

BASIC RESPONSES

Jump raises - minors limit forcing Other: _____

Jump raises - majors limit forcing Other: 7-9

Jump shifts after minor opening GF, 12+, 6+ suit except passed hand = fit show

Jump shifts after major opening as above

Responses to strong 2 suit opening 2D = neg or waiting

Responses to 2NT opening 3C=5 cd suit ask, t/frs, 2S=5S+4H, 4m=ask in suit bid

PLAY CONVENTIONS

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

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

Underlead Other: A=att, K=count; Q or J may ask for unblock

Four or more with an honour 4th highest attitude

3rd/5th Other: 4 - 2nd highest in pd's suit, 3/5 in pd's suit - lowest

From 4 small 2nd highest Other: _____

From 3 cards (no honour) top middle bottom

Signal on partner's lead: high encourage low encourage

Other: nat count - not compulsory; Q/J = J/10, or singltn, or mckenney

Signal on declarer's lead nat count or Mckenney - neither compulsory

Discards McKenney high encourage low encourage

odd/even Other: Mc Kenney only sometimes eg sngltn in dummy

Count natural reverse not compulsory

CONVENTIONS

4NT: Blackwood RKCB Other: quantitative

4♣ Gerber when? 1NT - 4C

Other Conventions



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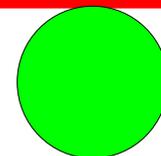
STANDARD SYSTEM CARD

Names: Alida Clark and Candice Berman

ABF Nos: _____

Basic System: _____ Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 4 1♦ 4 1♥ 4 1♠ 4

1 NT 12-14 may contain 5 card major

2♣ Stayman: simple extended Other: 5 cd M ask

Transfers 2♦ H 2♥ S 2♠ 5 cd suit ask

2 NT 5=/5+ H+S, invite + Other: _____

2♠ Acol 2 any suit, or 19-20 bal/semi-bal

2♦ weak either M, or any GF, or 23+ bal/semi-bal

2♥ 5+/5+ H + another weak

2♣ 5+/5+ S + minor, weak

2 NT 21-22 bal/semi-bal

3 NT gambling, 4th seat = to play

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

leap + non leap michael's

Swine if X of 1/2NT open or 1/2/3NT o/call

3NT opening

COMPETITIVE BIDDING

Negative doubles through 4H Responsive doubles through 4H

Jump overcalls weak Unusual NT 2 lowest

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

Immed cue of minor H+S, 5+/5+, any strength

Immed cue of major Other M + minor, 5+/5+, any strength

Over opponent's 1NT (weak) X=pen, 2C=H+S, 2D=H, 2H=S+other, 2NT=C/D

Over opponent's 1NT (strong) as above

Over weak twos X=t/out, michael's + leap michael's

Over opening threes as above

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	4+ HCP, 4+ suit	2NT 15+ HCP, 4+ C
	1♥/♠	as above	3♣ 9-11 HCP, 4+ C
1NT		6-9 HCP, no M	3♦ splinter, 11-14 HCP, 4+ C
2♣		5-9 HCP, 4+ suit	3♥ as above
2♦		nat GF, 12+HCP, 6+ suit	3♠ as above
2♥		as a bove	3NT 12-14HCP, flat, 4+C
2♠		as above	4 bids 4C=pre-empt
1♦	1♥/♠	as above	3♣
1NT			3♦
2♣			3♥
2♦			3♠
2♥			3NT
2♠			4♦
2NT			4 Other 4C=spr, 11-14 HCP, 4+D
1♥/♠	1NT	5-9 HCP	3♣ nat, 12+ HCP, 6+ suit
2♣		9+ HCP, nat	3♦ as above
2♦		as above	3♥/♠ 7-9 HCP, 4+ cd supp
2♥/♠		5-9 HCP, 3/4 cd supp	3NT 12-14 HCP, flat, 4 cd supp
2NT		limit raise or better	4♣/♦ Splinter, 11-14 HCP, 4+ supp
2♣	2♦	neg or waiting	2♥/♠ pos, nat
	other		
2♦	2♥	pass/correct	3♣/♦ invite
2♠		pass/correct	3♥/♠ pre-empt pass/correct
2NT		inq	3NT to play
2♥/♠	2NT	inq	3NT to play
	3♣/♦	pass/correct	4♣/♦ pass/correct
	3♥/♠	pre-empt pass/correct	4♥/♠ over 2H-4S =pass/correct
2NT	3♣	5 cd suit ask, then 3M=nat	4♣ inq re C fit
	3♦	H	4♦ as above
	3♥	S	4♥ to play
	3♠	5S+4H	4♠ to play
	3NT	to play	other 4NT=pick a minor

CONVENTIONS

Additional responses to 1NT

3♣/3♦	6+ suit, slam try
3♥/3♠	as above
4♣	gerber
4♦	pick a minor
4♥	to play
4♠	as above

Unusual NT: minors other suits lower 2 unbid suits
 other _____

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round 3rd suit F _____ Game force

NT Checkback Priorities range + support

Defence to 3NT opening X=cards, 4C=Ms or

Defence to opening Two's: Multi 2♦ X=good hand, 4C= 2 Ms OR 1M + 1m

RCO style 2-s X=good hand

Other 2-s if there is a weak single suited option X = t/out of that suit

Defence to strong ♣ X=Ms, 1NT=ms, 2D=singl suit M,2H=H+m,2S=S+m

Lebensohl Over NT interference

Other uses after weak 2 open X'd by us

Take out of 4 level pre-empts 4♣/4♦ X _____
 4♥ X _____ 4♠ X=cards, 4NT=2 places to play

OTHER NOTES

blackout

2C checkback after 1NT response
