

## BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Weak, 0-6
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Weak 0-6
Jump shifts after minor opening	weak, 0-6, if to a major; 1C : 2D = 6-9 C raise		
Jump shifts after major opening	3C/3D = 4-8, 1-suiter, 6+ suit; 1S : 3H = FG minors		
Responses to strong 2 suit opening	N/A		
Responses to 2NT opening	3C Stayman, 3D/3H transfers 3S = both minors		

## PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	<input checked="" type="checkbox"/> = Both
Sequence leads:	Overlead all <input checked="" type="checkbox"/>	All except AK x (x) <input type="checkbox"/>
	Underlead <input type="checkbox"/>	Other: A for attitude, king for reverse count
Four or more with an honour	4th highest <input type="checkbox"/>	attitude <input type="checkbox"/> NT
	3rd/5th <input type="checkbox"/> S	Other:
From 4 small	2nd highest <input type="checkbox"/> NT	Other: 3rd vs Suit
From 3 cards (no honour)	top <input type="checkbox"/> NT	middle <input type="checkbox"/> NT
	bottom <input type="checkbox"/> S	
Signal on partner's lead:	high encourage <input type="checkbox"/>	low encourage <input checked="" type="checkbox"/>
	Other: suit-preference in some contexts	
Signal on declarer's lead	Reverse count; possible suit-preference in trumps	
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/>
	odd/even <input checked="" type="checkbox"/>	Other: 2nd discard reverse attitude
Count	natural <input type="checkbox"/>	reverse <input checked="" type="checkbox"/>

## CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other:
4♣	Gerber <input type="checkbox"/>	when?	Jump-raise to 4C; 4D RKCB after minor agreed

### Other Conventions

Cue-bidding = 1st or 2nd round controls	
After major set, 3NT = pivot for cue-bidding	
Use 5-4-3-2-1 count for 1NT / 2NT opening (1NT = 22-25, 2NT = 30-33)	
Cheapest jump-overcall = next 2 suits	



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 PO Box 397  
 Fyshwick ACT 2609  
 Tel: 02 6239 2265  
 FAX: 02 6239 1816  
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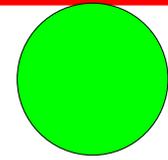


AUSTRALIAN BRIDGE FEDERATION

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## STANDARD SYSTEM CARD

Names:	Ron Klinger	Bill Haughie
ABF Nos:	33642	251739
Basic System:	Standard	Brown Sticker <input type="checkbox"/>
Classification:	Green <input checked="" type="checkbox"/>	Blue <input type="checkbox"/>
	Red <input type="checkbox"/>	Yellow <input type="checkbox"/>



## OPENING BIDS

Describe strength, minimum length, or specific meaning	Canape <input type="checkbox"/>
1♣	9+ pts, 3+ Cs
1♦	9+ pts, 3+ Ds (3)
1♥	9+ pts, 5+ Hs
1♠	9+ pts, 5+ Ss
1 NT	(14)/15-17 [possible upgrades/downgrades] may contain 5 card major
2♣ Stayman:	simple <input type="checkbox"/> extended <input type="checkbox"/> Other: 5CM Stayman
Transfers	2♦ to Hs 2♥ to Ss 2♠ to Cs
2 NT	to Ds Other: 3-level response = splinter
2♣	Strong
2♦	5-8, weak 2 either major (can be 5-suit at favourable vulnerability)
2♥	9-12 weak two (can be 5-suit at favourable vulnerability)
2♠	9-12 weak two (can be 5-suit at favourable vulnerability)
2 NT	(20)/21-22/(23)
3 NT	Specific Ace Ask

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

2D response to 1-major opening = FG artificial	Transfer responses to 1C
1-Major : 2C = 10-12/13 artificial	Leaping Michaels; non-leaping Michaels
1-Major : 2NT = 4+ trumps, 6-13 points	Transfers in some competitive auctions

