

## BASIC RESPONSES

Jump raises - minors      limit       forcing       Other: See over

Jump raises - majors      limit       forcing       Other: Modified Bergen

Jump shifts after minor opening      Strong

Jump shifts after major opening      Mod Berg. 1♥-2NT/3♣= Str ♣♦. 1♠-3♣♦= Str ♣♦

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

Responses to 2NT opening      3♣P/C, 3♦GF, (Strong 2NT) Modified Puppet & Transfers

## PLAY CONVENTIONS

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

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

                                 Underlead       Other: 10 denies J, J from HJT(x), T from HT9(x)

Four or more with an honour      4th highest       NT      attitude

                                 3rd/5th       S      Other: \_\_\_\_\_

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

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

Signal on partner's lead:      high encourage       low encourage

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

Signal on declarer's lead      reverse count

Discards      McKenney       high encourage       low encourage

                                 odd/even       Other: \_\_\_\_\_

Count      natural       reverse

## CONVENTIONS

4NT:      Blackwood       RKCB       Other: 1430, P1D0, PEDO

4♣      Gerber       when?      Minor Suit Keycard

### Other Conventions

2 step reverses and revolving mini spl	RKCB & Voidwood in many "relay" auctions
Transfer Cue raises	Relays after strong raises
Splinters (relay style)	Chrowhurst Variants
Support Dbls & RDbls	Bad-Good 2NT
Asking Bids after RKCB	5th suit forcing some auctions



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## STANDARD SYSTEM CARD

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Basic System:      Natural Openings, Lots of Transfer Responses, Strong NT

Classification:      Green       Blue       Red       Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning      Canape

1♣      11+, 2 only if 4432      1♦      11+, 4      1♥      10+, 5      1♠      10+, 5

1 NT      15- Bad 18      may contain 5 card major

2♣ Stayman:      simple       extended       Other: also 3♣ puppet

Transfers      2♦ to ♥ or range ask      2♥ to ♠      2♠ to ♣

2 NT      to ♦      Other: \_\_\_\_\_

2♣      (22) 23+ bal, Any Game Force

2♦      Multi, Weak 2 in 1 Major (6-10) or 21-22 balanced

2♥      Most 18 - bad 20 Balanced without a 5 card Major

2♠      Weak 2♠(6-11), 5 card suit, may contain side 4 card minor

2 NT      Good Single suited hand AQJxxx plus K outside or better (up to 9 playing tricks)

3 NT      4 level minor preempt with good suit

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

Transfer responses in lots of positions	Often Transfer responses in Comp
Multi 2♦, 2♥ (18-20) bal, 2NT Str Single suit	that may include X, XX, & cues as trf.
1♥/♠ - 2♣ Art GF denies 3 card support	Modified Transfer Advances

## COMPETITIVE BIDDING

Negative doubles through      4♠      Responsive doubles through      7♥

Jump overcalls      Weak      Unusual NT      Lower 2 Suits

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

Immed cue of minor      4♠ & longer other

Immed cue of major      4 Other M & Longer minor

Over opponent's 1NT (weal Strong)      See other side in "Other Notes" Str= min of 13 pts in range

Over opponent's 1NT (stror Weak)      See other side in "Other Notes" Weak= <13 pts in range

