

## BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Inverted
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Preemptive
Jump shifts after minor opening	to 2S = 11-12 balanced, other strong + natural		
Jump shifts after major opening	Natural strong jump shift		
Responses to strong 2 suit opening	N/A		
Responses to 2NT opening	Transfers + Puppet Stayman		

## PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	<input checked="" type="checkbox"/> = Both
Sequence leads:	Overlead all <input type="checkbox"/>	All except AK x (x) <input type="checkbox"/>
	Underlead <input type="checkbox"/>	Other: A,Q ask for rev. attitude, K asks for rev. count
Four or more with an honour	4th highest <input checked="" type="checkbox"/>	attitude <input type="checkbox"/>
	3rd/5th <input type="checkbox"/>	Other:
From 4 small	2nd highest <input checked="" type="checkbox"/>	Other:
From 3 cards (no honour)	top <input type="checkbox"/>	middle <input checked="" type="checkbox"/>
		bottom <input type="checkbox"/>
Signal on partner's lead:	high encourage <input type="checkbox"/>	low encourage <input checked="" type="checkbox"/>
	Other:	
Signal on declarer's lead	Reverse Count, Smith echo in NT, trump echo	
Discards	McKenney <input checked="" type="checkbox"/>	high encourage <input type="checkbox"/>
	odd/even <input type="checkbox"/>	Other: at contracts at 5+ level -> rev. count
Count	natural <input type="checkbox"/>	reverse <input checked="" type="checkbox"/>

## CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other:
4♣	Gerber <input checked="" type="checkbox"/>	when? 1NT, 2NT opening	

### Other Conventions

Kokish over 2C	support x and xx
Reverse Drury	invite x
Smith Echo in NT	exclusion key-card (0314)
Dopi, Ropi	long suit trial bids
Jump fit in competition	"serious" 3NT



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## STANDARD SYSTEM CARD

Names:	Gerry Daly	Karol Miller (18/05/2012)
ABF Nos:	250384	327395
Basic System:	Standard American	Brown Sticker <input checked="" type="checkbox"/>
Classification:	Green <input checked="" type="checkbox"/>	Blue <input type="checkbox"/>
	Red <input type="checkbox"/>	Yellow <input type="checkbox"/>



## OPENING BIDS

Describe strength, minimum length, or specific meaning	Canape <input type="checkbox"/>
1♣ 3, 11-20	1♦ 3, 11-20
1♥ 5(4*), 11-20*	1♠ 5(4*), 11-20*
1 NT 15-17 (alert 3rd seat green vs red)	may contain 5 card major <input checked="" type="checkbox"/>
2♣ Stayman:	simple <input type="checkbox"/>
	extended <input type="checkbox"/>
	Other: Lavings
Transfers	2♦ =hearts
	2♥ =spades
	2♠ =clubs
2 NT Nat	Other: 3C=D weak or GF; 3D= D invitational
2♣ 23+ bal or near GF (can stop in 3H/S or 4C/D)	
2♦ 4-11HCP, 6 card Hearts or 6 card Spades	
2♥ 6-11 HCP, 5+/5+ reds or blacks (non vul minor can be 4 card)	
2♠ 6-11 HCP, 5+/5+ majors or minors (then 2NT asks for better short suit)	
2 NT 20-22 (then Puppet)	
3 NT Gambling, no outside King (then 4D asks for singleton, 4NT asks for length)	

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

2D, 2H, 2S openings, 1M-2c, 1M-2nt,	Inverted minors, neg free bids
transfers in comp, rubens transfers	tactical style 3rd hand opening (1M, 1NT)
Smith signal in NT, possible o/c on 4 card	anti-double

## COMPETITIVE BIDDING

Negative doubles through	4H	Responsive doubles through	4H
Jump overcalls	weak	Unusual NT	Lowers 5/5 full range
1NT overcall (immediate)	15-18 bal	(re-opening)	11-14 bal
Immed cue of minor	Spades + other 5/5, full range		
Immed cue of major	other major + minor, 5/5 full range		
Over opponent's 1NT (weak)	X = pen (15+), 2C single suit, other suit + above		
Over opponent's 1NT (strong)	DONT X = single suit, other = suit + suit above		
Over weak twos	X = t/o, Lebensohl		
Over opening threes	X = t/o		

