BASIC RESPONSES

Jump raises - minors	limit ☐	forcing ☐	Other:	see over	
Jump raises - majors	limit ☐	forcing ☐	Other:	0-5, 4+ support	
Jump shifts after minor opening			GF (nat at 2-level, 2-suiter or FSJ at 3-level)		
Jump shifts after major opening			GF (nat at 2-level, 2-suiter or FSJ at 3-level)		
Responses to strong 2 suit opening			n/a		
Responses to 2NT opening			3♣=muppet; 3♦/♥=transfer; 3♠="bid 3NT"		

PLAY CONVENTIONS

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

Sequence leads:		Overlead all ☐	All except AK x (x) ✓		
	Underlead ☐	Other:	A asks for attitude, K asks 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:	reverse count			
Signal	on declarer's lead	reverse count (some reverse Smith in NT)			
Discards	McKenney ✓	high encourage ☐	low encourage ✓		
	odd/even ☐	Other:	reverse count		
Count	natural ☐	reverse ✓			

CONVENTIONS

4NT:	Blackwood ☐	RKCB ☒	Other:	0314
4♣	Gerber ☐	when?	4♣=control ask after 1NT/2NT opening	

Other Conventions

5NT meaning depends on context	cue 1st and 2nd round controls
When major agreed, 3NT often minimum	
Gazzilli 2♣ (1M-1X-2♣ & 1♦-1NT-2♣)	
Kickback	

©ABF Marketing
PO Box 397
Fyshwick ACT 2609
Tel: 02 6239 2265
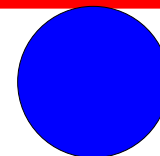FAX: 02 6239 1816
Copyright © BCC 6.3.20.1

AUSTRALIAN BRIDGE FEDERATION INCORPORATED ©

STANDARD SYSTEM CARD

Names:	Ben Thompson	Bill Jacobs
ABF Nos:	May 2012	
Basic System:	Looney Tunes	Brown Sticker ☐
Classification:	Green ☐ Blue ☒ Red ☐ Yellow ☐	

OPENING BIDS

Describe strength, minimum length, or specific meaning   Canape ☐

1♣	2, 14+ F1	1♦ (4)5, 14+ F1	1♥ 5, (11)14+ F1	1♠ 5, (11)14+ F1

1 NT	12-14, may be 5422, 6322 (4441 rare)	may contain 5 card major ☒

2♣ Stayman:	simple ☒	extended ☐	Other: continue = inv+
Transfers	2♦ ♥ or other gf	2♥ ♠	2♠ ♣
2 NT ♦		Other: super accept; 2♦=♥ or 4M5m(31) or 55m	

2♣	10-13, 5+♣ (not 5332/5422 in 1st/2nd)
2♦	10-13, 5+♦ (not 5332/5422 in 1st/2nd)
2♥	10-13, 5+♥ (not 5332/5422/4♠ in 1st/2nd)
2♠	10-13, 5+♠ (not 5332/5422/4♥ in 1st/2nd)
2 NT	21-23 balanced
3 NT	any solid suit, no outside A

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

1-suit openings are unlimited and forcing	1♥/♠ only 11-13 with both majors
1♣=14+ & ♣ or 15+ bal (5♦ & 24+ 5X ok)	1NT may (rarely) have a singleton
transfer responses to 1♣	4♣/♦ opening = namyats

COMPETITIVE BIDDING

Negative doubles through	4♠	Responsive doubles through	4♠
Jump overcalls	weak	Unusual NT	2 lowest unbid
1NT overcall (immediate)	15-18	(re-opening)	11-14
Immed cue of minor	weak or strong, both majors		
Immed cue of major	weak or strong, other major + minor		
Over opponent's 1NT (weak)	2♣=♥+other; 2♦=♠+other; 2NT=minors		
Over opponent's 1NT (strong)			
Over weak twos	T/O X + Lebensohl		
Over opening threes	T/O X		

