

## BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input checked="" type="checkbox"/>	Other: <input style="width: 50px;" type="text"/>
Jump raises - majors	limit <input checked="" type="checkbox"/>	forcing <input type="checkbox"/>	Other: <input style="width: 50px;" type="text"/>
Jump shifts after minor opening	16hcp+ with good suit; weak in competition		
Jump shifts after major opening	16hcp+ with good suit; weak in competition		
Responses to strong 2 suit opening	Next suit negative		
Responses to 2NT opening	Baron and Transfers		

## PLAY CONVENTIONS

<b>'NT'</b> Versus Notrump	<b>'S'</b> Versus Suit	✓ = Both
Sequence leads:	Overlead all <input type="checkbox"/> <b>S</b>	All except AK x (x) <input type="checkbox"/> <b>NT</b>
	Underlead <input type="checkbox"/>	Other: 3rd highest from int. sequence. A for dp honour
Four or more with an honour	4th highest <input checked="" type="checkbox"/>	attitude <input type="checkbox"/>
	3rd/5th <input type="checkbox"/>	Other: <input style="width: 50px;" type="text"/>
From 4 small	2nd highest <input type="checkbox"/> <b>S</b>	Other: <input style="width: 50px;" type="text"/>
From 3 cards (no honour)	top <input type="checkbox"/>	middle <input checked="" type="checkbox"/>
		bottom <input type="checkbox"/>
<b>Signal</b> on partner's lead:	high encourage <input checked="" type="checkbox"/>	low encourage <input type="checkbox"/>
	Other: <input style="width: 50px;" type="text"/>	
<b>Signal</b> on declarer's lead	Natural count when necessary, McKenney when obvious	
<b>Discards</b>	McKenney <input type="checkbox"/> <b>S</b>	high encourage <input type="checkbox"/>
	odd/even <input checked="" type="checkbox"/>	Other: Odd encourage, even card McKenney
<b>Count</b>	natural <input checked="" type="checkbox"/>	reverse <input type="checkbox"/>

## CONVENTIONS

4NT:	Blackwood <input checked="" type="checkbox"/>	RKCB <input type="checkbox"/>	Other: <input style="width: 50px;" type="text"/>
4♣	Gerber <input checked="" type="checkbox"/>	when? <input type="checkbox"/>	When NT range = 3 HCP

### Other Conventions

4th suit = 1 round force at 1/2 level	Baron over 2NT and 2NT rebids.
DOPI, ROPI	Michaels with 2NT Enquiry
Grand Slam Force	Lebensohl responses to T.O.X of Wk 2s and
Positive Slam X	over interference over out 1NT opening
Skewed Cues	Ogust in response to wk 2s



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AUSTRALIAN BRIDGE FEDERATION

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## STANDARD SYSTEM CARD

Names:	Jane Tyson	Angela Little	
ABF Nos:	162639	152536	
Basic System:	4 Card Standard	Brown Sticker <input type="checkbox"/>	
Classification:	Green <input checked="" type="checkbox"/>	Blue <input type="checkbox"/>	
		Yellow <input type="checkbox"/>	

## OPENING BIDS

Describe strength, minimum length, or specific meaning				Canape <input type="checkbox"/>
1♣	11+ hcp 3+ cds	1♦	11+ hcp 4+ cds	1♥ 11+ hcp 4+ cds
				1♠ 11+ hcp 4+ cds
1 NT	15-17 baL.			may contain 5 card major <input checked="" type="checkbox"/>
2♣ Stayman:	simple <input checked="" type="checkbox"/>	extended <input type="checkbox"/>	Other: <input style="width: 50px;" type="text"/>	
Transfers	2♦ H	2♥ S	2♠ Either minor	
2 NT	Invitational	Other: Super accepts in the Majors		
2♣	8 P.T. in any suit or 22-23 balanced			
2♦	Game Force			
2♥	6-10HCP 5-6 cards (could be stronger or weaker in 3rd, intermediate in 4th)			
2♠	6-10HCP 5-6 cards (could be stronger or weaker in 3rd, intermediate in 4th)			
2 NT	20-21 HCP balanced			
3 NT	4 level minor suit pre-empt			

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

Jump raises over X very weak	3NT = 4 level minor pre-empt
Jump shifts (responses) in comp. = weak	
4C/4D = Intermediate, major suit openings	

