

BASIC RESPONSES

Jump raises - minors limit forcing Other: _____

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Jump shifts after minor opening weak, double jump = Splinter

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Responses to strong 2 suit opening 2♦ = 0-7, a suit bid promises 3+ controls.

Responses to 2NT opening Puppet Stayman, 3♦/3♥ are transfers to ♥ and ♠

PLAY CONVENTIONS

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

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

Underlead Other: The lead of an K asks for count.

Four or more with an honour 4th highest attitude

3rd/5th Other: _____

From 4 small 2nd highest Other: 4th highest against NT

From 3 cards (no honour) top middle bottom

Signal on partner's lead: high encourage low encourage

Other: McKenney, when attitude or count are illogical

Signal on declarer's lead _____

Discards McKenney high encourage low encourage

odd/even Other: _____

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: 30/41

4♣ Gerber when? Over NT, or in an uncontested auction, it is RKCB

Other Conventions

Jacoby 2NT	DOPI/ROPI
TOM: The Other Major checkback after 1NT	Landy
Cue raises + jump showing fits in competition	Lebensohl, also after weak 2-X-pass
1NT-2♣-2♦-3♦ asks for a 3-card major	Minorwood 4♣/4♦



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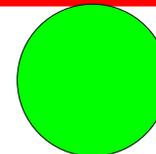
STANDARD SYSTEM CARD

Names: Arie Meydan Tom Strong

ABF Nos: 142999 98345

Basic System: Standard (better minor) with inverted raises in minors

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3, 11-20 1♦ 3, 11-20 1♥ 5, 11-20 1♠ 5, 11-20

1 NT (15) 16-18 may contain 5 card major

2♣ Stayman: simple extended Other: _____

Transfers 2♦ to ♥ 2♥ to ♠ 2♣ to ♣

2 NT to ♦ Other: 1NT-2C-2D-3D asks for a 3-card major

2♣ ♥+♠, at least 5/4 either way, weak, 6-10 HCP

2♦ Game force or balanced 23+ HCP

2♥ ♥, 6-card suit, weak, 6-10 HCP

2♠ ♠ 6-card suit, weak, 6-10, HCP

2 NT balanced 21-22

3 NT Gambling, long solid minor. 4♣/5♠/6♣ are correctable limit bids, 4♦ = slam try

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

No inverted minors in competition & passed hand

No Minorwood in competition or after preempt

COMPETITIVE BIDDING

Negative doubles through 3♣ Responsive doubles through 3♠

Jump overcalls weak Unusual NT Two lowest unbid suits, 5/5 at least

1NT overcall (immediate) 16-18 (re-opening) 11-14

Immed cue of minor Both majors, 5/5 at least

Immed cue of major other major + minor, 5/5 at least

Over opponent's 1NT (weak) x = penalties, Landy: 2♣ = ♥+♠, 4/5 or 5/4 at least

Over opponent's 1NT (strong) x = Landy: as above

Over weak twos Optional double

Over opening threes Optional double

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	6+ HCP, suit	2NT	16+ HCP, 4+ card support
	1♥/♠	(5) 6+ HCP, suit	3♣	weak
	1NT	6+10 HCP, no majors	3♦	Splinter
	2♣	4+support, 11+, no majors	3♥	Splinter
	2♦	weak	3♠	Splinter
	2♥	weak	3NT	13-15, no majors and poor controls
	2♠	weak	4 bids	4♣/4♦ = RKCB, 4♥/♠ is to play

1♦	1♥/♠	(5) 6+ HCP, suit	3♣	Splinter
	1NT	6+ HCP, no majors	3♦	weak
	2♣	11+ HCP, suit(may have a major)	3♥	Splinter
	2♦	4+ support, 11+ HCP, no majors	3♠	Splinter
	2♥	weak	3NT	13-15, poor controls, to play
	2♠	weak	4♦	RKCB, 4♥/♠ to play
	2NT	16+ HCP, 4+ card support	4 Other	4♣/4♦ is RKCB

1♥/♠	1NT	6-10 HCP	3♣	mini-splinter
	2♣	11+ HCP, suit	3♦	mini-splinter
	2♦	11 + HCP, suit	3♥/♠	10-11 total points
	2♥/♠	6 + 9 total points	3NT	13-15 HCP, 3 cards support
	2NT	4+card support, GF	4♣/♦	Splinters

2♣	2♦	asks for major's length	2♥/♠	To play
	other	3♣/♦ Forcing for 1 round, 3NT is to play		

2♦	2♥	0-7, or waiting	3♣/♦	suit and 3+ controls
	2♠	natural, 3+ controls	3♥/♠	
	2NT	exactly 3 Kings	3NT	

2♥/♠	2NT	Forcing relay, asks for fragment	3NT	To play
	3♣/♦	one round force	4♣/♦	RKCB in the major
	3♥/♠	TNT rise, to play	4♥/♠	To play

2NT	3♣	Puppet Stayman	4♣	Minorwood
	3♦	transfer to ♥	4♦	Minorwood
	3♥	transfer to ♠	4♥	To play
	3♠	5♠/4♥	4♠	To play
	3NT	To play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Good (5)6 cards, slam ambitions, opener Qs with a fit and a maximum
3♥/3♠	Good (5)6 cards, slam ambitions, opener Qs with a fit and a maximum
4♣	RKCB in ♣
4♦	RKCB in ♦
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 majors

Defence to 3NT opening _____

Defence to opening Two's: Multi 2♦ X= 16+

RCO style 2-s X= 16+

Other 2-s X= 16+

Defence to strong ♣ _____

Lebensohl Over NT interference _____

Other uses After our TOD of a weak 2♥/♠

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ 4NT

OTHER NOTES
