

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: Weak, inverted minor raises

Jump raises - majors limit  forcing  Other:

Jump shifts after minor opening weak in major, fit showing in minor

Jump shifts after major opening weak in major (1S-3H=splinter), fit showing in minor

Responses to strong 2 suit opening 2C: CAB, 3H,3S = good 6+ suit, 3NT = v good suit

Responses to 2NT opening (equiv) 3C=4/5 Stayman, 3D,H transf, 3S 5S+4H, 3NT to play

## PLAY CONVENTIONS

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

Sequence leads: Overlead all  All except AK x (x)

Underlead  Other: J from KJ10 Overlead against slams

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 if thought appropriate

Discards McKenney  high encourage  low encourage

odd/even  Other:

Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  Other:

4♣ Gerber  when?

### Other Conventions

Splinters	POD1 and P0R1
Support x and xx	
Fit showing jumps after passing	
Fit showing jumps of overcalls	
Cue raises of overcalls	



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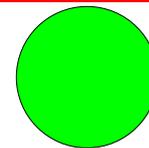
## STANDARD SYSTEM CARD

Names: Marcia Scudder Inez Glander

ABF Nos: 55141 16721

Basic System: Standard with 2-over-1 game force Brown Sticker

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3 (12+) 1♦ 3 (12+) 1♥ 5 (12+) 1♠ 5 (12+)

1 NT 14-17 may contain 5 card major

2♣ Stayman: simple  extended  Other: Lavings enquiry

Transfers 2♦ -> 2H 2♥ -> 2S 2♠ -> 3C

2 NT -> 3D Other: 4C/D -> 4H/S

2♣ Game force (control responses)

2♦ Weak 2H or 2S or 20-22 bal or Acoll 2 in any suit

2♥ 5+/5+ in H/S or C/D < opening or ~ 8 playing tricks

2♠ 5+/5+ in C/S or H/D < opening or ~ 8 playing tricks

2 NT 5+/5+ in D/S or C/H < opening or ~ 8 playing tricks

3 NT Gambling = long set up minor, no more than K outside

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

Opening 2's

1NT may contain 5 card major or 6 card minor

Two suited jump overcalls and cues

## COMPETITIVE BIDDING

Negative doubles through 3S Responsive doubles through 3S

Jump overcalls Weak in major Unusual NT Lower unbid suits

1NT overcall (immediate) 14-18 (re-opening) 10-12

Immed cue of minor 1C 2D (when C at least 3) = D + S, 1D 2D = C + S

Immed cue of major 1H 2H = C + S, 1S 2S = C + H

Over opponent's 1NT (weak) Mod DONT x = pen, 2C = single suiter, others 2 suiters

Over opponent's 1NT (strong) DONT x = single suiter, others 2 suiters

Over weak twos x

Over opening threes x

# RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+ D forcing	2NT	12-15 bal forcing
	1♥/♠	4+ H/S forcing	3♣	5-8 unless passed or in comp
	1NT	6-10 bal no 4 card major	3♦	splinter
	2♣	10+ unless passed or in comp	3♥	splinter
	2♦	fit showing jump with D	3♠	splinter
	2♥	weak with H	3NT	16-17 any 4-3-3-3
	2♠	weak with S	4 bids	natural

1♦	1♥/♠	4+ H/S forcing	3♣	fit showing jump with C
	1NT	6-10 bal no 4 card major	3♦	5-8 unless passed or in comp
	2♣	natural and game force	3♥	splinter
	2♦	10+ unless passed or in comp	3♠	splinter
	2♥	weak with H	3NT	16-17 any 4-3-3-3
	2♠	weak with S	4♦	weak with D
	2NT	12-15 bal forcing	4 Other	natural

1♥/♠	1NT	0-11 forcing	3♣	fit showing jump
	2♣	natural and game force	3♦	fit showing jump
	2♦	natural and game force	3♥/♠	forcing raise, asks for cue
	2♥/♠	7-9 with support	3NT	16-17 bal
	2NT	12-15 bal forcing	4♣/♦	splinters

2♣	2♦	0-1 controls (K=1 A=2)	2♥/♠	2/3 cont. etc (incl 2NT)
other		3any = solid suit, 3NT = very solid suit		

2♦	2♥	P/C opp weak 2H, 2S	3♣/♦	
	2♠	P/C opp weak 2H, 2S, pref H	3♥/♠	
	2NT	enquiry	3NT	

2♥/♠	2NT	enquiry	3NT	to play
	3♣/♦	pass or correct	4♣/♦	pass or correct
	3♥/♠	pass or correct	4♥/♠	pass or correct

2NT	3♣	enquiry	4♣	pass or correct
	3♦	pass or correct	4♦	pass or correct
	3♥	pass or correct	4♥	pass or correct
	3♠	pass or correct	4♠	pass or correct
	3NT	to play	other	

# CONVENTIONS

## Additional responses to 1NT

3♣/3♦	game force, asks for RKCB responses with Qxx or better
3♥/3♠	game force, asks for RKCB responses with Qxx or better
4♣	-> 4H (SA Texas)
4♦	-> 4S (SA Texas)
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  one level two level Game force

NT Checkback  Priorities 3 card support, 4 other major

Defence to 3NT opening natural

Defence to opening Two's: Multi 2♦ 2NT= 15-18 x = any other strong hand

RCO style 2-s as above

Other 2-s x = take out

Defence to strong ♣ CRASH (2C =colour; 2D=rank, 1NT=shape)

Lebensohl Over NT interference

Other uses \_\_\_\_\_

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ 4NT

# OTHER NOTES

Over strong 1C x = 16+

Over 1H or 1S overall of strong 1C, 1NT is forcing

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_