

BASIC RESPONSES

Jump raises - minors limit forcing Other: PRE, 0-6
 Jump raises - majors limit forcing Other: PRE, 0-5
 Jump shifts after minor opening Weak
 Jump shifts after major opening Bergen
 Responses to strong 2 suit opening 2♦ Neg (Kokish), 2♥ = ♠, 2♠ nebulous, 2NT ♥
 Responses to 2NT opening 3♣ Stayman, 3♦♥ transfers, 4 level 2 under

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 NT middle S bottom
 Signal on partner's lead: high encourage low encourage
 Other: _____
 Signal on declarer's lead Reverse Count, Secondary Suit Preference
 Discards McKenney high encourage low encourage
 odd/even Other: _____
 Count natural reverse Reverse Present Count

CONVENTIONS

4NT: Blackwood RKCB Other: 4NT > NT natural
 4♣ Gerber when? cows come home
 Other Conventions

Support X/XX to 2M including 1NT Transfer Responses to 1♣
 Many low level takeout doubles Transfers if you dbl 1♣, 1♥ or 1♠ incl XX
 New suit shortage after 1NT - 2NT or 3C In comp by resp'r 2NT GF raise, cue inv
 Voidwood at 5 level raise and cheapest JS mixed raise
 Splinters No FSJ - 1♥ (1♠) 3♦ KQ10xxx(x)



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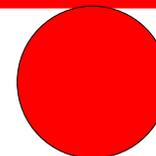


AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names: Kieran DYKE Peter GILL
 ABF Nos: 378690 22381
 Basic System: Standard (2/1 GF) Brown Sticker
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 11+, 2+♣ 1♦ 11+, 2+♦ 1♥ 11+, 5+♥ 1♠ 11+, 5+♠
 1 NT 15-17 might upgrade 14 may contain 5 card major
 2♣ Stayman: simple extended Other: _____
 Transfers 2♦ 5+♥ 2♥ 5+♠ 2♠ ♣
 2 NT ♦ Other: _____
 2♣ game force or 23-24 balanced
 2♦ 0-7, long major, 5 or 6 or 7 cards
 2♥ 8-11, 6+♥
 2♠ 8-11, 6+♠
 2 NT 20-22 balanced
 3 NT gambling

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

1♣ = 11-14 bal 2+♣ or 11+ and 4+♣ 2♦ Mini Multi
 1♦ = 18-19 bal 2+♦ or 11+ and 4+♦ Bergen Raises
 Transfer Responses to 1♣ Transfer Response to 1♣, 1♥, 1♠ doubled

COMPETITIVE BIDDING

Negative doubles through 4♣ Responsive doubles through 4♣
 Jump overcalls Weak Unusual NT 2 lower unbid suits
 1NT overcall (immediate) 15-18 (re-opening) 11-15
 Immed cue of minor Michaels 5♥ & 5♠
 Immed cue of major 5 other major & 5+ m, then 3♣ pass/correct
 Over opponent's 1NT (weak) MultiLandy: Dbl Pen, 2♣ both M's, 2♦ one M,
 Over opponent's 1NT (strong) 2M = 5M and 4+ m, 2NT minors: over wk and strong
 Over weak twos X for takeout (Leb over 2M), Michls, leaping Michls
 Over opening threes X for takeout, Michaels

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+♥	2NT	GF --> 3♣ 4+ clubs, shortages
	1♥/♠	4+ ♠ / NT 6-9 or 13+ or ♦	3♣	preemptive, 0-6
	1NT	10-12	3♦	weak
	2♣	Inverted, 10+	3♥	weak
	2♦	6-9 mixed raise	3♠	weak
	2♥	weak	3NT	3♣ opening
	2♠	weak	4 bids	4♣ 6-5 minors, weak
1♦	1♥/♠	5+ hcp, 4+ ♥/♠	3♣	6-9 mixed raise
	1NT	5-10 hcp, denies major	3♦	weak 0-5
	2♣	10+ 4+ ♣	3♥	preemptive
	2♦	Inverted, 4+♦, 10+	3♠	preemptive
	2♥	weak, 0-5 hcp, 6+♥	3NT	3♦ opening
	2♠	weak, 0-5 hcp, 6+♠	4♦	preempt, 6/5 minors maybe
	2NT	GF --> singletons	4 Other	4♥ 4♠ preempts
1♥/♠	1NT	5-11 hcp, non forcing	3♣	Bergen 6-9
	2♣	game forcing, 4+♣	3♦	Bergen 10-12
	2♦	game forcing, 4+♦	3♥/♠	preemptive raise, 0-5
	2♥/♠	6-9, 3+ ♥/♠	3NT	rotten GF raise, 0 or 1 KC
	2NT	GF raise --> 3♣ minimum	4♣♦	splinter (1♠ 4♥ splinter)
2♣	2♦	Neg with Kokish Relay	2♥/♠	2♥ = ♠ / 2♠ = nebulous pos
	other	2NT = ♥ positive		
2♦	2♥	p/c	3♣♦	natural
	2♠	p/c	3♥/♠	p/c
	2NT	Enquiry	3NT	to play
2♥/♠	2NT	enquiry	3NT	to play
	3♣♦	natural, forcing	4♣♦	Splinter
	3♥/♠	raise is preemptive	4♥/♠	To play 2♠ - 4♥ splinter
2NT	3♣	Stayman	4♣	slam try in ♥
	3♦	transfer to ♥	4♦	slam try in ♠
	3♥	transfer to ♠	4♥	slam try in ♣, then 4♠ RKCB
	3♠	minor(s)	4♠	slam try in ♦, then 5♠ RKCB
	3NT	to play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	3♣ 55 minors weak/strong
3♥/3♠	fragment
4♣	transfer to ♥
4♦	transfer to ♠
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

except 1♠ natural

Game force

NT Checkback

Priorities

2♣ forces 2♦, 2♦ GF, 2NT puppet to 3♣

Defence to 3NT opening

4♣ majors

Defence to opening Two's:

Multi 2♦ double=15+, X/X/X

2NT = 15-18 balanced or equiv with Stayman and Transfers

double= t/o

2NT = 15-18 balanced or equiv with Stayman and Transfers

X/X/X over 2NT

Defence to strong ♣

ORC: double = odd, 1♦ = rank, 1NT = colour

Pass then bid = strong

Lebensohl

Over NT interference

No. Dbl t/o, <3♥ NF, 3♥+ Forcing

Other uses

over weak 2♥ or 2♠ (or equivalent); after (1NT) Dbl (run)

Take out of 4 level pre-empts

4♣/4♦

double

4♥ double

4♠

double, 4NT = 2 suited

OTHER NOTES

1♦ can be 2 cards when 18-19 balanced

1♥ 2♠, 1♠ 3♥ 3 card support, limit raise

1♣ - transfer response - 1NT 11-14

1♦ - response - 1NT = 18-19 and 2NT = 6♦ and 3M

Versus your 2 level jump overcall, cue GF raise and 2NT invit raise