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	0-11, 4+♥	2NT	GF, 5M332
	1♥/♠	0-11, 4+♠ / 0-11 no major	3♣	10-14, 55 ♣+other
	1NT	10+ bal, GF	3♦	10-14, 55 ♦+♥
	2♣	GF, 5+♣ (not 5332)	3♥	10-14, 55 ♥+♠
	2♦	GF, 5+♦ (not 5332)	3♠	10-14, 55 ♠+♦
	2♥	GF, 5+♥ (not 5332)	3NT	-
	2♠	GF, 5+♠ (not 5332)	4 bids	-
1♦	1♥/♠	0-9, 4+♥ / 4+♠	3♣	10-14, 55 ♣+♥
	1NT	0-9, no major	3♦	0-5, (4)5+♦, no major
	2♣	GF, bal or 5+♣	3♥	10-14, 55 ♥+♠
	2♦	6-9 raise	3♠	10-14, 55 ♠+♣
	2♥	GF, 5+♥ (not 5332)	3NT	-
	2♠	GF, 5+♠ (not 5332)	4♦	-
	2NT	GF, 5M332	4 Other	-
1♥/♠	1NT	0-9, no major	3♣	10-14, ♣+♦
	2♣	10+, 4+♣ or bal or 7-9 3♥/♠	3♦	10-14, ♦+other major
	2♦	10+, (4)5+♦	3♥/♠	0-5 raise / 10-14, other M+♣
	2♥/♠	3-6 raise / 10+, nat	3NT	10-12 bal raise, 4/5 support
	2NT	inv+ 4+ support	4♣/♦	spl, 2-3 controls, slammish
2♣	2♦	inv+ relay	2♥/♠	nat, constructive, nf
	other	2NT=weak ♣ / gf 5M/55M / >gf 6m; 3♣=wk raise; 3x=inv 6+x		
2♦	2♥	inv+ relay	3♣/♦	inv 6+♣ / wk raise
	2♠	inv, 54/55M	3♥/♠	inv 6+♥/♠
	2NT	weak ♣ / gf 5M/55M / >gf 6m	3NT	to play
2♥/♠	2NT	inv+ 5+♠ / inv+ relay	3NT	to play
	3♣/♦	(2♥)gf nat; (2♠)inv+ ♥/gf nat	4♣/♦	spl, slammish
	3♥/♠	wk raise / (2♥)spl; (2♠) gf ♣	4♥/♠	to play
2NT	3♣	muppet stayman	4♣	control ask (4♦=<7)
	3♦	♥	4♦	♥
	3♥	♠	4♥	♠
	3♠	"bid 3NT", 6m/55m if bid on	4♠	rkc in ♣
	3NT	very weak with 6+m	other	4NT=rkc in ♦

CONVENTIONS

Additional responses to 1NT

3♣/3♦	ask for 5-card suit / 4441, 4414 or 56xx GF
3♥/3♠	31(54) / 13(54) gf
4♣	control ask (4♦=0-3)
4♦	♥
4♥	♠
4♠	rkc in ♣ (4NT= rkc in ♦; 2♦=♥ or 4M5m(31) gf or 55m gf)

Unusual NT: minors ☐ other suits ☐ lower 2 unbid suits ☒

other ☐

Other slam bidding Cue Bids ☒ Asking Bids ☐

4th Suit Forcing One round ☒ depends on sequence Game force ☒

NT Checkback ☐ Priorities If major shown, many transfers

Defence to 3NT opening X=values

Defence to opening Two's: Multi 2♦ X=values then T/O X

RCO style 2-s X=values then T/O X

Other 2-s

Defence to strong ♣ X=♥+other; 1♦=♠+other; 1NT=minors

After 1♣-P-1♦: X=♠+other; 1NT=minors

Lebensohl Over NT interference ☒ Rubensohl

Other uses In weak2-X auctions

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X; 4NT=♣+♦ 4♠ X; 4NT=2 suits

OTHER NOTES

Cue raises

Weak jumps after they overcall (FSJ at 3-level by passed hand)

4NT opening = specific ace ask (5NT=2, 6♣=♣A)

PODI/PORI

1♦/♥/♠ - 3-level jump-shift by passed hand = FSJ