

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: Weak, 0-6  
 Jump raises - majors limit  forcing  Other: Weak 0-6  
 Jump shifts after minor opening weak, 0-6, if to a major; 1C : 2D = 6-9 C raise  
 Jump shifts after major opening 3C/3D = 9-11, single suiter, 6+ suit; 1S : 3H = weak  
 Responses to strong 2 suit opening N/A  
 Responses to 2NT opening 3C Stayman, 3D/3H transfers 3S = both minors

## PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit  = Both  
 Sequence leads: Overlead all  All except AK x (x)   
 Underlead  Other: \_\_\_\_\_  
 Four or more with an honour 4th highest  attitude   
 3rd/5th  Other: \_\_\_\_\_  
 From 4 small 2nd highest  Other: 3rd vs Suit  
 From 3 cards (no honour) top  middle  bottom   
 Signal on partner's lead: high encourage  low encourage   
 Other: \_\_\_\_\_  
 Signal on declarer's lead Reverse count  
 Discards McKenney  high encourage  low encourage   
 odd/even  Other: \_\_\_\_\_  
 Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  Other: \_\_\_\_\_  
 4♣ Gerber  when? \_\_\_\_\_  
 Other Conventions

Cue-bidding = 1st or 2nd round controls  
 Aftr major set, 3NT = pivot for cue-bidding



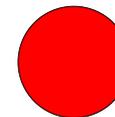
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## STANDARD SYSTEM CARD

Names: Ron Klinger Matt Mullamphy  
 ABF Nos: 33642 95745  
 Basic System: Standard  Brown Sticker   
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 10+ pts, 3+ Cs 1♦ 10+ pts, 4+ Ds (3) 1♥ 10+ pts, 5+ Hs 1♠ 10+ pts, 5+ Ss  
 1NT (14)/15-17 may contain 5 card major   
 2♣ Stayman: simple  extended  Other: 5CM Stayman  
 Transfers 2♦ to Hs 2♥ to Ss 2♠ to Cs  
 2NT to Ds Other: 3-level response = splinter  
 2♣ Strong  
 2♦ Weak two in either major  
 2♥ 5+ Hs and 5+ minor OR, 5+ Hs, 4 minor and maximum  
 2♠ 5+ Ss and 5+ minor OR 5+ Ss, 4 minor and maximum  
 2NT (20)/21-22/(23)  
 3NT Specific Ace Ask

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

2D response to 1-major opening = FG artfic  
 1-Major : 2C = 10-12/13 artificial  
 1-Major : 2NT = 4+ trumps, 6-13 points

## COMPETITIVE BIDDING

Negative doubles through 5H Responsive doubles through 5H  
 Jump overcalls Weak Unusual NT 2 lowest unbid suits  
 1NT overcall (immediate) 15-18 (re-opening) 11-14  
 Immed cue of minor Michaels  
 Immed cue of major Michaels  
 Over opponent's 1NT (weak) 2C = Hs + other, 2D = Ss + minor  
 Over opponent's 1NT (strong) Ditto  
 Over weak twos X = t-out + Lebensohl  
 Over opening threes X = t-out

## RESPONSES TO OPENING BIDS

| Describe strength, minimum length or specific meaning |       |                                    |                                     |
|---|-------|------------------------------------|-------------------------------------|
| 1♣  | 1♦    | 4+ Hs, 5+ points                   | 2NT 11-12 natural                   |
|   | 1♥/♠  | 1H = 4+ Ss, 1S = 4+ Ds             | 3♣ 0-6 club raise                   |
|   | 1NT   | 6-10                               | 3♦ splinter                         |
|   | 2♣    | 10+ points, 4+ Cs, forcing         | 3♥ splinter                         |
|   | 2♦    | 6-9 points, club raise             | 3♠ splinter                         |
|   | 2♥    | 0-6, 6+ Hs                         | 3NT 13-15 natural                   |
|   | 2♠    | 0-6 6+ Ss                          | 4 bids natural                      |
|   | 1♦    | 1♥/♠                               | 4+ suit, 5+ points                  |
| 1NT   |       | 6-10                               | 3♦ 0-6, diamond raise               |
| 2♣  |       | 10+, 4+ Cs, forcing                | 3♥ splinter                         |
| 2♦  |       | 10+ points, 4+ Ds, forcing         | 3♠ splinter                         |
| 2♥  |       | 0-6, 6+ suit                       | 3NT 13-15, natural                  |
| 2♠  |       | 0-6, 6+ suit                       | 4♦ pre-emptive                      |
| 2NT   |       | 11-12, natural                     | 4 Other natural                     |
| 1♥/♠  |       | 1NT                                | 6-10                                |
|   | 2♣    | 10-12/13, Artificial game-try      | 3♦ 4-8, 6+ diamonds                 |
|   | 2♦    | 13+, Artificial game-force         | 3♥/♠ 1H:3H 0-6; 1S:3H FG, 5-5 C + D |
|   | 2♥/♠  | 1H:2H 6-9, 1H:2S FG, 5-5 C + D     | 3NT 13-15 natural                   |
|   | 2NT   | 6-13, 4+ heart raise               | 4♣/♦ splinter                       |
| 2♣  | 2♦    | Negative or waiting                | 2♥/♠ Natural, positive              |
|   | other | 2NT 10+ balanced                   |                                     |
| 2♦  | 2♥    | Pass or correct                    | 3♣/♦ natural, forcing               |
|   | 2♠    | Pass or correct; inv. in Hs        | 3♥/♠ Pass or correct                |
|   | 2NT   | Artificial inquiry                 | 3NT To play                         |
| 2♥/♠  | 2NT   | Artificial inquiry, strong         | 3NT To play                         |
|   | 3♣/♦  | To play                            | 4♣/♦ Natural, forcing               |
|   | 3♥/♠  | Natural, not forcing, not inviting | 4♥/♠ To play                        |
| 2NT   | 3♣    | 5-card major Stayman               | 4♣ Natural, 6+ suit, slam interest  |
|   | 3♦    | Transfer to hearts                 | 4♦ Natural, 6+ suit, slam interest  |
|   | 3♥    | Transfer to spades                 | 4♥ To play                          |
|   | 3♠    | game-force, both minors            | 4♠ To play                          |
|   | 3NT   | To play                            | other                               |

## CONVENTIONS

### Additional responses to 1NT

|       |                                    |
|-------|------------------------------------|
| 3♣/3♦ | 3C/3D =short in Ds / Hs            |
| 3♥/3♠ | 3H = short in Ss; 3S = short in Cs |
| 4♣    | transfer to 4H                     |
| 4♦    | transfer to 4S                     |
| 4♥    | to play                            |
| 4♠    | to play                            |

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

2C = puppet to 2D; 2D = artificial F/G

### Defence to 3NT opening

4C = majors, Hs = or longer; 4D = majors, Ss longer

### Defence to opening Two's:

Multi 2♦ X = a 5+ overcall in one of the majors;

2H = Takeout of Hs, 2S = Takeout of Ss

RCO style 2-s

X = values; 2nd X = takeout, 3rd double = penalties

Other 2-s

### Defence to strong ♣

1D/1H/1S/2C = 2-suiter, the suit bid and next suit along,

1NT = Ds + Ss; X = Hs + Cs; jumps = weak

### Lebensohl

Over NT interference  Rubensohl

Other uses

After X of weak twos

### Take out of 4 level pre-empts

4♣/4♦ X = T/O

4♥ X = T/O

4♠ X = T/O

## OTHER NOTES

After opener's 2NT rebid in a number of auctions, we play transfers.