

## BASIC RESPONSES

Jump raises - minors      limit     forcing     Other: \_\_\_\_\_

Jump raises - majors    limit     forcing     Other: \_\_\_\_\_

Jump shifts after minor opening      strong solid/near solid 6+ 1 suiter, GF

Jump shifts after major opening      strong solid/near solid 6+ 1 suiter, GF

Responses to strong 2 suit opening    next suit = neg/waiting; 2NT = artificial

Responses to 2NT opening              3/4m nat; 3H enq & F; 3S nat & F; 3NT to play

## PLAY CONVENTIONS

✓ = Both

'NT' Versus Notrump                      'S' Versus Suit

Sequence leads:                      Overlead all  **S**                      All except AK x (x)  **NT**

Underlead  Other: \_\_\_\_\_

Four or more with an honour              4th highest  **S**                      attitude

3rd/5th  Other: 4th highest against NT too

From 4 small                      2nd highest  **S**                      Other: 2nd highest against NT too

From 3 cards (no honour)              top                       middle  **S**                      bottom

Signal on partner's lead:                      high encourage                       low encourage

Other: natural count; Foster echoes by 3rd hand when honour led to NT

Signal on declarer's lead                      natural count

Discards                      McKenney                       high encourage                       low encourage

odd/even  Other: natural count, rarely natural attitude

Count                      natural  **S**                      reverse  nat count against NT too

## CONVENTIONS

4NT:                      Blackwood                       RKCB                       Other: \_\_\_\_\_

4♣                      Gerber  when?                      over 1NT

### Other Conventions

4C/4D opening = transfer to 4H/4S	many direct Xs = pen
4th suit F = 1 rnd at 2 level, GF at 3 level	3NT rebid = 7+ pl tricks, may be unbal
cuebid raises of overcalls	long suit trial bids
splinters & mini splinters	SNAP 1NT response to 3rd seat opening
rare psyches	1st rnd controls bid before 2nd rnd controls

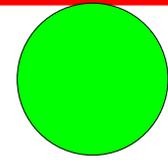


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## STANDARD SYSTEM CARD

Names:                      Felicity Beale                      Diana Smart

ABF Nos:                      130966                      147631

Basic System:                      ACOL ch of suit F                      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 1st/2nd/4th; 15-18 3rd                      may contain 5 card major

2♣ Stayman:                      simple                       extended                       Other: puppet

Transfers                      2♦ H                      2♥ S                      2♠ C

2 NT                      invit                      Other: 3 level = nat, slam try

2♣                      1 rnd F: either 21-22/25-26 HCP bal or 8-9 playing tricks in undisclosed suit/s

2♦                      GF except 23-24 HCP bal

2♥                      6 card suit, weak, 6-bad 11 HCP. May be weaker/stronger/shorter in 3rd-4th seat

2♠                      as for 2H

2 NT                      both minors, 5-5+, 6- poor 11 HCP

3 NT                      transfer to 4 of minor

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

2NT opening	michaels cuebids
puppet stayman (asks 5M)	NAMYATS 4C/4D opening bids
few negative Xs (only after M o/call of our 1m)	15-18 1NT rebid 1st/2nd/4th

## COMPETITIVE BIDDING

Negative doubles through	3S	Responsive doubles through	2S
Jump overcalls	WK; exc V v NV	Unusual NT	michaels, weak or strong
1NT overcall (immediate)	15-18	(re-opening)	11-14, usually stopper
Immed cue of minor	both majors, 5-5+, weak or strong		
Immed cue of major	other major & minor, 5-5+, weak or strong		
Over opponent's 1NT (weak)	2C = both majors; denies Xing strength		
Over opponent's 1NT (strong)	2C = both majors direct; X = both majors 4th/5th seat		
Over weak twos	X		
Over opening threes	X		

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	4+ suit, 5+ HCP	2NT 16+ HCP, 4+ support
	1♥/♠	as for 1D response	3♣ 10-11 HCP, 4+ support
	1NT	8-10 bal, 4 card support	3♦ splinter, 10-12 HCP
	2♣	4+ support, 5-9 HCP	3♥ as for 3D response
	2♦	GF strong 1 suiter	3♠ as for 3D response
	2♥	as for 2D response	3NT 12-15 HCP bal, no 4 M, 4+ supp
	2♠	as for 2D response	4 bids 4 major = natural, weak
1♦	1♥/♠	as for 1C except 1NT	3♣
	1NT	6-9, < 4 card support	3♦
	2♣		3♥
	2♦		3♠
	2♥		3NT
	2♠		4♦ weak, pre; < 5/6 HCP
	2NT		4 Other
1♥/♠	1NT	as for 1D except 2NT/3NT	3♣
	2♣		3♦
	2♦		3♥/♠
	2♥/♠		3NT 12-14 bal raise
	2NT	16+ bal, does not promise fit	4♣/♦ splinter
2♣	2♦	neg/waiting	2♥/♠ 5+ suit, 8+ HCP
	other	2NT = both minors (4-4+) 10+ HCP; 3H/S = nat, 7+ suit semi-pos	
2♦	2♥	neg/waiting	3♣/♦ 5+ suit, 6+ HCP
	2♠	artificial, 6-8 HCP bal	3♥/♠ 7+ suit, semi-pos
	2NT	5 card major, 6+ HCP	3NT
2♥/♠	2NT	enquiry for suit quality/HCP	3NT to play
	3♣/♦	nat F, except after X	4♣/♦
	3♥/♠	nat, no game interest	4♥/♠
2NT	3♣	to play	4♣ to play, 4+ supp
	3♦	to play	4♦ to play, 4+ supp
	3♥	enquiry, F	4♥
	3♠	nat, F	4♠
	3NT	to play	other

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	slam try
3♥/3♠	slam try
4♣	Gerber
4♦	
4♥	nat
4♠	nat

Unusual NT:                      minors                       other suits                       lower 2 unbid suits

other over maj = both min; over min = other min & unknown maj

Weak or strong

Other slam bidding                      Cue Bids                       Asking Bids

4th Suit Forcing                      One round  2 level. GF at 3 level                      Game force

NT Checkback                       Priorities lower own 5+ suit at 2 level, up the line at 3 lev

Defence to 3NT opening

Defence to opening Two's:                      Multi 2♦ X = strong NT+, may be unbal. Next X by either

= TO; subsequent X = pen. 2NT = 15-18, both M stopped

RCO style 2-s if anchored, X = TO; if unanchored X = as for multi 2D

Other 2-s as for 1 openings

Defence to strong ♣

X and 1 level overcalls = either nat or TO for other 3 suits;

1NT = both majs; 2C/2D = that suit & a maj; 2NT = minors

Lebensohl

Over NT interference

Other uses in response to TO X of 2 openings

Take out of 4 level pre-empts

4♣/4♦ X

4♥ X

4♠ card showing

## OTHER NOTES

4NT opening = specific Ace Ask

McCance NT cuebids = show/deny trump features in cuebidding sequence

1st round controls bid before 2nd round controls

NAMYATS 4C/D opening has at least 1 outside A or K and usually shortage

4 card suits bid upwards, no suit bypassed

foster echoes by 3rd seat when honour is led to NT