

## BASIC RESPONSES

Jump raises - minors      limit       forcing       Other: Weak

Jump raises - majors      limit       forcing       Other: Bergen (on over X)

Jump shifts after minor opening      Major= weak 6-card, < 6HCP

Jump shifts after major opening      Bergen

Responses to strong 2 suit opening      2♣ - 2♦ = negative or waiting

Responses to 2NT opening      Puppet Stayman, transfers

## PLAY CONVENTIONS

✓ = Both

'NT' Versus Notrump      'S' Versus Suit

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

Underlead       Other: \_\_\_\_\_

Four or more with an honour      4th highest       attitude

3rd/5th       Other: \_\_\_\_\_

From 4 small      2nd highest       Other: \_\_\_\_\_

From 3 cards (no honour)      top       middle       bottom

Signal on partner's lead:      high encourage       low encourage

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

Signal on declarer's lead      Count

Discards      McKenney       high encourage       low encourage

odd/even       Other: \_\_\_\_\_

Count      natural       reverse

## CONVENTIONS

4NT:      Blackwood       RKCB       Other: 14/30; Minorwood

4♣      Gerber       when? \_\_\_\_\_

### Other Conventions

4th suit forcing to Game	2-way Checkbacks
Cue Raises	
Asking Bids	
Splinters, Mini-splinters	
Support Doubles, Redoubles	



©ABF Marketing  
 PO Box 397  
 Fyshwick ACT 2609  
 Tel: 02 6239 2265  
 FAX: 02 6239 1816  
 Copyright © BCC 6.3.20.1



AUSTRALIAN BRIDGE FEDERATION

INCORPORATED ©

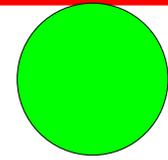
## STANDARD SYSTEM CARD

Names:      Helen Lowry      Berri Folkard

ABF Nos:      162795      20303

Basic System:      Modified Acol      Brown Sticker

Classification:      Green       Blue       Red       Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning      Canape

1♣      2, 11+HCP      1♦      4, 11+HCP      1♥      5, 11+HCP      1♠      5, 11+HCP

1 NT      12-14      may contain 5 card major

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

Transfers      2♦ ♥      2♥ ♠      2♣ ♣

2 NT      ♦      Other: \_\_\_\_\_

2♣      Game force OR 23+ Balanced, OR 8.5-9.5 Playing tricks

2♦      Weak, 6+♦

2♥      Weak, 6+♥

2♠      Weak, 6+♠

2 NT      20-22 HCP, balanced

3 NT      Gambling

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

Bergen raises      Modified Hamilton over opp NT

Inverted minors

Minorwood

## COMPETITIVE BIDDING

Negative doubles through      4♥      Responsive doubles through      4♥

Jump overcalls      Weak      Unusual NT      Minors/lower unbid suits

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

Immed cue of minor      Majors

Immed cue of major      Other Major + Minor

Over opponent's 1NT (weak)      X=Penalty; 2♣=Majors; 2♦=ssMajor; 2♥/♠=M+m

Over opponent's 1NT (strong)      X=ssMinor; 2♣=Majors; 2♦=ssMajor; 2♥/♠=M+m

Over weak twos      X, then Lebensohl

Over opening threes      X

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	6+ HCP, 4+♦	2NT	10-12 balanced
	1♥/♠	6+ HCP, 4+♥/♠	3♣	< 6HCP, 5+♣
	1NT	6-9 HCP, denies 4♦,♥,♠	3♦	Splinter
	2♣	10+ HCP, 5+♣	3♥	Splinter
	2♦	< 6 HCP, 6♦	3♠	Splinter
	2♥	< 6 HCP, 6♥	3NT	To Play
	2♠	< 6 HCP, 6♠	4 bids	4♣=Minorwood, 4♥/♠ to play
1♦	1♥/♠	6+ HCP, 4+♥/♠	3♣	Splinter
	1NT	6-9 HCP, denies 4,♥,♠	3♦	< 6 HCP, 5+♦
	2♣	10+ HCP, 4+♣	3♥	Splinter
	2♦	10+ HCP, 4+♦	3♠	Splinter
	2♥	< 6 HCP, 6♥	3NT	To Play
	2♠	< 6 HCP, 6♠	4♦	Minorwood
	2NT	10-12 balanced	4 Other	4♥/♠ to play
1♥/♠	1NT	6-9 HCP	3♣	6-9 HCP, 4♥/♠
	2♣	10+ HCP, 4+♣	3♦	10 - 12 HCP, 4♥/♠
	2♦	10+ HCP, 4+♦	3♥/♠	<6 HCP, 4♥/♠
	2♥/♠	6-9 HCP, 3♥/♠	3NT	12-15 balanced raise
	2NT	12+ HCP, 4♥/♠	4♣/♦	Splinter
2♣	2♦	<7 HCP, or waiting	2♥/♠	& 3♣/♦= 8+ HCP, 5-card suit, GF
other		after 2♦, 2♥=GF, 23+unbal or 10+ pl tricks suit; then 2♠ = 2nd negative		
2♦	2♥	Not forcing	3♣/♦	3♣= Forcing; 3♦ = To play
	2♠	Not forcing	3♥/♠	Forcing
	2NT	enquiry: then show feature	3NT	To play
2♥/♠	2NT	enquiry: then show feature	3NT	To play
	3♣/♦	Forcing	4♣/♦	Splinter
	3♥/♠	Not forcing	4♥/♠	Play/correct
2NT	3♣	Puppet Stayman	4♣	Minorwood
	3♦	Transfer ♥	4♦	Minorwood
	3♥	Transfer ♠	4♥	To play
	3♠	Transfer minor (then 4m-4♥= KC	4♠	To play
	3NT	To play	other	4NT/5NT = quantitative

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	Slam interest (asks cue: then 3NT no cue)
3♥/3♠	Slam interest
4♣	Minorwood
4♦	Minorwood
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                      2♣ = invitational, 2♥ = natural, 2NT = GF

Defence to 3NT opening                      X = take-out; 4♣ = ♥ + ♠; 4♦ = ♠ + ♥

Defence to opening Two's:                      Multi 2♦                      X = Take out; 2NT = 15-18 balanced, then

RCO style 2-s                      Puppet Stayman, transfers

Other 2-s                      X = Take out; 2NT = 15-18 balanced, then

Defence to strong ♣                      X = Take out; 2NT = 15-18 balanced, then

Defence to strong ♣                      RCOs: X = rank, 1♦ = colour, 1♥/♠ = nat, 1NT = odds

Lebensohl                      Over NT interference

Other uses                      After X of opp weak 2 opening

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

4♥                      X                      4♠                      4NT

## OTHER NOTES

All systems on after X, off over interference: over X our NT, system on

After interference, use splinter, cue raise, not Bergen

Interference over our 2♣ opening: P = 0-4, X = 5+ HCP

Superaccept transfer via poor suit; 2NT = maximum, 3/4 card support

Double of artificial bid shows that suit