

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: pre-emptive if non-passed  
 Jump raises - majors limit  forcing  Other: pre-emptive  
 Jump shifts after minor opening splinter or limit raise  
 Jump shifts after major opening splinter or Bergen raise  
 Responses to strong 2 suit opening not applicable  
 Responses to 2NT opening Puppet Stayman / transfers to majors / minors Stayman

## 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: Small from 3 if partner's suit not supported  
 From 3 cards (no honour) top  middle  bottom   
 Signal on partner's lead: high encourage  low encourage   
 Other: natural present count  
 Signal on declarer's lead natural present count  
 Discards McKenney  high encourage  low encourage   
 odd/even  Other: 1st discard odd/even = encourage/McKenny  
 Count natural  reverse  present count

## CONVENTIONS

4NT: Blackwood  RKCB  Other: \_\_\_\_\_  
 4♣ Gerber  when? if jump over our NT  
 Other Conventions

Cues (1st and 2nd)	Baron
Artificial enquiries for key cards	Trump probes
Support showing doubles	5NT grand slam try
Cue raises	Leaping Michaels
Responsive doubles	Double of strong 1NT = 5+♦s



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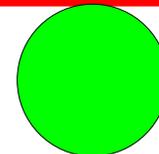


AUSTRALIAN BRIDGE FEDERATION

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## STANDARD SYSTEM CARD

Names: David Anderson George Smolanko  
 ABF Nos: 195197 199291  
 Basic System: Standard Jan 2010  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 3, 11+ 1♦ 4 (3 if 4432), 11+ 1♥ 5, 11+ 1♠ 5, 11+  
 1 NT 15-17 may contain 5 card major   
 2♣ Stayman: simple  extended  Other: \_\_\_\_\_  
 Transfers 2♦ => ♥ 2♥ => ♠ 2♠ range enquiry  
 2 NT => ♣ or ♦ Other: 3♣♦ = natural, invitational  
 2♣ Game Force or (22)23+ balanced  
 2♦ 6 card ♦ suit, weak 2, < 12 HCP  
 2♥ 4+/4+ majors, < 12 HCP  
 2♠ 6 card ♠ suit, weak 2, < 12 HCP  
 2 NT 20-21 (22) balanced  
 3 NT To play, no strict rules, consistent with long running suit.

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

2♦ = weak 2 in diamonds Aggressive overcalls if non-passed partner.  
 2♥ = 4+/4+ majors, < 12 HCP Artificial raises of 1-level suit openings.  
 Inverted minor raise by non-passed hand

## COMPETITIVE BIDDING

Negative doubles through 4♠ Responsive doubles through 4♠  
 Jump overcalls Weak Unusual NT Lowest suits  
 1NT overcall (immediate) 15-18 (re-opening) 15-18  
 Immed cue of minor majors 5+/5+  
 Immed cue of major other major + minor 5+/5+  
 Over opponent's 1NT (weak) 2♣ = ♥ + another; 2♦ = ♠ + minor; 2NT = minors  
 Over opponent's 1NT (strong) as above; and X = 5+ ♦'s  
 Over weak twos Double = T/O  
 Over opening threes Double = T/O

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	4+ cards 5+ hcp	2NT 4 cards, balanced, 11-12 hcp
	1♥/♠	4+ cards 5+ hcp	3♣ 5+ card support, 5-8 hcp
	1NT	no major 6-10	3♦ splinter 12-14 hcp
	2♣	4+ cards, 13+ hcp	3♥ splinter 12-14 hcp
	2♦	5+ card support, 9-11 hcp	3♠ splinter 12-14 hcp
	2♥	splinter 9-12 hcp	3NT 4 card support, bal, 13-14 hcp
	2♠	splinter 9-12 hcp	4 bids 4♣ = key card enquiry
1♦	1♥/♠	4+ cards 5+ hcp	3♣ 5+ card support, 9-11 hcp
	1NT	no major 6-10	3♦ 5+ card support, 5-8 hcp
	2♣	10+ natural	3♥ splinter 12-14 hcp
	2♦	4+ cards, 13+ hcp	3♠ splinter 12-14 hcp
	2♥	splinter 9-12 hcp	3NT 4 card support, bal, 13-14 hcp
	2♠	splinter 9-12 hcp	4♦ pre-emptive
	2NT	4 cards, balanced, 11-12 hcp	4 Other 4♦ = key card enquiry
1♥/♠	1NT	6-10	3♣ 4 card support, 6-9 hcp
	2♣	10+ natural	3♦ 4 card support, 9-11 hcp
	2♦	10+ natural	3♥/♠ weak: 2♠/3♥ = 3 card sup 11-12
	2♥/♠	5-10 with 3 card support	3NT Bal 12-14 with 4+ card support
	2NT	15+ with 4+ card support	4♣/♦ splinter 11-13 hcp
2♣	2♦	artificial positive, say 8+ HCP	2♥/♠ 2♥ artificial negative, say < 8 HCP
	other	2♠ and up = nat, 5+ cards to Q or better, say 4-7 HCP. 2NT = ♥ suit	
2♦	2♥	enquiry, game interest	3♣/♦ natural, NF
	2♠	natural, NF	3♥/♠ natural, GF
	2NT	5+ ♥, F1	3NT to play
2♥/♠	2NT	enquiry, game interest	3NT to play
	3♣/♦	Natural NF	4♣/♦ Natural GF
	3♥/♠	to play	4♥/♠ to play
2NT	3♣	puppet Stayman	4♣ Gerber
	3♦	=> ♥	4♦ natural, 5+ cards, GF
	3♥	=> ♠	4♥ natural, sets suit, slammish
	3♠	minor suit Stayman	4♠ natural, sets suit, slammish
	3NT	to play	other 4NT = quantitative

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	Natural invitational
3♥/3♠	Natural GF
4♣	Gerber
4♦	Natural GF
4♥	to play
4♠	to play

Unusual NT: minors  other suits  lower 2 unbid suits

other unlimited

### Other slam bidding

Cue Bids  Asking Bids

### 4th Suit Forcing

One round  Game force

### NT Checkback

Priorities 2♣ GT, forces 2♦: 2♦ GF

### Defence to 3NT opening

4♣ for majors

### Defence to opening Two's:

Multi 2♦ X = 15+

### RCO style 2-s

X = 15+ whenever there is no anchor suit, or if the bid is a transfer etc. even though suit known

### Other 2-s

X = TO only over natural bids

### Defence to strong ♣

X = hearts & another, 1♦ = spades & minor, 1NT = minors

### Lebensohl

Over NT interference  Not used

### Other uses

### Take out of 4 level pre-empts

4♣/4♦ X  
4♥ X 4♠ X

## OTHER NOTES

Support doubles & redoubles

Following suit support (except 9 card M fit), new suits at the 3 level show features for NT.

Raise with honour xx of partner's 1 Major response, unless 4-3-3-3