Other: \_\_\_\_\_

Transfers 2♦ to ♥ 2♥ to ♠ 2♠ Baron GF

2 NT Trf to ♣ or ♦ Other: \_\_\_\_\_

2♣ 10-20 HCP any 5440, or 12-21 any 1444, or 21-22 bal, 25-26 bal may have stiff A/K

2♦ Weak major, 3-7 HCP or 23-24 bal, or any GF

2♥ weak 6♥ 8-10 HCP, 2NT is a singleton ask

2♠ weak 6♠ 8-10 HCP, 2NT is a singleton ask

2 NT Both minors 5/5, 8-11 HCP, 3♥ is asking bid

3 NT Gambling

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

Namyats 4♣=♥, 4♦=♠ Bergen raises, puppet stayman, relays

SWINE to 1NT:X Many X's may be unusual

1♣, 2♣ and 2♦ openings 1♦ is only +ve response to 1♣ opening

## COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 3♠

Jump overcalls weak Unusual NT varies can be MM

1NT overcall (immediate) 15-17 (re-opening) 15-17

Immed cue of minor 5/5 other minor + a major extended Michaels any strength

Immed cue of major 5/5 OM/m Michaels any strength

Over opponent's 1NT (weak) Cappelletti, DONT if passed or in pass out seat

Over opponent's 1NT (strong) DONT

Over weak twos X + lebensohl extension

Over opening threes X

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	6+ hcp any shape forcing	2NT	0-5 hcp, 5/5 in minors
	1♥/♠	4+ 0-5 hcp	3♣	0-5 hcp. 7♣
	1NT	0-5 hcp, at least 4/3 in minors	3♦	0-5 hcp. 7♦
	2♣	0-5 hcp. 5+♣	3♥	0-5 hcp. 7♥
	2♦	0-5 hcp. 5+♦	3♠	0-5 hcp. 7♠
	2♥	0-5 hcp. 6♥	3NT	N/A
	2♠	0-5 hcp. 6♠	4 bids	
1♦	1♥/♠	6-10 (11) hcp. 4+ ♥/♠	3♣	0-6 hcp 6+ ♣
	1NT	Relay F1; 5-7/8 3+♦ or 9+	3♦	0-5 hcp 4+♦
	2♣	6-10 (11) hcp, 5+♣, NF	3♥	splinter
	2♦	8-10 hcp. 3+♦	3♠	splinter
	2♥	0-6 hcp 6♥	3NT	NA
	2♠	0-6 hcp 6♠	4♦	preemptive raise
	2NT	weak 5/5 ♥ & ♣	4 Other	4♣ splinter
1♥/♠	1NT	Relay F1; 3+ fit 5-7/8 or 9+any	3♣	6-9 (10) pts 4+ fit (Bergen)
	2♣	6-10(11) hcp 5+♣ Non Force	3♦	10-12 hcp 4+ fit (Bergen)
	2♦	6-10(11) hcp 5+♦ Non Force	3♥/♠	Raise is 0-5 4+, OM splinter
	2♥/♠	3+ fit 8-10, OM varies	3NT	NA
	2NT	4-8 both minors (5+)	4♣/♦	splinters
2♣	2♦	any 7+hcp.	2♥/♠	0-6 hcp 3+♥/♠
	other	2NT = 0-6 hcp No 3 card M. 3♣ = P or C. Other = 0-6 hcp 7+card suit		
2♦	2♥	Pass or Correct	3♣/♦	NF
	2♠	Pass or Correct, prefers ♥	3♥/♠	Pass or Correct if used
	2NT	Asking	3NT	To play
2♥/♠	2NT	Singleton Ask	3NT	To play
	3♣/♦	F1	4♣/♦	splinter
	3♥/♠	raise is preemptive	4♥/♠	To play
2NT	3♣	To play	4♣	preemptive
	3♦	To play	4♦	preemptive
	3♥	F1 Shape Ask	4♥	To play
	3♠	To play, can raise with fit	4♠	To play
	3NT	To play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	good 6+ suit NF
3♥/3♠	good 6+ suit NF
4♣	trf to ♥
4♦	trf to ♠
4♥	To play
4♠	To play

Unusual NT:                      minors                       other suits                       lower 2 unbid suits

other      Over 1m = Both majors; over 1M = both minors

Other slam bidding                      Cue Bids                       Asking Bids

4th Suit Forcing                      One round       Relays used in most cases      Game force

NT Checkback                       Priorities      NA usually relays apply plus stayman etc

Defence to 3NT opening                      4♣ = MM better ♥; 4♦ = MM better ♠

Defence to opening Two's:                      Multi 2♦      X= 11-15, 5+ ♥; 2♥= 16+ any shape

RCO style 2-s                      2NT = 16-18 majors stopped  
X=16+, 2nd X=TO, 3rd X=Penalty

Other 2-s                      X, leaping michaels, lebensohl

Defence to strong ♣                      X = Trf to ♥, 1♦ = ♠; 1♥,1♠,1NT = CRO

Lebensohl                      Over NT interference

Other uses                      Over X of opponents weak 2M opening

Take out of 4 level pre-empts                      4♣/4♦      X  
4♥      X                      4♠      4NT

## OTHER NOTES

Lebensohl always applies over interference of 1NT openings & overcalls

Puppet stayman over strong NT rebids for 1♣, 2♣ and 2♦ openings

27/05/2012