## COMPETITIVE BIDDING

Negative doubles through	3S	Responsive doubles through	4H
Jump overcalls	Weak	Unusual NT	2 suited, mainly for min. wk or strong
1NT overcall (immediate)	15-18	(re-opening)	12-14
Immed cue of minor	Michaels weak or strong also leaping michaels		
Immed cue of major	Michaels weak or strong also leaping michaels		
Over opponent's 1NT (weak)	Cappaletti		
Over opponent's 1NT (strong)	Brozel		
Over weak twos	Take Out X		
Over opening threes	Take Out X		

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	4+ cds, 6+ HCP	2NT	13-15 Balanced
	1♥/♠	4+ cds, 6+ HCP	3♣	Forcing up to 3NT or 4C
1NT		6-9 HCP balanced	3♦	Splinter agreeing clubs
2♣		4+ cds, 6-9 HCP	3♥	Splinter agreeing clubs
2♦		Strong with good Diamonds	3♠	Splinter agreeing clubs
2♥		Strong with good Hearts	3NT	16-18 balanced
2♠		Strong with good Spades	4 bids	To play
1♦	1♥/♠	4+ cds, 6+ HCP	3♣	Strong with good Clubs
1NT		6-9 HCP balanced	3♦	Forcing up to 4D
2♣		3+ clubs, 9 HCP	3♥	Splinter agreeing diamonds
2♦		3+ cds, 6-9 HCP	3♠	Splinter agreeing diamonds
2♥		Strong with good Hearts	3NT	16-18 Balanced
2♠		Strong with good Spades	4♦	Pre-emptive
2NT		13-15 balanced	4 Other	4C = splinter others to play
1♥/♠	1NT	6-9 HCP balanced	3♣	Strong with good Clubs
	2♣	3+ clubs, 10 HCP	3♦	Strong with good Diamonds
	2♦	4+ diamonds, 10 HCP	3♥/♠	Limit raise in major
	2♥/♠	3+ cds, 6-9 HCP	3NT	16-18 Balanced
	2NT	GF raise in H/S	4♣/♦	Splinter agreeing major
2♣	2♦	Negative/waiting	2♥/♠	Positive, 5+ cards
other		2NT= 8-10 bal, 3NT = 11-13 bal.		
2♦	2♥	Negative/waiting	3♣/♦	Positive, 5+ cards
	2♠	Positive, 5+ cards	3♥/♠	S=Very weak 6+ cards 0-5hcp
	2NT	8-10 bal.	3NT	11-13 bal.
2♥/♠	2NT	Ogust, forcing enquiry	3NT	To play
	3♣/♦	Natural and forcing	4♣/♦	N/A
	3♥/♠	To play	4♥/♠	To play
2NT	3♣	Baron	4♣	Natural and forcing
	3♦	Transfer to H	4♦	Natural and forcing
	3♥	Transfer to S	4♥	To play
	3♠	5S +4H	4♠	To play
	3NT	To play	other	4NT = Blackwood

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	Natural and forcing, slam invitational
3♥/3♠	Natural and forcing, slam invitational
4♣	Gerber
4♦	N/A
4♥	To play
4♠	To play

Unusual NT:                      minors                       other suits                       lower 2 unbid suits

other                      Over a natural minor suit opening 2NT 2 places to play.

Over a major opening, 2NT shows the minors

Other slam bidding                      Cue Bids                       Asking Bids

4th Suit Forcing                      One round                       At 3 level=                      Game force

NT Checkback                       Priorities                      Pass or bid Major game with 4 card support

Defence to 3NT opening                      X for Penalties

Defence to opening Two's:                      Multi 2♦                      H=T.O. of H, X= T.O. of S. or strong own suit

RCO style 2-s                      X=16+ HCP

Other 2-s                      X= T.O. if suits are shown, otherwise X=16+

Cue =T.O. of t'fer style 2s, skewed cues apply

Defence to strong ♣                      X=C+H, D=D+H, H=H+S, S=S+min. 1NT=Min. (Brozel)

2 levels bids weak jump style.

Lebensohl                      Over NT interference

Other uses                      in response to our X of weak 2s and weak NT

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

4♥ X                      4♠ X = penalty 4NT= minors or 2 suited.

## OTHER NOTES

Michaels Cue bids style up to the 4 level

Defence to 2NT= Minors, skewed cue bids for T.O. x=16+

Defence to 2C= Majors, skewed cue bids for T.O. x=16+

Weak jump responses over interference after our openings

5 level jump bids in competitive auctions asks for control in Op. suit. Slam invit.

Defense to strong C systems, Brozel. Cue bids of relay responses = T.O.