

## BASIC RESPONSES

Jump raises - minors      limit       forcing       Other: weak 5-9 and 5card support

Jump raises - majors      limit       forcing       Other: no shortage

Jump shifts after minor opening      multi level splinters, 5card support

Jump shifts after major opening      multi level splinters, 3card support

Responses to strong 2 suit opening      Controls 2♦ 0 or 1, 2♥ 2, 2♠ 3

Responses to 2NT opening      Puppet Stayman & Trnsfrs after 1NT overcall or strong 2NT

## PLAY CONVENTIONS

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

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

Underlead       Other: A or Q attitude, K count

Four or more with an honour      4th highest       attitude

3rd/5th       Other: vsNt: J=no high, 10=J&1 high or nil, 9=10&1 high or nil

From 4 small      2nd highest       Other: Top NTs

From 3 cards (no honour)      top       middle       bottom

Signal on partner's lead:      high encourage       low encourage

Other: Top of Honour sequence if affordable

Signal on declarer's lead      Reverse count

Discards      McKenney       high encourage       low encourage

odd/even       Other: Odd = encourage, Even = McKenney

Count      natural       reverse

## CONVENTIONS

4NT:      Blackwood       RKC       Other: Minor suit keycard

4♣      Gerber       when? (0/3, 1/4, 2 no Q, 2 + Q or 10 fit & Bid K holding)

### Other Conventions

Lebensohl, Support X & XX	2Way Chckbk: bid features up line (inc .
4th suit waiting after 2/1 Game Force,	after intervnt)
Splinters, Dopi, Ropi	Over strong 1♣ or 2♣: x = Mjrs,
Jacoby (2NT over a Mjr = 4+ fit & open hnd)	1/2♦ = a Mjr, 1/2NT = minors,
Truscott, Blackout, Kokish	and 1/2♥/♠ that suit + minor



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## STANDARD SYSTEM CARD

Names:      George Finikiotis      Gary Lane

ABF Nos:      196533      14/1/12      34655

Basic System:      2/1 game force      Ph : 0414744920

Classification:      Green       Blue       Red       Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning      Canape

1♣      11+, 3+      1♦      11+, 3+      1♥      11+, 5+      1♠      11+, 5+

1 NT      15-17 Poss offshape in 3rd or 4th seat      may contain 5 card major

2♣ Stayman:      simple       extended       Other: \_\_\_\_\_

Transfers      2♦ --> 2♥      2♥ --> 2♠      2♣ Baron

2 NT      --> 3♣ may have ♦s      Other: Superaccepts and Retransfers

2♠      23+ Balanced or 3 losers 18+ Hcp, (then 2♦ Control Responses)

2♦      Multi. Weak 2 in major or 21-22 HCP balanced or 8 tricks any suit & 18-22 HCP

2♥      Weak 5+ ♥ and 4+ another, 6-9 HCP

2♠      Weak 5+ ♠ and 4+ minor, 6-9 HCP

2 NT      Weak 5-5 in minors, 6-9 HCP

3 NT      Specific A ask: 4C=0/1, 4D=Ad and 1 higher, 4H/S=AH/S&Ac, 4NT=Ah&As

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

1NT response to 1♥/♠ = forcing      Inverted Minors

3rd seat preempts may not have top Hnr

Over our NT doubled: SWINE

## COMPETITIVE BIDDING

Negative doubles through      4♥      Responsive doubles through      4♥

Jump overcalls      Weak      Unusual NT      2suits minor oriented (Weak or 18+)

1NT overcall (immediate)      15-18      (re-opening)      11-14 (& System on)

Immed cue of minor      Michaels 18+ or Weak 6-10 (V vs Nv = 8-11)

Immed cue of major      Michaels as above

Over opponent's 1NT (weak)      8+, 2♣ Mjrs, 2♦ single Mjr, 2♥/♠ suit + Minor, (X penal)

Over opponent's 1NT (strong)      as above but X = single minor

Over weak twos      Double = 15+ (+ Lebensohl)