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	4+, 6+HCP	2NT 11-12HCP, No 4 card Major
	1♥/♠	4+, 6+HCP (bid Major first)	3♣ 6(5)-9 HCP, 5+ cards
	1NT	6-10, no 4cM	3♦ Splinter
	2♣	10+HCP 5(4)+ support	3♥ Splinter
	2♦	Strong jump shift, (5)6+, 15+	3♠ 13-15HCP, No 4 card M
	2♥	as above	3NT 13-15HCP, No 4 card M
	2♠	11-12HCP, No 4 card Major	4 bids 4H/S to play
1♦	1♥/♠	4+, 6+HCP	3♣ Strong jump shift, (5)6+, 15+
	1NT	6-10HCP, No 4 card Major	3♦ 6(5)-9 HCP, 5+ cards
	2♣	5+, GF unless clubs rebid	3♥ Splinter
	2♦	10+HCP 4+ support	3♠ 13-15HCP, No 4 card M
	2♥	Strong jump shift, (5)6+, 15+	3NT 13-15HCP, No 4 card M
	2♠	11-12HCP, No 4 card Major	4♦ Tactical/preempt
	2NT	11-12HCP, No 4 card Major	4 Other 4C=splinter; 4H/S to play
1♥/♠	1NT	6-11 s/f or 3-6hcp mini raise	3♣ Natural strong jump shift
	2♣	Maj, C or bal GF, or to play in 3C	3♦ Natural strong jump shift
	2♦	5♦+, GF unless suit rebid	3♥/♠ Preempt
	2♥/♠	3(4) card supp, 7-10HCP	3NT 1h-3S or 1S-3n, mini splinter
	2NT	Major invitational, various	4♣/♦ Splinter (12-15hcp)
2♣	2♦	0,1 or 4+ controls	2♥/♠ 2H Balanced +ve (2/3 con)
	other	2nt = hearts +ve, 2S,3C,3D natural 2/3 controls	
2♦	2♥	P/C	3♣/♦ 3C=GF, 3D=Nat, 1 rnd Force
	2♠	P/C	3♥/♠ P/C
	2NT	Artificial Enquiry	3NT To Play, 4H/S own suit
2♥/♠	2NT	Artificial Enquiry	3NT To Play
	3♣/♦	P/C	4♣/♦ P/C
	3♥/♠	P/C	4♥/♠ to play, own suit
2NT	3♣	Puppet Stayman	4♣ Gerber
	3♦	hearts	4♦ 6+hearts, no slam ambition
	3♥	spades	4♥ 6+ spades, no slam ambition
	3♠	5 spades, 4 hearts	4♠ wild minors, no slam ambition
	3NT	To play	other

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	3C=D weak or GF; 3D= D invitational
3♥/3♠	5431, 5521, singleton in suit bid, length in minors
4♣	Gerber 1430, 2, 2+K
4♦	6+hearts, no ambition for slam
4♥	6+ spades, no ambition for slam
4♠	wild minors with no slam ambition

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 Up the line, includes range info

Defence to 3NT opening X =t/o of diamonds

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

RCO style 2-s

Other 2-s x = t/o of weak option or higher suit if two known  
over 2nt (minors) X = flattish values/t/o, 3C to (longer h), 3d (better spades)

Defence to strong ♣ 1Nt =5/4 any, opening twos as card, 2nt odd suits, x= clubs

Lebensohl Over NT interference

Other uses resp to TOX weak twos, resp X 1M-2M

Take out of 4 level pre-empts 4♣/4♦ X =70%T/O, 30% pen

4♥ X=70%t/o 4♠ X= 70% penalty, 30% T/O, 4NT =to

## OTHER NOTES

RKCB 1430 Long suit trial (may be deceptive)

Cue first or second round control Auto Splinter

anti-double, x, xx and cue are sometimes support or transfers (please ask)

Tactical Bids: Over 1 major 3rd in hand we play reverse drury (2C enq).

Resp 2M = submin opening, 2D = bad opening (11-12hcp), other resp =good opening

Over 1NT 3rd nv vs V we have no mechanisms, treated as normal 15-17