

## BASIC RESPONSES

Jump raises - minors      limit     forcing     Other: Weak (1m-2m Inverted)

Jump raises - majors      limit     forcing     Other: Weak

Jump shifts after minor opening      2M Weak    Jump om Raise Usually 7-9HCP

Jump shifts after major opening      3C/3D 4M 3C Invite/3D 7-9    Jump oM Weak

Responses to strong 2 suit opening      ---

Responses to 2NT opening      3C Asks 11+HCP    Other Natural

## PLAY CONVENTIONS

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

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

Underlead     Other: A/Q=Attitude K=Count    Also against Suit Game+

Four or more with an honour      4th highest     attitude

3rd/5th     Other: \_\_\_\_\_

From 4 small      2nd highest     Other: Top (2nd) 5 Small

From 3 cards (no honour)      top     middle     bottom

Signal on partner's lead:      high encourage     low encourage

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

Signal on declarer's lead      \_\_\_\_\_

Discards      McKenney     high encourage     low encourage  **NT**

odd/even     Other: First Discard Only. Then Reverse Count

Count      natural     reverse     \_\_\_\_\_

## CONVENTIONS

4NT:      Blackwood     RKCB     Other: 1430

4♣      Gerber     when?    RKCB 4m in many auctions

### Other Conventions

Blackout After Reverses	Drury 2C After 3rd Seat 1H/1S (2NT=Clubs)
Cue-Raises In Competition	Wide-Range Splinters After 1-Over-1
Bergen Raises	
Leaping Michaels Over Any 2X Opening	
2-Way Checkback After 1NT Rebid	



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## STANDARD SYSTEM CARD

Names:      Blaine Howe      Neil Ewart

ABF Nos:      113984      63541

Basic System:      Standard 2-Over-1      Brown Sticker

Classification:      Green     Blue     Red     Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning      Canape

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

1 NT      14-17HCP      may contain 5 card major

2♣ Stayman:      simple     extended     Other: 8+HCP Asking

Transfers    2♦ Tfr to 2H    2♥ Tfr to 2S    2♠ Tfr to 3C

2 NT      Tfr to 3D    Other: 3X Splinter

2♠      Strong 20-21HCP Flat Or Acol Two Any Suit Or Any GF

2♦      Multi 6H 6-11HCP Or 6S 6-11HCP Or 22-23HCP Flat

2♥      5/5 6-11HCP Hearts Plus Minor

2♠      5/5 6-11HCP Spades Plus Minor

2 NT      5/5 6-11HCP Both Majors

3 NT      Game Pre-empt Any Suit. Better than Direct Game Opening. Ace Responses.

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

Negative Free Bids < 3X Opener's Suit	Canape Transfers* over 1NT/2NT/2C
1X-2M Weak Jump Shifts	Leaping/Non-Leaping Michaels
Frequent Splinters	3NT Opening Good Pre-empt Any Suit

## COMPETITIVE BIDDING

Negative doubles through      4H      Responsive doubles through      4H

Jump overcalls      Weak      Unusual NT      Lower Unbid

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

Immed cue of minor      5/5 Any Range Spades + Other Unbid    Cue-Bid Game Try +

Immed cue of major      5/5 Any Range oM + Minor      2NT Game Try +

Over opponent's 1NT (weak)      Canape Transfers\*

Over opponent's 1NT (strong)      Canape Transfers\*

Over weak twos      X=T/O Lebensohl (Rubinsohl if non-anchored)

