

## BASIC RESPONSES

Jump raises - minors    limit     forcing     Other: \_\_\_\_\_

Jump raises - majors    limit     forcing     Other: \_\_\_\_\_

Jump shifts after minor opening \_\_\_\_\_

Jump shifts after major opening \_\_\_\_\_

Responses to strong 2 suit opening \_\_\_\_\_

Responses to 2NT opening \_\_\_\_\_

## 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  NT

3rd/5th  S    Other: \_\_\_\_\_

From 4 small    2nd highest     Other: 3rd (suit); attitude (NT)

From 3 cards (no honour)    top  NT    middle  NT    bottom  S

Signal on partner's lead:    high encourage     low encourage

Other: \_\_\_\_\_

Signal on declarer's lead    Reverse count or Reverse Smith Peter (NT) or Suit-Pref

Discards    McKenney     high encourage     low encourage

odd/even     Other: \_\_\_\_\_

Count    natural     reverse

## CONVENTIONS

4NT:    Blackwood     RKCB     Other: \_\_\_\_\_

4♣    Gerber     when? \_\_\_\_\_

### Other Conventions

Cue-bids = 1st or 2nd round control \_\_\_\_\_

Against opposition 1NT : 2C = Diamonds \_\_\_\_\_

OR both majors OR both minors \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



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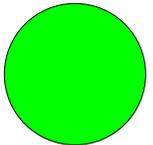
## STANDARD SYSTEM CARD

Names: Ron Klinger - Matt Mullamphy \_\_\_\_\_

ABF Nos: 33642 \_\_\_\_\_

Basic System: 5-Card Majors, Strong 1NT    Brown Sticker

Classification: Green     Blue     Red     Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning    Canape

1♣ 3, 9-22    1♦ 3, 9-22    1♥ 5, 9-22    1♠ 5, 9-22

1 NT 14+-17-    may contain 5 card major

2♣ Stayman: simple     extended     Other: 5CM Stayman

Transfers    2♦ to hearts    2♥ to spades    2♠ to clubs

2 NT to diamonds    Other: Splinter jumps to suit below shortage

2♣ Game-force or 9+ playing tricks or 23+ balanced

2♦ Weak 2 in either major, 8-11 in 1st/2nd/4th seat, 6-11 in 3rd;

2♥ 8-11 weak 2 in Hs in 1st/2nd seat; 5Hs-5minor in 3rd/4th seat

2♠ 8-11 weak 2 in Ss in 1st/2nd seat; 5Ss-5minor in 3rd/4th seat

2 NT 20-22

3 NT Specific Ace Ask

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

Transfer responses to 1C \_\_\_\_\_

1H/1S : 2C = artificial, 10-12 points \_\_\_\_\_

1H/1S : 2D = artificial, game-force \_\_\_\_\_

## 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 = 3-way; 2D = any 1-suiter; 2H/2S = 5M, 4+ minor

Over opponent's 1NT (strong)    2C = 3-way; 2D = any 1-suiter; 2H/2S = 5M, 4+ minor

Over weak twos    Dble for takeout; Leaping Michaels

Over opening threes    Double for takeout; 4C/4D = Michaels

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+ hearts, might be weak	2NT	11-12 balanced, not forcing
	1♥/♠	1H = 4+ spades, 1S = 4+ Ds	3♣	0-6, 5+ clubs
	1NT	6-10	3♦	game-force splinter, 0-1 Ds
	2♣	4+ clubs, 10+ points, forcing	3♥	game-force splinter, 0-1 Hs
	2♦	5+ clubs, 6-9 points	3♠	game-force splinter, 0-1 Ss
	2♥	0-6, 6+ hearts	3NT	13-15 balanced, NF
	2♠	0-6 6+ spades	4 bids	natural, pre-emptive
1♦	1♥/♠	4+ suit	3♣	6-9, 4+ diamonds
	1NT	6-10	3♦	0-6, 4+ diamonds
	2♣	natural, forcing	3♥	game-force splinter, 0-1 Hs
	2♦	4+ Ds, 10+ points, forcing	3♠	game-force splinter, 0-1 Ss
	2♥	0-6, 6+ hearts	3NT	13-15 balanced, NF
	2♠	0-6, 6+ spades	4♦	Pre-emptive
	2NT	11-12 balanced, not forcing	4 Other	natural, pre-emptive
1♥/♠	1NT	6-10, not forcing	3♣	4-8, 6+ suit
	2♣	artificial, 10-12 points	3♦	4-8, 6+ suit
	2♦	artificial, game-force	3♥/♠	0-6, 4+ support
	2♥/♠	6-9	3NT	H splinter (Ss), D spl (Hs)
	2NT	6-13, 4+ trumps	4♣/♦	Splinters
2♣	2♦	Artificial, weak or waiting	2♥/♠	Natural, positive
	other	Natural, positive		
2♦	2♥	Pass or correct	3♣/♦	Natural, invitational
	2♠	Pass or correct	3♥/♠	Pass or correct
	2NT	Inquiry	3NT	To play
2♥/♠	2NT	Inquiry	3NT	To play
	3♣/♦	Natural, forcing in 1st/2nd	4♣/♦	Splinters
	3♥/♠	Raise = below invitational	4♥/♠	To play
2NT	3♣	Inquiry	4♣	Natural, forcing
	3♦	Transfer to hearts	4♦	Natural, forcing
	3♥	Transfer to spades	4♥	Natural, NF
	3♠	Both minors	4♠	Natural, NF
	3NT	To play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	Shows shortage in next higher suit, game-force
3♥/3♠	3H = spade shortage, 3S = club shortage
4♣	Transfer to 4H
4♦	Transfer to 4S
4♥	Natural, to play
4♠	Natural, 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 game-force

### Defence to 3NT opening

4C/4D = takeout for majors, preference for Hs/Ss

### Defence to opening Two's:

Multi 2♦                      2H/2S = takeout of the suit bid;

Dble = overcall in Hs or Ss

### RCO style 2-s

X = takeout; 2nd X = takeout

### Other 2-s

X = takeout, 2nd X = takeout

### Defence to strong ♣

X = Cs, 1NT = minors, 2C = majors, 2D = weak 2, either major

2H/2S = 6+ suit, good hand

### Lebensohl

Over NT interference                       Rubensohl transfers

### Other uses

Lebensohl after (weak two) : doubled

### Take out of 4 level pre-empts

4♣/4♦                      Double

4♥                      Double

4♠                      Double

## OTHER NOTES

After any auction of ours 1X : 1Y, 1Z 2C = puppet to 2D, 2D = artificial, game-force  
and 2NT = puppet to 3C