

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: preemptive; mixed by PH  
 Jump raises - majors limit  forcing  Other: bergen; fit jump by PH  
 Jump shifts after minor opening 2M weak  
 Jump shifts after major opening 2M weak  
 Responses to strong 2 suit opening 2S dbl neg  
 Responses to 2NT opening Under construction

## PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit  = Both  
 Sequence leads: Overlead all  All except AK x (x)   
 Underlead  Other: except pd suit; Suits: A/Q Att; K 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: rev. attitude primary; s/p if dummy = singleton; reverse count  
 Signal on declarer's lead Reverse count; suit preference; Oddball (NT)  
 Discards McKenney  high encourage  low encourage   
 odd/even  Other: then reverse present count  
 Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  Other: 1430  
 4♣ Gerber  when?

### Other Conventions

Drury  
 Fit showing jumps in competition



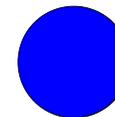
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## STANDARD SYSTEM CARD

Names: Sartaj Hans Tony Nunn  
 ABF Nos:  
 Basic System: Natural Brown Sticker   
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 3 1♦ 3 1♥ 5 (4 in 3rd) 1♠ 5 (4 in 3rd)  
 1 NT (11) to 14 in 1st/2nd; 14+ to 17- in 3rd/4th may contain 5 card major   
 2♣ Stayman: simple  extended  Other:  
 Transfers 2♦ Hearts 2♥ Spades 2♠ Clubs  
 2 NT Diamonds Other:  
 2♣ Weak, both majors, 4+ 4+  
 2♦ Game Force  
 2♥ Weak, usually 5 NV, usually 6 V  
 2♠ Weak, usually 5 NV, usually 6 V  
 2 NT 20-22  
 3 NT Gambling in 1st/2nd; To Play in 3rd/4th

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

2C = weak, both majors  
 Variable NT range

## COMPETITIVE BIDDING

Negative doubles through 4S Responsive doubles through 4S  
 Jump overcalls Wk NV; Int V Unusual NT lower two suits  
 1NT overcall (immediate) strong (re-opening) weak  
 Immed cue of minor Michaels  
 Immed cue of major Michaels  
 Over opponent's 1NT (weak) ASPRO  
 Over opponent's 1NT (strong) WOOLSEY (Dbl Pen over 3rd NV SNT)  
 Over weak twos Takeout doubles and leb  
 Over opening threes Takeout doubles and hope

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	Nat	2NT	GF raise, usually bal
	1♥/♠	Nat	3♣	preemptive; limit by PH
1NT	5-8		3♦	Spl
2♣	9-11 ; Nat by PH		3♥	Spl
2♦	dist raise		3♠	Spl
2♥	weak		3NT	To Play
2♠	weak		4 bids	

1♦	1♥/♠	---Same as 1C---	3♣	
	1NT		3♦	
	2♣		3♥	
	2♦		3♠	
	2♥		3NT	
	2♠		4♦	
	2NT		4 Other	

1♥/♠	1NT	Nat	3♣	Mixed Raise
	2♣	Nat, F1	3♦	Limit Raise
	2♦	Nat, F1	3♥/♠	Preemptive Raise
	2♥/♠	Nat	3NT	13-15, bal, 3 trumps
	2NT	GF raise	4♠/♦	spl

2♣	2♦	tell me more	2♥/♠	to play
other	2D start of all invite/GF auctions			

2♦	2♥	waiting	3♠/♦	Nat
	2♠	0-4	3♥/♠	Nat
	2NT	5/5 in H/S semi-positive	3NT	

2♥/♠	2NT	enquiry	3NT	to play
	3♠/♦	NF	4♠/♦	fit jump
	3♥/♠	NF	4♥/♠	fit jump

2NT	3♣		4♣	
	3♦		4♦	
	3♥		4♥	
	3♠		4♠	
	3NT		other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	3C = both minors; 3D = 3 suited, short minor
3♥/3♠	Stayman
4♣	Hearts
4♦	Spades
4♥	Hearts
4♠	Spades

Unusual NT: minors  other suits  lower 2 unbid suits

other

### Other slam bidding

Cue Bids

Asking Bids

### 4th Suit Forcing

One round

Game force

### NT Checkback

Priorities

up the line

### Defence to 3NT opening

Bridge

Defence to opening Two's: Multi 2♦ X = 13/15 bal or 16+ unbal

RCO style 2-s

Same

Other 2-s

Nat

### Defence to strong ♣

Nat ; cheapest NT = fit

### Lebensohl

Over NT interference

Other uses

Over weak 2 bids

### Take out of 4 level pre-empt

4♠/4♦ Dbl

4♥ Dbl

4♣ Dbl

## OTHER NOTES

See system notes