

BASIC RESPONSES

Jump raises - minors limit forcing Other: weak

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Jump shifts after minor opening weak in majors; invite+ raise in other minor

Jump shifts after major opening Bergen

Responses to strong 2 suit opening NA

Responses to 2NT opening Puppet Stayman and transfers

PLAY CONVENTIONS

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

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

Underlead Other: underlead QT9

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 reverse count

Discards McKenney high encourage low encourage

odd/even Other: first discard only

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: _____

4♣ Gerber when? immediately over 1NT/2NT opening or rebid

Other Conventions



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AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names: David Lilley Zol Nagy

ABF Nos: _____

Basic System: Standard

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

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

1 NT 15-17 may contain 5 card major

2♣ Stayman: simple extended Other: _____

Transfers 2♦ => ♥ 2♥ => ♠ 2♣ => ♣

2 NT => ♦ Other: _____

2♣ (1) 6-10 both majors 5+4+ (2) 23-24 balanced, or (3) 9 PTs in any suit

2♦ (1) 6 card weak two in ♥ or ♠ (2) any GF

2♥ 5 card weak two in ♥ 8-11

2♠ 5 card weak two in ♠ 8-11

2 NT (20)21-22 balanced

3 NT 1st/2nd seat = good pre-empt in a major (2 of top 3 honours): 3rd/4th seat to play

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

2♣ weak both majors OR strong Cross over raises in all four suits

Forcing NT after 1M opening

Transfers after two level competition

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 7♦

Jump overcalls weak Unusual NT two lowest suits

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

Immed cue of minor majors 5+ 5+

Immed cue of major other major and a minor 5+ 5+

Over opponent's 1NT (weak) 2♣ = 5♥ and another suit; 2♦ = 5♠ and another

Over opponent's 1NT (strong) as above

Over weak twos X

Over opening threes X

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	5+ 4+ suit	2NT	Forcing raise, 16+
	1♥/♠	5+ 4+ suit	3♣	Pre-emptive, 6+♣
	1NT	6-10 no 4 major	3♦	Splinter GF
	2♣	5-9 5+ support	3♥	Splinter GF
	2♦	Artificial invite+; 4+ ♣	3♠	Splinter GF
	2♥	Weak	3NT	Balanced raise, 13-15
	2♠	Weak	4 bids	Pre-emptive
1♦	1♥/♠	5+ 4+ suit	3♣	Artificial invite+; 4+♦
	1NT	6-10 no major	3♦	Pre-emptive 5+♦
	2♣	Natural 10+	3♥	Splinter GF
	2♦	5-9 4+ support	3♠	Splinter GF
	2♥	Weak	3NT	Balanced raise 13-15
	2♠	Weak	4♦	Pre-emptive
	2NT	Forcing raise 16+	4 Other	4♣ = splinter GF
1♥/♠	1NT	6-10 F1	3♣	Bergen or GF raise w side suit
	2♣	Natural 10+	3♦	Bergen
	2♦	Natural 10+	3♥/♠	Weak
	2♥/♠	9-11 with 3 card support	3NT	Balanced raise 12-15
	2NT	Forcing raise, 16+	4♣/♦	Splinter
2♣	2♦	Enquiry	2♥/♠	To play opposite weak hand
	other	2NT game try+ enquiry		
2♦	2♥	Pass/correct	3♣/♦	NNF
	2♠	NNF	3♥/♠	Natural invite (not P/C)
	2NT	Game try+ enquiry	3NT	To play opposite weak hand
2♥/♠	2NT	Game try+ enquiry	3NT	To play
	3♣/♦	Natural non-forcing	4♣/♦	Natural GF
	3♥/♠	To play/pre-emptive	4♥/♠	To play
2NT	3♣	Puppet Stayman	4♣	Gerber
	3♦	=> ♥	4♦	=> ♥
	3♥	=> ♠	4♥	=> ♠
	3♠	Shape enquiry	4♠	To play
	3NT	To play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Natural GF, good suit
3♥/3♠	Natural GF, moderate suit
4♣	Gerber
4♦	=> ♥
4♥	=> ♠
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 GF

NT Checkback

Priorities 2♣ puppet to 2♦; 2♦ GF; 2NT puppet to 3♣

Defence to 3NT opening

4♣ = Ms; 4♦ = one major; 4M = that M + minor

Defence to opening Two's:

Multi 2♦ X = 16+

RCO style 2-s

X = 16+

Other 2-s

X = T/O over natural bids

Defence to strong ♣

simple overcalls show touching suits; X = ♣ + ♥; 1NT = ♦ + ♠

jump overcalls weak

Lebensohl

Over NT interference 2NT = GF

Other uses

Take out of 4 level pre-empts

4♣/4♦ X
4♥ X 4♠ X

OTHER NOTES

After we open and interference at the two level, 2NT through 3♥ are transfers.