

BASIC RESPONSES

Jump raises - minors limit forcing Other: 6-9, 5+ support

Jump raises - majors limit forcing Other: Bergen

Jump shifts after minor opening two level=weak, 1♦:3♣=9-11, 5+♦s

Jump shifts after major opening Bergen, 1♥:2♠ & 1♠:3♥=splinters

Responses to strong 2 suit opening 2♦=0-4 or 9+, other=semi positives

Responses to 2NT opening 3♣=Puppet Stayman, 3♦,♥,♠=trfrs. 3NT=5♠s+4♥s

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 NT attitude

3rd/5th S 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: reverse count

Signal on declarer's lead reverse count

Discards McKenney high encourage low encourage

odd/even Other: reverse count

Count natural reverse

CONVENTIONS

4NT: Blackwood RKC Other: minorRKC

4♣ Gerber when? after: 1/2NT rebid by opener, & range probe over 1NT

Other Conventions

Checkback 2♣ & 2♦ GF

Support doubles & redouble

Trfs after our 1♥,♠ opening is doubled

Lebensohl after we double their weak two



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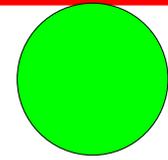
STANDARD SYSTEM CARD

Names: Serhat Ozenir Matthew Thomson

ABF Nos: _____

Basic System: Standard _____ 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) 15-17 _____ may contain 5 card major

2♣ Stayman: simple extended Other: _____

Transfers 2♦ ♥s _____ 2♥ ♠s _____ 2♠ range? or weak ♣

2 NT ♣+♦ or weak ♦ Other: 4♣ & 4♦ Texas

2♣ 22+ or (near) game force

2♦ weak two

2♥ weak two

2♠ weak two

2 NT 20-21

3 NT good ♥ or ♠ preempt 1st/2nd, to play 3rd/4th

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

1♥ : (X) : 1NT = ♣s, 2♣=♦s, 2♦= 8-10 raise 2♥=5-8 raise

1♠ : (X) : 1NT = ♣s, 2♣=♦s, 2♦=♥s 2♥=8-10 raise, 2♠=5-8 raise

COMPETITIVE BIDDING

Negative doubles through 4♣ _____ Responsive doubles through 4♣ _____

Jump overcalls weak, say 6-10 values Unusual NT lowest unbid suits 5/5+

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

Immed cue of minor Michaels

Immed cue of major Michaels

Over opponent's 1NT (weak) X=14+, 2♣=♥+♠, 2♦=Major&5+m, 2NT=m's

Over opponent's 1NT (strong) X=16+, other as above

Over weak twos 2NT=15-18, 4♣&4♦=leapng Michaels

Over opening threes 4♣&4♦=non-leaping Michaels

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	3+♦s, 11+hcp	2NT 11-12, no 4cM
	1♥/♠	4+	3♣ 6-9, 5+♣
	1NT	6-10	3♦ splinter 12-14
	2♣	inverted, GF, 4+♣	3♥ splinter 12-14
	2♦	weak, 5-8hcp	3♠ splinter 12-14
	2♥	weak, 5-8hcp	3NT 13-14, no 4cM
	2♠	weak, 5-8hcp	4 bids 4♣=RKCB
1♦	1♥/♠	4+	3♣ 9-11, 5+♦s
	1NT	6-10	3♦ 6-9, 5+♦s
	2♣	4+, 11+hcp	3♥ splinter 12-14
	2♦	inverted GF, 4+♦	3♠ splinter 12-14
	2♥	weak, 5-8hcp	3NT 13-14, no 4cM
	2♠	weak, 5-8hcp	4♦ RKCB
	2NT	11-12, no 4cM	4 Other
1♥/♠	1NT	6-11	3♣ 4c sup, 8-10hcp
	2♣	4+, 11+hcp	3♦ 4c sup, 10-12hcp
	2♦	4+, 11+hcp	3♥/♠ 4c sup, 4-7hcp
	2♥/♠	3c sup 5-10hcp (or 4M333)	3NT 4c sup bal'd, 12-14hcp
	2NT	4+sup, 14+hcp	4♣/♦ splinters 11-13 hcp
2♣	2♦	0-4 or 9+hcp	2♥/♠ 2♥=5+♠,5-8; 2♠=5-8 no suit
	other	2NT=5=♥. Respond in a suit = at least to the Q & 5-8hcp	
2♦	2♥	enquiry, game interest	3♣/♦ NNF
	2♠	NNF	3♥/♠ splinters
	2NT	5=♥s	3NT to play
2♥/♠	2NT	step = enquiry, game interest	3NT to play
	3♣/♦	NNF	4♣/♦ splinters
	3♥/♠	NNF	4♥/♠ to play
2NT	3♣	puppet stayman	4♣ 6+♥s
	3♦	trf	4♦ 6+♠s
	3♥	trf	4♥ strong with ♣s
	3♠	trf, tp 3NT or unbal slam interest	4♠ strong with ♦s
	3NT	5♠s & 4♥s	other 4NT = BW

CONVENTIONS

Additional responses to 1NT

3♣/3♦	nat, invite to 3NT
3♥/3♠	to play in 4 of bid major or 3NT (ie has 4 cards in bid M)
4♣	6+♥s slam interest
4♦	6+♠s slam interest
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 forces 3♣

Defence to 3NT opening

if gambling: X=pen, 4♣ takeout for Majors

Defence to opening Two's:

Multi 2♦ X=15+; 2NT=15-18; 4♣/♦=leaping Michaels

RCO style 2-s

as for multi

Other 2-s

after takeout double of natural weak two play lebensohl

Defence to strong ♣

X=♣s, 1NT=any 2 suits, all p/c. higher = nat weak

Lebensohl

Over NT interference

Other uses

after double their weak two

Take out of 4 level pre-empts

4♣/4♦ X
4♥ X 4♠ X

OTHER NOTES

1m (1NT) 2 other m = ♥ + ♠s

when minor suit trumps, 4 of minor (or step above 4m bid) = RKCB

opener's rebid of 1 suit = assumed to be an unbalanced hand

2♦ Drury, usually 3c support

unnecessary jumps generally splinters