Over weak twos      X, leaping Michaels

Over opening threes      X, non-leaping Michaels at 4 level

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+♥'s	2NT	6♣+ 4♥ 7-10
	1♥/♠	1♥=4+♠'s, 1♠= trf to NT	3♣	6♣+ 4♠ 7-11
	1NT	Trf to ♣	3♦	5+♣ and 5+♥ 7-10
	2♣	TRf to ♦	3♥	5+♣ and 5+♠ 7-10
	2♦	Strong ♥ (13-16)	3♠	5+♣ and 5+♦ 7-10
	2♥	Strong ♠ (13-16)	3NT	13-14 exactly 3334
	2♠	Strong ♦ (13-16)	4♣	Pre-emptive raise 0-5, 5/6 ♣'s
1♦	1♥/♠	4+♥/♠	3♣	Strong ♥
	1NT	6-11	3♦	5-9, 4+♦
	2♣	Acol Style 10+	3♥	5+♦ and 5+♥ 7-10
	2♦	10-14, or 18+, 4+♦'s inverted	3♠	5+♦ and 5+♠ 7-10
	2♥	Strong ♠ (13-16)	3NT	13-14 exactly 3343
	2♠	Strong ♣ (13-16)	4♦	Pre-emptive raise 0-5, 5/6 ♦'s
	2NT	15-17 raise GF	4 Other	4♣=6+♣ and 4+♦ weak
1♥/♠	1NT	5-11 < 3 card support to M	3♣	1♠-3♣=Str ♣, 1♥-3♣=Str ♦
	2♣	Any GF generally < 3 card support	3♦	1♠-3♦=Str ♦, 1♥-3♦=4♥'s 6-7
	2♦	1♠-2♦=Trf to ♥. 1♥-2♦=3♥'s.	3♥/♠	1♥/♠-3♥/♠=Wk, 1♠-3♥=4♠'s 6-7
	2♥/♠	1♥-2♥=5-8, 1♥-2♠=4+♥'s 10+	3NT	1♥-3nt= spl ♣, 1♠-3nt= 4(6) 8-11
	2NT	1♥-2nt=Str♣, 1♠-2nt=4+♠ 10+	4♣/♦	Spl (in higher suit opposite 1♥)
2♣	2♦	negative or waiting	2♥/♠	trf to next strain middle slam try
	other	2NT/3♣/♦ = trf to next strain middle slam try. 3♥=♣+♦, 3♠=♣+♦ weak		
2♦	2♥	correctable	3♣/♦	3♣=Invite in M, 3♦=trf to ♥
	2♠	correctable	3♥/♠	3♥=correctable, 3♠=GF ♦&♣
	2NT	Relay at least game try	3NT	to play
2♥/♠	2NT	Trf to 3C	3NT	to play
	3♣/♦	Transfer	4♣/♦	2♠: 2♣/♦ Splinters
	3♥/♠	2♠: 3♥ invite +, 2♠: 3♠ nf raise	4♥/♠	2♠: 4♠ to play
2NT	3♣	P/C	4♣	5+♠ & equal or longer ♥
	3♦	GF ask	4♦	GF 6+♦ & 5+♥/♠
	3♥	GF ♥	4♥	to play
	3♠	GF ♠	4♠	to play
	3NT	to play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	3♣ is puppet as per 2NT-3♣, 3♦ is game values 10+ cards in minors
3♥/3♠	Game values singleton in other M, <4 in bid M
4♣	♥
4♦	♠
4♥	♥
4♠	♠

Unusual NT: minors  other suits  lower 2 unbid suits

other

### Other slam bidding

Cue Bids

Asking Bids

### 4th Suit Forcing

One round

4th trf & 5th suit GF, 4th trf

Game force

### NT Checkback

Priorities

1st step GF

### Defence to 3NT opening

See weak NT.

### Defence to opening Two's:

Multi 2♦ X = takeout ♠, 2♥=takeout ♥, 2NT 15-18

### RCO style 2-s

X = takeout with 2 suits including ♣'s, 3♣= 2 suits not ♣'s

### Other 2-s

X takeout of weak 6 card suit, or anchor Major

### Defence to strong ♣

X=strong, 1NT = any 2 suits, 2NT = any 2 suits (5+ in suits)

All other bids natural obstructive.

### Lebensohl

Over NT interference

direct shows in Lebensohl Positions

### Other uses

All other bids natural obstructive.

### Take out of 4 level pre-empts

4♣/4♦ X

4♥ X. 4NT= 2 places

4♠ X. 4NT= 2 places to play

## OTHER NOTES

DEFENCE TO STRONG NT (contains a min of 13 pts). Dbl=5M+ 4 another,

2♣=♦ or canape M+m, 2♦=trf to ♥, 2♥=♥&♠, 2♠=♠,

2NT=♣, 3♣=♣&♦, 3♦=GF 2 suits, 3NT=GF m's

DEFENCE TO WEAK NT (may contain 12 or fewer pts).

When NT opener is Vulnerable as per Strong NT above.

When NT opener is Not Vul as per Strong NT above except Dbl=16+, 2♥=4+♥&4+♠