Over opening threes      X=T/O Non-Leaping Michaels

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	4+D 6+HCP Walsh*	2NT 11-12HCP Balanced No Major
	1♥/♠	4+M 6+HCP	3♣ Pre-emptive
1NT		6-11HCP No Major	3♦ GF Splinter (1C-4D Void)
2♣		10+HCP 4+Clubs	3♥ GF Splinter
2♦		5+Clubs Usually 7-9HCP	3♠ GF Splinter
2♥		Weak Natural 6H 3-7HCP	3NT 13-15HCP Balanced No Major
2♠		Weak Natural 6S 3-7HCP	4 bids 4C RKCB 4M To Play
1♦	1♥/♠	4+M 6+HCP	3♣ 5+Diamonds Usually 7-9HCP
1NT		6-11HCP No Major	3♦ Pre-emptive
2♣		2-o-1* 4+Clubs	3♥ GF Splinter
2♦		10+HCP 4+Diamonds	3♠ GF Splinter
2♥		Weak Natural 6H 3-7HCP	3NT 13-15HCP Balanced No Major
2♠		Weak Natural 6S 3-7HCP	4♦ RKCB
2NT		11-12HCP Balanced No Major	4 Other 4C Splinter 4M To Play
1♥/♠	1NT	6-11HCP No Major	3♣ 4(3)M Support 10-11HCP
	2♣	2-o-1* 4+Clubs (Drury* Applies)	3♦ 4M Support 7-9HCP
	2♦	2-o-1* 4+Diamonds	3♥/♠ 4(5)M 3-6HCP (1S-3H=Weak)
	2♥/♠	6-9HCP 3M (1H-2S=Weak)	3NT 12-15HCP 3M Flat Raise
	2NT	Jacoby 4M GF	4♣/♦ Splinter 9-12HCP
2♣	2♦	0-3HCP or 10+HCP	2♥/♠ 2H 4-6HCP Any 2S=7-9HCP Flat
other		2NT/3C/3D/3H 7-9HCP Transfer	3S=5S/4H 3NT=5D/4C Both 7-9HCP
2♦	2♥	Correctible	3♣/♦ Natrual NF Constructive
	2♠	Correctible	3♥/♠ Correctible
	2NT	Asks 11+HCP*	3NT 4/4 Majors Weak
2♥/♠	2NT	Asks 11+HCP + Continuations	3NT To Play
	3♣/♦	Correctible	4♣/♦ Correctible
	3♥/♠	Natural Raise is Weak	4♥/♠ To Play
2NT	3♣	Puppet Asks for 5cM	4♣ Slam Invite 6+Clubs
	3♦	Tfr to 3H 5+H	4♦ Slam Invite 6+Diamonds
	3♥	Tfr to 3S 5+S	4♥ Slam Invite 6+Hearts
	3♠	Both Minors GF	4♠ Slam Invite 6+Spades
	3NT	To Play	other ***These are for 2NT Natural

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦ Splinter GF

3♥/3♠ Splinter GF

4♣ Slam Try Hearts Good Suit

4♦ Slam Try Spades Good Suit

4♥ To Play

4♠ To Play

Unusual NT: minors  other suits  lower 2 unbid suits

other Cheapest Cue-Bid Advance = Game Try

Other slam bidding Cue Bids  Asking Bids

4th Suit Forcing One round  GF or 4-Card Invite Game force

NT Checkback  Priorities 2C=Puppet/Invite 2D=GF 2NT=Forces 3C

Defence to 3NT opening 4C=m+M 4D=Majors

Defence to opening Two's: Multi 2♦ X=15+HCP Rubinsol Responses

RCO style 2-s X=15+HCP Rubinsol Responses

Other 2-s X=T/O Lebensohl Responses Leaping Micheals

Defence to strong ♣ Canape Transfers\*

Lebensohl Over NT interference  Rubinsohl Style Tfrs Invite +

Other uses

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ X

## OTHER NOTES

\* Walsh - 1M not 1D Over 1C unless GF or 6+Diamonds

\* 2-o-1 GF unless Responder Rebids Minor

\* Drury 2C 3rd Seat Openings Then Rebid Weak

\* 2D-2NT-? 3C=Weak 3D/3H=Medium Tfr 3S/3N=Max Tfr

\* Canape Transfers Over 1NT: 2C=D/D-Canape/Both m/Both M 5/4 2D=H/H-Canape

2H=S/S-Canape 2S=5/5 Blacks 2NT=C/C-Canape 3C=C+H 3D=D+S