

BASIC RESPONSES

Jump raises - minors limit forcing Other: weak

Jump raises - majors limit forcing Other: weak

Jump shifts after minor opening 2M = FSJ, jump in minor = mixed raise.

Jump shifts after major opening Bergen

Responses to strong 2 suit opening

Responses to 2NT opening Simple Stayman, Smolen, Transfers

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 rev count

Discards McKenney high encourage low encourage

odd/even Other:

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other:

4♣ Gerber when?

Other Conventions

2 way checkback

Drury

Support doubles

Lebensohl



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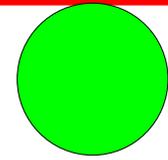
STANDARD SYSTEM CARD

Names: Andrew Peake David Beauchamp

ABF Nos:

Basic System: 2/1 Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3 1♦ 3 1♥ 5 1♠ 5

1 NT 14-16 may contain 5 card major

2♣ Stayman: simple extended Other:

Transfers 2♦ ♥ 2♥ ♠ 2♣ ♣

2 NT ♦ Other:

2♣ Strong

2♦ Weak

2♥ Weak

2♠ Weak

2 NT Good 19-21

3 NT Gambling

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

COMPETITIVE BIDDING

Negative doubles through 4♠ Responsive doubles through 4♠

Jump overcalls Weak/Int Unusual NT lowest unbid

1NT overcall (immediate) (re-opening)

Immed cue of minor 5/5 Majors

Immed cue of major 5/5 Major/minor

Over opponent's 1NT (weak) 2♣ = Majors, 2♦ = 1 Major, 2M = M/m, X = pen

Over opponent's 1NT (strong) As above, except X = 4♠ and longer minor

Over weak twos X = T/O + leb

Over opening threes X = T/O

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	natural	2NT	11-12 bal, 4+♣
	1♥/♠	natural	3♣	weak, ~4-6
1NT	6-10 no Major		3♦	splinter
2♣	inv +		3♥	splinter
2♦	raise, ~7-9		3♠	splinter
2♥	FSJ ~7-10		3NT	13-15 bal, 4♣
2♠	FSJ ~7-10		4 bids	4M = to play

1♦	1♥/♠	natural	3♣	raise ~7-9
1NT	6-10 no Major		3♦	weak, ~4-6
2♣	natural 10+		3♥	splinter
2♦	inv +		3♠	splinter
2♥	FSJ ~7-10		3NT	13-15 bal, 4♦
2♠	FSJ ~7-10		4♦	preempt
2NT	11-12 bal, 4+♦		4 Other	4M = to play

1♥/♠	1NT	5-12, semi-forcing	3♣	4 trumps, 6-9
	2♣	Nat, GF unless rebid 3♣	3♦	4 trumps, limit
	2♦	Nat, GF unless rebid 3♦	3♥/♠	weak. (1♠ 3♥ = 3 card inv)
	2♥/♠	Nat	3NT	13-15 flat, 3M
	2NT	Jacoby	4♣/♦	Splinter

2♣	2♦	negative or waiting	2♥/♠	2♥ = 0-2 any. 2♣ = nat, +ve
	other	2NT = 5/5 minors, +ve		

2♦	2♥	New suits are natural, forcing	3♣/♦	
	2♠	when vul, NF when NV.	3♥/♠	
	2NT	Enq	3NT	

2♥/♠	2NT	Enq	3NT	
	3♣/♦		4♣/♦	
	3♥/♠		4♥/♠	

2NT	3♣	Simple Stayman	4♣	♦
	3♦	♥	4♦	♥
	3♥	♠	4♥	♠
	3♠	minors	4♠	♣, slam interest
	3NT		other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦ 3♣ = 44(14), 3♦ = (41)44

3♥/3♠ bid fragment with (31)(45)

4♣ ♥

4♦ ♠

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 2♣ puppet to 2♦ inv, 2♦ GF

Defence to 3NT opening X = pen, 4m = Majors

Defence to opening Two's: Multi 2♦ X = 13-15 bal or 19+, 2NT = 16-18bal

RCO style 2-s

Other 2-s

Defence to strong ♣

Lebensohl Over NT interference

Other uses After takeout double of weak 2

Take out of 4 level pre-empts 4♣/4♦ X = T/O, 4NT = nat

4♥ X = T/O 4♠ X = T/O

OTHER NOTES