

## BASIC RESPONSES

Jump raises - minors      limit       forcing       Other: **3♣ PRE, 3♦ INV**

Jump raises - majors      limit       forcing       Other: **PRE**

Jump shifts after minor opening      **2♦ ART GF raise, 1♣2M SPL, 1♦2M wk, 3♣ INV**

Jump shifts after major opening      **3♣ GF 4+M, modified Bergen raises, 2NT NAT**

Responses to strong 2 suit opening      **2♦ denies KQxxx+ (M) or good 6 card suit**

Responses to 2NT opening      **3♣ maj enquiry, 3♦/♥/NT/4♣/♦/♥ xfrs, 3♠ pup to 3NT**

## PLAY CONVENTIONS

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

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

Underlead  **NT**      Other: **A vs NT asks for unblock or reverse count**

Four or more with an honour      4th highest       attitude

3rd/5th       Other: \_\_\_\_\_

From 4 small      2nd highest       Other: **3rd**

From 3 cards (no honour)      top       middle       bottom

Signal on partner's lead:      high encourage       low encourage

Other: **suit preference when singleton in dummy**

Signal on declarer's lead      **reverse count**

Discards      McKenney       high encourage       low encourage

odd/even       Other: **odd encourage, even suit preference**

Count      natural       reverse

## CONVENTIONS

4NT:      Blackwood       RKCB       Other: \_\_\_\_\_

4♣      Gerber       when? \_\_\_\_\_

### Other Conventions

good/bad 2NT in competition	minorwood
many low level takeout doubles	transfers at 3 level after 1♦ (2M)
fit showing jumps in competition	
fit showing jumps by passed hand	
splinters	



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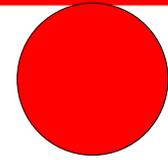
## STANDARD SYSTEM CARD

Names: **Pauline GUMBY**      **Warren LAZER**

ABF Nos: **24732**      **35238**

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 **14-16**      may contain 5 card major

2♣ Stayman:      simple       extended       Other: **game force relay**

Transfers      2♦ **artificial, invite+**      2♥ **5+♥, NF**      2♠ **5+♠, NF**

2 NT **puppet to 3♣**      Other: **3M=3M, shortage in other major**

2♣ **game force**

2♦ **6-10, both majors, 4+♥ and 4+♠**

2♥ **8-11, 6+♥**

2♠ **8-11, 6+♠**

2 NT **21-23 balanced**

3 NT **gambling**

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

1♣ = 17-20 bal 2+♣ or 11+ and 4+♣	2♦ weak both majors
1♦ = 11-13 bal 2+♦ or 11+ and 4+♦	optimal 2's over strong 1♣

## COMPETITIVE BIDDING

Negative doubles through      4♥      Responsive doubles through      4♥

Jump overcalls      see inside      Unusual NT      lower unbid suits

1NT overcall (immediate)      15-18      (re-opening)      11-14

Immed cue of minor      **2♣=Natural, 2♦=Michaels 5♥ & 5♠**

Immed cue of major      **5 other major & 5+♣ (3♣ = 5 other major & 5♦)**

Over opponent's 1NT (weak)      **canape transfers, DONT by passed hand**

Over opponent's 1NT (strong)      **canape transfers, DONT by passed hand**

Over weak twos      **X for takeout, Michaels, leaping Michaels**

Over opening threes      **X for takeout, Michaels**

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	0+ hcp, 4+♦	2NT	12-15 or 18+ balanced
	1♥/♠	0+ hcp, 4+ ♥/♠	3♣	preemptive
	1NT	9-11 hcp, denies major	3♦	splinter
	2♣	6-9, 4+♣	3♥	splinter
	2♦	ART GF raise in ♣	3♠	splinter
	2♥	splinter, 5+ ♣, 6-9 hcp	3NT	16-17 flat
	2♠	splinter, 5+ ♣, 6-9 hcp	4 bids	preemptive

1♦	1♥/♠	5+ hcp, 4+ ♥/♠	3♣	natural NF, constructive
	1NT	5-12 hcp, denies major	3♦	natural NF, constructive
	2♣	game forcing 5+(4) ♣	3♥	preemptive
	2♦	5+♦, game forcing	3♠	preemptive
	2♥	very weak, 0-5 hcp, 6+♥	3NT	16-17 flat
	2♠	very weak, 0-5 hcp, 6+♠	4♦	preemptive
	2NT	13-15 or 18+ balanced	4 Other	♣ splinter, ♥/♠ preempt

1♥/♠	1NT	5-12 hcp, semi forcing	3♣	ART GF raise in ♥/♠
	2♣	game forcing, 4+♣	3♦	4+ raise, 8 losers
	2♦	game forcing, 4+♦	3♥/♠	preemptive raise
	2♥/♠	6-9, 3+ ♥/♠	3NT	16-17 flat, <4 card support
	2NT	13-15 or 18+ balanced (<4M)	4♣/♦	splinter (1♠ 4♥ splinter)

2♣	2♦	denies KQxxx or better in ♥/♠	2♥/♠	KQxxx or better
other		2NT=minors, 3 suit=one loser suit, 3NT= solid suit		

2♦	2♥	to play	3♣/♦	natural, non forcing
	2♠	to play	3♥/♠	invitational
	2NT	game interest relay	3NT	to play

2♥/♠	2NT	enquiry	3NT	
	3♣/♦	natural, forcing	4♣/♦	
	3♥/♠	raise is inviting	4♥/♠	

2NT	3♣	major enquiry	4♣	transfer to ♦
	3♦	transfer to ♥	4♦	transfer to ♥
	3♥	transfer to ♠	4♥	transfer to ♠
	3♠	puppet to 3NT	4♠	10-11, balanced
	3NT	transfer to ♣	other	4NT 12+ hcp, bal, forcing

## CONVENTIONS

Additional responses to 1NT

3♣/3♦	3♣ puppet Stayman, 3♦ to play
3♥/3♠	3♥/♠, shortage in other major
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  Game force

NT Checkback  Priorities 2♣ forces 2♦, 2♦ GF, 2NT puppet to 3♣

Defence to 3NT opening double for takeout

Defence to opening Two's: Multi 2♦ double=13-15 balanced or good hand

RCO style 2-s 2NT = 16-18 balanced with 5 card Stayman

Other 2-s double=13-15 balanced or good hand

Other 2-s 2NT = 16-18 balanced with 5 card Stayman

Other 2-s double for takeout if suit bid is natural otherwise

Other 2-s double=13-15 balanced or good hand, 2NT=16-18 BAL

Defence to strong ♣ double=good hand, 1NT = ♣, optimal 2's

1 level bids natural, obstructive

Lebensohl Over NT interference  reverse

Other uses over weak 2's (or equivalent); after (1M) P (2M) X

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 11-13 balanced

1♥ 2♠, 1♠ 3♥ 4+ card support, 13-15 balanced

rarely pass 1♣ opening - responses can be less than 6 hcp when short(ish) in ♣

weak jump overcalls at 2 level not vulnerable and 3 level except 3♣ over 1M

intermediate jump overcalls at 2 level vulnerable