Over opening threes      Double

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+ HCP, 4+ d	2NT	10-12 HCP, no 4 major/4D
	1♥/♠	4+ HCP, 4+ h/s	3♣	5-9 HCP, 5+ ♣s
	1NT	6-10 HCP (no 4 card major)	3♦	Splinter 6 loser
	2♣	10+ HCP4+C (no 4 major)	3♥	Splinter 6 loser
	2♦	6+Hcp,5+C,0/xd,5 or 7 loser	3♠	Splinter 6 loser
	2♥	6+Hcp,5+C,0/xh,5 or 7 loser	3NT	13-15 HCP (no 4 card major)
	2♠	6+Hcp,5+C,0/xs,5 or 7 loser	4 bids	4♣ Minorwood, others to play

  

1♦	1♥/♠	4+ HCP, 4+ cards	3♣	6+Hcp,5+D,0/xd,5 or 7 loser
	1NT	6-9 HCP (no 4 card major)	3♦	5+ ♦ s, 5-9 HCP
	2♣	10+ HCP,4+C, 1 rnd force	3♥	Splinter 6 loser
	2♦	10+ HCP,4+D	3♠	Splinter 6 loser
	2♥	6+Hcp,5+D,0/xh,5 or 7 loser	3NT	13-15 HCP (no 4 card major)
	2♠	6+Hcp,5+D,0/xs,5 or 7 loser	4♦	Minorwood, 4C splinter 6 loser
	2NT	10-12 HCP ,no 4major/4D	4 Other	To play

  

1♥/♠	1NT	4-12 HCP,forcing 1 round	3♣	6+Hcp,3+h/s,0/xc,6 or 8 loser
	2♣	10+hcp ,natural &game force	3♦	6+Hcp,3+h/s,0/xd,6 or 8 loser
	2♦	10+hcp, natural &game force	3♥/♠	Limit raise, no shortage
	2♥/♠	6-9 HCP,(2♠ over 1♥ splntr)	3NT	13-15 HCP, bal ,3card fit
	2NT	JacobyOpening Hand or bettr	4♣/♦	Splntr. 4♥/4♠ weak

  

2♣	2♦	0 or 1 controls	2♥/♠	2♥= 2, 2♠= 3
	other			

  

2♦	2♥	Pass or correct	3♣/♦	To play
	2♠	Pass or correct	3♥/♠	Pass or correct
	2NT	Strong enquiry	3NT	To play

  

2♥/♠	2NT	Strong enquiry	3NT	To play
	3♣/♦	Pass or correct	4♣/♦	Pass or correct
	3♥/♠	Preemptive	4♥/♠	To play

  

2NT	3♣	To play	4♣	Preemptive
	3♦	To play	4♦	Preemptive
	3♥	Forcing	4♥	To play
	3♠	Forcing	4♠	To play
	3NT	To play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	Good suit, slam interest
3♥/3♠	Good suit, slam interest
4♣	Minor suit keycard
4♦	Minor suit keycard
4♥	To play
4♠	To play

Unusual NT:                      minors                       other suits                       lower 2 unbid suits

other 2 suits, minor oriented

Other slam bidding                      Cue Bids                       Asking Bids

4th Suit Forcing                      One round                       Game force

NT Checkback                       Priorities

Defence to 3NT opening

Defence to opening Two's:                      Multi 2♦                      1st X=values(15+),2nd X=t/o,3rd X=Penalties

RCO style 2-s                      1st X=values(15+),2nd X=t/o,3rd X=penalties

Other 2-s                      1st X=values(15+),2nd X=t/o,3rd X=penalties

Defence to strong ♣                      Hamilton variations

Lebensohl                      Over NT interference

Other uses                      and after we double opp weak 2 or weak response to a weak 2

Take out of 4 level pre-empts                      4♣/4♦                      Double

4♥                      Double                      4♠                      4NT

## OTHER NOTES

1NT 2x X=Penalties

SWINE:1NT - (X) : XX asks for 2♣ and pass my next bid

3NT spec A ask-----4C(0/1)

4D=?-----4H=0,4S=s,4NT=h,5C/D=c/d

then cheapest NT =?Ks,C=0,NT=2,others that K