

## 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

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:

**Signal** on declarer's lead        count

**Discards**    McKenney     high encourage     low encourage

odd/even     Other:

**Count**    natural     reverse

## CONVENTIONS

4NT:    Blackwood     RKCB     Other:

4♣    Gerber     when?

**Other Conventions**

Lebensohl	Baron
Bergen Raises	ROPI & DOPI
Good/bad 2NT	Capaletti
Inverted Minors	Blue Club
Splinters .....Game try bids	Blackout.....Texas transfers over 1NT



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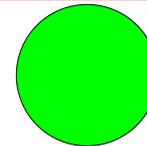
## STANDARD SYSTEM CARD

Names:       

ABF Nos:       

Basic System:        Brown Sticker

Classification:    Green     Blue     Red     Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning    Canape

1♣    10 + 3 cards    1♦    10 + 3 cards    1♥    10 + 5 cards    1♠    10 + 5 cards

1 NT    15-17    may contain 5 card major

2♣ Stayman:    simple     extended     Other:

Transfers    2♦    2H    2♥    2S    2♣    3C

2 NT    3D    Other:

2♣    Game force

2♦    Weak Diamonds 5-9 HCP 5/6 cards

2♥    Weak Hearts 5-9 HCP 5/6 cards

2♠    Weak Spades 5-9 HCP 5/6 cards

2 NT    20 - 22 HCP balanced may contain 5 card suit

3 NT    Specific ace ask

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

Good - Bad 2NT response

Namyats

## COMPETITIVE BIDDING

Negative doubles through    4H    Responsive doubles through    4H

Jump overcalls    Weak    Unusual NT    E.L.U. (Blue club)

1NT overcall (immediate)    15 - 18 HCP    (re-opening)    10 - 14 HCP

Immed cue of minor    Blue Club 5 - 10 HCP or 16 +

Immed cue of major    Blue Club 5 - 10 HCP or 16+

Over opponent's 1NT (weak)    Capaletti

Over opponent's 1NT (strong)    Capaletti

Over weak twos    X = takeout 12+ HCP

Over opening threes    X = takeout 12 + HCP

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	5 + HCP 4 + cards	2NT	10 - 11 HCP bal
	1♥/♠	5 + HCP 4+ cards	3♣	4-8 HCP 5 clubs, no major
1NT		8-10 HCP bal	3♦	Splinter
2♣		9+ HCP 5 card suit no major	3♥	Splinter
2♦		0-6 HCP 6 card suit	3♠	Splinter
2♥		0-6 HCP 6 card suit	3NT	12-15 HCP 3334
2♠		0-6 HCP 6 card suit	4 bids	Minors RKCB Majors to play

1♦	1♥/♠	5 + HCP 4 card suit	3♣	Splinter
1NT		8-10 HCP bal	3♦	4-8 HCP 5 diamonds, no major
2♣		10+ HCP 4 card suit	3♥	Splinter
2♦		9+ HCP 5 card suit no major	3♠	Splinter
2♥		0-6 HCP 6 card suit	3NT	12-15 HCP 3343
2♠		0-6 HCP 6 card suit	4♦	RKCB
2NT		10-11 HCP bal	4 Other	To play

1♥/♠	1NT	unlimited forcing 1 rd.	3♣	7 - 9 HCP 4 card support
	2♣	12+ HCP 5 card suit GF	3♦	10 -12 HCP 4 card support
	2♦	12+ HCP 5 card suit GF	3♥/♠	0 - 6 HCP 4 card support
	2♥/♠	5-9 HCP 3 card suit	3NT	13 -15 HCP with 3 card support
	2NT	13+ HCP 4 card support	4♣/♦	Splinter

2♣	2♦	0-1 controls	2♥/♠	2 controls
other		2S = 3 controls etc.	A = 2	K = 1

2♦	2♥	To play	3♣/♦	3C To play 3D Pre-emptive
	2♠	To play	3♥/♠	Forcing
	2NT	Enquiry	3NT	To play

2♥/♠	2NT	Enquiry	3NT	To play
	3♣/♦	To play	4♣/♦	N/A
	3♥/♠	Pre-empt non- forcing	4♥/♠	To play

2NT	3♣	Lavings	4♣	RKCB
	3♦	Tranfer to H	4♦	RKCB
	3♥	Transfer to S	4♥	To Play
	3♠	Minor 2 suiter slam interest	4♠	To Play
	3NT	To play	other	4 NT Quantitative

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	6 card suit slam invitation
3♥/3♠	6 card suit slam invitation
4♣	RKCB
4♦	RKCB
4♥	To Play
4♠	To play

Unusual NT:                    minors                     other suits                     lower 2 unbid suits

other Blue Club

### Other slam bidding

Cue Bids                     Asking Bids

### 4th Suit Forcing

One round                     Game force

### NT Checkback

                   Priorities = support

### Defence to 3NT opening

X = takeout

### Defence to opening Two's:

Multi 2♦ X = takeout 16 + HCP

### RCO style 2-s

x = takeout 16+ HCP

### Other 2-s

X = takeout 12+ HCP when suit is known

### Defence to strong ♣

x = majors 1NT = minors, 2C natural

### Lebensohl

Over NT interference

### Other uses

Over takeout double of weak 2's

### Take out of 4 level pre-empts

4♣/4♦ X = takeout  
4♥ X = takeout                    4♠ X = takeout                    4NT = 2 suit takeout

## OTHER NOTES

Response to 1NT overcall 2C = Staymen, 2D, 2H, 2S 2NT= transfer

Lebensohl also applies over our 1NT overcall

2 way checkback - 2C - 2D relay = either 11hcp or weak Diamonds

- 2D - Game force response = bid suits up the line

Good/bad 2NT - Non forcing response = 3C

- other = forcing response