

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: 4-9HCP, 5+ card suit  
 Jump raises - majors limit  forcing  Other: Bergen, 3-6 HCP  
 Jump shifts after minor opening Fit Showing Jump  
 Jump shifts after major opening Bergen (FSJ if passed hand or competing)  
 Responses to strong 2 suit opening 2D=puppet, others 1.5 QT + 5 card suit  
 Responses to 2NT opening via 2♣/2♦, 3♣ P.S'man, 3♦/3♥ xfrs, 3♠=minors

## PLAY CONVENTIONS

'NT' Versus Notrump  'S' Versus Suit  = Both  
 Sequence leads: Overlead all  All except AK x (x)   
 Underlead  Other: Suit: A=attitude K=count, NT: the opposite  
 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   
 Other: low encourage  
 Signal on declarer's lead reverse count  
 Discards McKenney  high encourage  low encourage   
 odd/even  Other: \_\_\_\_\_  
 Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  Other: Minorwood (14/30)  
 4♣ Gerber  when? \_\_\_\_\_

### Other Conventions

Fourth suit forcing Checkback (2♣/♦ over 1N, 3♣ over 2N)  
 Lebensohl Reverse Drury  
 Support X/XX when we open Swine  
 Cue raises Jacoby  
 Truscott Kokish



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AUSTRALIAN BRIDGE FEDERATION

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## STANDARD SYSTEM CARD

Names: Alex Yezerksi Les Grewcock  
 ABF Nos: 278823 24211  
 Basic System: 5 Card Majors  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 3+♣, 11-21HCP 1♦ 3+♦, 11-21HCP 1♥ 5+♥, 11-21HCP 1♠ 5(4)+♠, 11-21HCP  
 1 NT 14-17 HCP may contain 5 card major   
 2♣ Stayman: simple  extended  Other: Lavings style  
 Transfers 2♦ to ♥ 2♥ to ♠ 2♣ to ♣  
 2 NT to ♦ Other: super accepts  
 2♣ Game Force, or 22+ HCP balanced  
 2♦ Weak in either major, or 20-21 HCP balanced or 8+ P/T in any suit  
 2♥ 5+♥, 4+ other, 5-9 HCP  
 2♠ 5+♠, 4+ minor, 5-9 HCP  
 2 NT 5+♣, 5+♦, 5-9 HCP  
 3 NT Specific Ace ask

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

Inverted minors  
 RCO 2's  
 X over strong 1C & 1D response

## COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥  
 Jump overcalls weak Unusual NT 2 lowest unbid suits  
 1NT overcall (immediate) 15-18 HCP (re-opening) 10-13 /S.Stay. No Xfrs  
 Immed cue of minor Michaels  
 Immed cue of major Michaels  
 Over opponent's 1NT (weak) 2♣ - majors, 2♦ one suiter, X penalty, 2♥/♠ M+m  
 Over opponent's 1NT (strong) 2♣ - majors, 2♦ one suiter, X minors, 2♥/♠ M+m  
 Over weak twos X  
 Over opening threes X

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	5+ HCP, 4+ suit	2NT 10-12 HCP, no 4 card major
	1♥/♠	5+ HCP, 4+ suit	3♣ 4-9 HCP, 5+♣
	1NT	6-9 HCP	3♦ splinter
	2♣	10+ HCP, 5+ ♣	3♥ splinter
	2♦	Fit showing, limit +	3♠ splinter
	2♥	Fit showing, limit +	3NT 13-15 HCP, no 4 card major
	2♠	Fit showing, limit +	4 bids 4♣ Minorwood, 4♥/4♠ to play
1♦	1♥/♠	5+ HCP, 4+ suit	3♣ Fit showing, limit +
	1NT	6-9 HCP	3♦ 4-9 HCP, 5+♦
	2♣	10+ HCP	3♥ splinter
	2♦	10+ HCP, 5+ ♦	3♠ splinter
	2♥	Fit showing, limit +	3NT 13-15 HCP, no 4 card major
	2♠	Fit showing, limit +	4♦ Minorwood
	2NT	10-12 HCP, no 4 card major	4 Other 4♥/4♠ to play
1♥/♠	1NT	5-9 HCP	3♣ Bergen or FSJ
	2♣	10+ HCP or Reverse Drury	3♦ Bergen or FSJ
	2♦	10+ HCP	3♥/♠ Bergen or FSJ or splinter
	2♥/♠	4-9 HCP, 3+ support	3NT to play opposite minimum
	2NT	Jacoby or 4 trump limit raise	4♣♦ splinter
2♣	2♦	Relay	2♥/♠ 1.5+ QT, 5+ card suit
	other	3♣♦ 1.5+ QT, 5+ card suit	
2♦	2♥	pass or correct	3♣♦ forcing
	2♠	pass or correct	3♥/♠ pass or correct
	2NT	forcing enquiry	3NT to play opposite weak 2♥/♠
2♥/♠	2NT	forcing enquiry	3NT to play
	3♣♦	pass or correct	4♣♦ pass or correct
	3♥/♠	to play	4♥/♠ to play
2NT	3♣	to play	4♣ Minorwood
	3♦	to play	4♦ Minorwood
	3♥	forcing	4♥ to play
	3♠	forcing	4♠ to play
	3NT	to play	other

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	6 card suit, 2 of top 3 honours
3♥/3♠	Game force, slam interest
4♣	Minorwood RKCB
4♦	Minorwood RKCB
4♥	to play
4♠	to play

Unusual NT: minors  other suits  lower 2 unbid suits

other Strong or weak but not intermediate

### Other slam bidding

Cue Bids  Asking Bids

### 4th Suit Forcing

One round  if at the two level Game force

### NT Checkback

Priorities Depends - play two way checkback

### Defence to 3NT opening

double for penalty, better minor for takeout

### Defence to opening Two's:

Multi 2♦ double = 16+ HCP

### RCO style 2-s

double = 16+ HCP

### Other 2-s

Where anchor suit bid, double for takeout

### Defence to strong ♣

1♦/♥/♠ & 2♣ = that suit + next touching;  
X = ♣ & ♥, 1NT = ♦ & ♠, 2♦/♥/♠ = weak jump overcalls

### Lebensohl

Over NT interference

### Other uses

Over partner's double of a weak 2 opening

### Take out of 4 level pre-empts

4♣/4♦ X  
4♥ X 4♠ 4NT

## OTHER NOTES

3♣/3♦ - forcing, asks partner to show stoppers

3♣♦/3♥/♠ - forcing, next step denies Hx or xxx, otherwise opener shows shortage if any

3♣/4♦ - RKCB 14/30

3♦/♥/♠/4♣ - RKCB 14/30

Over 1M:(2NT) - 3♣ = cue raise; 3♦ = other major weak; 3♠ = GF, 5+ card suit

If they overcall, leap to 5 of their suit = exclusion RKCB; 5 of our suit = 2 losers in their suit