

BASIC RESPONSES

Jump raises - minors limit forcing Other: weak, less than 9 hcp

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 Conventional. Please ask.

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 Other: Count, when requested, as above

Signal on declarer's lead

Discards McKenney high encourage low encourage

odd/even Other: Odd - encourage, Even - McKenney

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: 3041

4♣ Gerber when? Over NT openings

Other Conventions

Forcing 1NT to Mjr openings Lebensohl

Inverted minor raises (not over X) Drury

Walsh 1♦ Unassuming cue bids

4th suit forcing Modified Michaels/Unusual NT

Splinters - strong Support doubles & redoubles



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AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names: Judy Herring Rex Hanson

ABF Nos: 173568 61344

Basic System: 2/1 Game Force Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3; 11+ TP 1♦ 3; 11+ TP 1♥ 5; 11+ TP 1♠ 5; 11+ 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 - 8 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 Balanced

2♥ Weak 2 in Spades; OR at least 5/5 wk or G-F in Clubs & Diamonds; OR 21-22 Balanced

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

2 NT At least 5/5 wk or G-F in Spades & a red suit; OR 25-26 Balanced

3 NT Gambling, no outside honour

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

1♦ response to 1♣ denies 4cd Mjr if weak X of 1NT, or any other artificial opening

1NT resp to pd's Mjr opening: fcg one round 2♥♥ opening, have no initial anchor suit

Inverted minor raises, also over overcalls (hence brown sticker)

COMPETITIVE BIDDING

Negative doubles through 3♣ Responsive doubles through 4♥

Jump overcalls 11-16 Unusual NT ♣ & ♦, or other mnr + Mjr

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

Immed cue of minor Michaels: ♥&♠ (<10hcp or Game force)

Immed cue of major Other Mjr + a mnr (<10hcp or Game force)

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

Over opponent's 1NT (strong) TWERB

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

Over opening threes X for takeout

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	Denies 4 cd maj unless strong, 3+	2NT	13-15, doesn't deny 4 cd maj
	1♥/♠	6+ TP, 4+ suit	3♣	5-10 pts, 5+ cd support
	1NT	9-11, denies 4 cd major	3♦	Slam interest splinter
	2♣	11+ TP, 4+ support, poss. 4 cd maj	3♥	Slam interest splinter
	2♦	16+ TP, 5+ cd suit	3♠	Slam interest splinter
	2♥	16+ TP, 5+ cd suit	3NT	16-18, denies 4 cd major
	2♠	16+ TP, 5+ cd suit	4 bids	
1♦	1♥/♠	6+ TP, 4+ cd suit	3♣	16+ TP, 5+ cd suit
	1NT	6-9 hcp, denies 4 cd major	3♦	5-9 pts, 5+ cd suit
	2♣	G/f, 5+ suit, generally	3♥	Slam interest splinter
	2♦	11+ TP, 4+ cd supp, poss. 4 cd Mjr	3♠	Slam interest splinter
	2♥	16+ TP, 5+ cd suit	3NT	16-18, denies 4 cd major
	2♠	16+ TP, 5+ cd suit	4♦	pre-emptive
	2NT	13-15, doesn't deny 4 cd Mjrs	4 Other	4♣ Slam interest splinter
1♥/♠	1NT	Fcg, not 4 cd spt, 5-12 usually	3♣	16+ TP, 5+ cd suit
	2♣	G/f, 5+ suit	3♦	16+ TP, 5+ cd suit
	2♦	G/f, 5+ suit	3♥/♠	Limit raise, with 4 cd support
	2♥/♠	6-9 TP; with 3 cd support	3NT	13-15 pts; 3cd support
	2NT	13+ TP, 2 or 4 cd support	4♣/♦	Slam interest splinter
2♣	2♦	0-1 controls	2♥/♠	2♥ = 2 ctrls; 2♠ = 3 ctrls in 2 suits
	other	2NT=3 Ks; 3♣=4 ctrls; 3♦=5 ctrls.		
2♦	2♥	pass or correct < 13 pts	3♣/♦	Exclusion
	2♠	Exclusion	3♥/♠	n/a
	2NT	13+ hcp, asking bid	3NT	n/a
2♥/♠	2NT	11+ / 9+, fcg enquiry	3NT	n/a
	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	n/a	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	3♣ transfer to ♦, 3♦ = 6+ pts, singleton or void in ♦
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 other Mnr & a Mjr

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 Bids (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 pd's T/O 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♣/♦ response to 2♥ = exclusion;

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

♦ response to 2♠ = pass or correct to hrts