

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: weak

Jump raises - majors limit  forcing  Other: weak

Jump shifts after minor opening weak if Major; other minor agrees opener's minor 6-9

Jump shifts after major opening Bergen type - also over our major intervention

Responses to strong 2 suit opening NA

Responses to 2NT opening Puppet Stayman and transfers

## PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit  = Both

Sequence leads: Overlead all  All except AK x (x)   
Underlead  Other: A/Q ask for Attitude, K asks for cnt; 9 from QT9(x)

Four or more with an honour 4th highest  attitude  NT

3rd/5th  S Other: A/Q ask for Attitude, K asks for cnt; 9 from QT9(x)

From 4 small 2nd highest  Other: Att v NT; 3rds against suits

From 3 cards (no honour) top  middle  bottom  S

Signal on partner's lead: high encourage  low encourage   
Other: In obvious situations, Suit Preference Signals. Smith Echo.

Signal on declarer's lead reverse count

Discards McKenney  high encourage  low encourage   
odd/even  Other: first discard only

Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  Other:

4♣ Gerber  when?

### Other Conventions

Lebensohl	Scroll
Aspro	
Leaping Michaels	
Min/max splinters	



©ABF Marketing  
PO Box 397  
Fyshwick ACT 2609  
Tel: 02 6239 2265  
FAX: 02 6239 1816  
Copyright © BCC 6.3.20.1



AUSTRALIAN BRIDGE FEDERATION

INCORPORATED ©

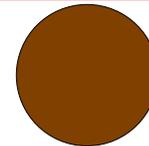
## STANDARD SYSTEM CARD

Names: Andy Braithwaite Bill Haughe

ABF Nos: 402974 251739

Basic System: Standard

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 11-20; 3 1♦ 11-20; 4+♦ 1♥ 11-20; 5+♥ 1♠ 11-20; 5+♠

1 NT (14)15-17 may contain 5 card major

2♣ Stayman: simple  extended  Other: 5 card major Stayman

Transfers 2♦ =>♥ 2♥ =>♠ 2♣ =>♣

2 NT =>♦ Other: 3 of suit = shortage in suit above, no 5 card major

2♣ (1) weak two in ♦ (2) 6-10 both majors (3) 23-24 balanced, or (4) 9 PTs in any suit

2♦ (1) weak two in ♥ 5/6 suit (2) 6-10 black suits 5+/5+ (3) 25+ balanced, or (4) any GF

2♥ (1) weak two in ♠ 5/6 suit (2) 6-10 minors 5+/5+

2♠ (1) pre-empt in ♣ (2) 6-10 red suits 5+/5+

2 NT (20)21-22 balanced

3 NT 4 level minor preempt - promises at least A of the minor

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

3♣ = 6-10, 5+♣ and 5+♥ After 1C WE TRANSFER AT THE 1-LEVEL:

3♦ = 6-10, 5+♦ and 5+♠ We transfer over intervening 1 and 2 level bids

After 1X:1Y;1Z: 2♣/2♦ Artificial Inverted minor raises

## COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥

Jump overcalls variable Unusual NT for two lowest suits

1NT overcall (immediate) 15-18 (re-opening) 11-14

Immed cue of minor majors 5+ 5+

Immed cue of major other major and a minor 5+ 5+

Over opponent's 1NT (weak) 2♣ = ♥ and another suit; 2♦ = ♠ and a minor

Over opponent's 1NT (strong) as above

Over weak twos X = 2 level o/call in H/S; 2H/2S = T.O. of suit bid or strong

Over opening threes X

