

## BASIC RESPONSES

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

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

Jump shifts after minor opening Strong, sets suit

Jump shifts after major opening Jump to minors is a cue Ace or void

Responses to strong 2 suit opening n/a

Responses to 2NT opening See inside else - Other Notes

## 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: In NT second highest

Signal on declarer's lead Count where necessary

Discards McKenney  high encourage  low encourage

odd/even  Other: \_\_\_\_\_

Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  Other: Minor RKCB

4♣ Gerber  when? \_\_\_\_\_

### Other Conventions

Blue Club overcalls	Cue Raises
Drury	Truscott
5NT Grand Slam Ask	
DOPI and ROPI	
Trial Bids	



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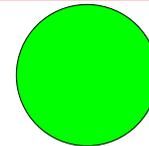
## STANDARD SYSTEM CARD

Names: Joan Touyz Shira Shilbury

ABF Nos: 94900 129429

Basic System: Standard Brown Sticker

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3 11+ 1♦ 3 11+ 1♥ 5 11+ 1♠ 5 11+

1 NT 15 - 17 may contain 5 card major

2♣ Stayman: simple  extended  Other: Lavings

Transfers 2♦ to 2♥ 2♥ to 2♠ 2♣ to ♣

2 NT to♦ Other: Super accepts

2♠ Game force

2♦ Weak 6 card Major or 20 - 22 balanced

2♥ Weak 5+/5+ ♥ and a minor

2♠ Weak 5+/5+ ♠ and another

2 NT Both Mnors, weak

3 NT Gambling

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

Multi 2♦

## COMPETITIVE BIDDING

Negative doubles through 3♠ Responsive doubles through 4♠

Jump overcalls Intermediate Unusual NT Lower Suits

1NT overcall (immediate) 15 - 18 (re-opening) 10 - 12

Immed cue of minor Extremes

Immed cue of major Extremes

Over opponent's 1NT (weak) Cappelletti: 2NT = minors of strong 2 suiter

Over opponent's 1NT (strong) Cappelletti: 2NT = minors or strong 2 suiter

Over weak twos Double is takeout

Over opening threes Double is optional

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4 card 6+ pts	2NT	11 hcp flat
	1♥/♠	as above	3♣	9 - 11 4+♣
	1NT	8 - 10 no major	3♦	Splinter
	2♣	Weak	3♥	Splinter
	2♦	Strong sets the suit	3♠	Splinter
	2♥	as above	3NT	12 - 15 flat
	2♠	as above	4 bids	4♣ = RKCB

1♦	1♥/♠	4 card 6+ pts	3♣	Strong
	1NT	8 - 10 no major	3♦	9 - 11 4♦
	2♣	11+ hcp	3♥	Splinter
	2♦	Weak	3♠	Splinter
	2♥	Strong sets the suit	3NT	12 - 15 flat
	2♠	as above	4♦	RKCB
	2NT	11 hcp flat	4 Other	4♣ = Splinter

1♥/♠	1NT	6 - 9 hcp	3♣	Ace♣ or void
	2♣	10+ hcp	3♦	Ace♦
	2♦	10+ hcp	3♥/♠	9 - 11 hcp
	2♥/♠	Weak	3NT	N/A
	2NT	12 - 15 & 4 card support, flat	4♣♦	Splinter

2♣	2♦	0 - 7 hcp	2♥/♠	5 card 8+ hcp
	other	2NT flat 8+ no 5 card suit		

2♦	2♥	Weak relay	3♣♦	Natural
	2♠	Prefer ♥	3♥/♠	Natural
	2NT	Forcing	3NT	N/A

2♥/♠	2NT	Relay	3NT	To Play
	3♣♦	N/A	4♣♦	N/A
	3♥/♠	Weak Raise	4♥/♠	To Play

2NT	3♣	To Play	4♣	RKCB
	3♦	To Play	4♦	RKCB
	3♥	Good suit N/F	4♥	To Play
	3♠	Good Suit N/F	4♠	To Play
	3NT	To Play	other	

## CONVENTIONS

Additional responses to 1NT

3♣/3♦	Slam invitation
3♥/3♠	as above
4♣	RKCB rarely
4♦	as above
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                      Strength

Defence to 3NT opening                      Double for takeout

Defence to opening Two's:                      Multi 2♦                      Double = 16+

RCO style 2-s                      as above

Other 2-s                      as above

Defence to strong ♣                      Disco 1NT = majors 2NT = minors 2♦ = reds

2♣ = blacks, 2♥ = ♥ & ♣, 2♠ = ♠ & ♦

Lebensohl                      Over NT interference

Other uses                      Over opponent's weak 2's

Take out of 4 level pre-empts                      4♣/4♦                      Optional Double

4♥ X = Optional                      4♠ 4NT = Takeout

## OTHER NOTES

After 2♦ opening and 2NT rebid then Lavings and transfers apply

After 1NT - 2♣ (Lavings) - 2NT then 3♣ is Baron

After 1♥/♠ - 2NT then 3NT direct rebid is Keycard in the Major opened.