## COMPETITIVE BIDDING

Negative doubles through	5H	Responsive doubles through	5H
Jump overcalls	2-suiter or inter.	Unusual NT	2 suiter, non-touching suits
1NT overcall (immediate)	15-18	(re-opening)	11-14
Immed cue of minor	Two cheapest suits		
Immed cue of major	Two cheapest suits		
Over opponent's 1NT (weak)	2C = Ds or majors or minors; 2D = C or H or S 1 -suiter		
Over opponent's 1NT (strong)	Ditto		
Over weak twos	X = t-out + Lebensohl		
Over opening threes	X = t-out		

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+ Hs, can be weak	2NT	11-12 natural
	1♥/♠	1H /4+ S, 1S/4+ Ds, maybe weak	3♣	0-6 club raise
	1NT	6-10	3♦	splinter
	2♣	10+ points, 4+ Cs, forcing	3♥	splinter
	2♦	6-9 points, club raise	3♠	splinter
	2♥	0-6, 6+ Hs	3NT	13-15 natural
	2♠	0-6, 6+ Ss	4 bids	natural
1♦	1♥/♠	4+ suit, can be weak	3♣	6-9, diamond raise
	1NT	6-10	3♦	0-6, diamond raise
	2♣	10+ points, 4+ Cs, forcing	3♥	splinter
	2♦	10+ points, 4+ Ds, forcing	3♠	splinter
	2♥	0-6, 6+ suit	3NT	13-15, natural
	2♠	0-6, 6+ suit	4♦	pre-emptive
	2NT	11-12, natural	4 Other	natural
1♥/♠	1NT	6-10	3♣	4-8, 6+ clubs
	2♣	10-12/13, Artificial game-try	3♦	4-8, 6+ diamonds
	2♦	13+, Artificial game-force	3♥/♠	1H:3H 0-6; 1S:3H FG, 5-5 C + D
	2♥/♠	1S:2H NF, 1H:2S FG, 5-5 C + D	3NT	1H:3NT D Spl; 1S:3NT H Spl
	2NT	6-13, 4+ heart raise	4♣/♦	splinter
2♣	2♦	Negative or waiting	2♥/♠	Natural, positive, good suit
other		2NT 10+ balanced		
2♦	2♥	Pass or correct	3♣/♦	natural, invitational
	2♠	Pass or correct; inv. in Hs	3♥/♠	Pass or correct
	2NT	Artificial inquiry	3NT	To play
2♥/♠	2NT	Artificial inquiry, strong	3NT	To play
	3♣/♦	Forcing	4♣/♦	Splinters
	3♥/♠	Natural, not forcing, not inviting	4♥/♠	To play
2NT	3♣	5-card major Stayman	4♣	Natural, 6+ suit, slam interest
	3♦	Transfer to hearts	4♦	Natural, 6+ suit, slam interest
	3♥	Transfer to spades	4♥	To play
	3♠	game-force, both minors	4♠	To play
	3NT	To play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	3C/3D =short in Ds / Hs
3♥/3♠	3H = short in Ss; 3S = short in Cs
4♣	transfer to 4H
4♦	transfer to 4S
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

2C = puppet to 2D; 2D = artificial F/G

### Defence to 3NT opening

4C = majors, Hs = or longer; 4D = majors, Ss longer

### Defence to opening Two's:

Multi 2♦    X = a 5+ overcall in one of the majors;

2H = Takeout of Hs, 2S = Takeout of Ss

### RCO style 2-s

X = values; 2nd X = takeout, 3rd double = penalties

### Other 2-s

Ditto

### Defence to strong ♣

1D/1H/1S = nat; X = clubs, 1NT = minors, 2C = majors or minors

2D = weak 2 in Hs or Ss; 2H/2S = strong 1-suiter in bid suit

### Lebensohl

Over NT interference

Rubensohl

### Other uses

After X of weak twos

### Take out of 4 level pre-empts

4♣/4♦    X = T/O

4♥    X = T/O

4♠    X = T/O

## OTHER NOTES

After opener's 2NT rebid in a number of auctions, we play transfers.

After opener's 1-level rebid, responder's 2NT = puppet to 3C (sign-off or to show 5-5 invite)

After we open 1C/1D and next hand doubles, redouble = 4+ in next suit

After we open 1C/1D and next hand overcalls below 1S, double = 4+ in next suit

1C : (1H) : 1S = diamonds; 1D : (1H) : 1S = clubs; 1H : (X) : 1S = both minors