

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: 5-9

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, some initial Smith vs NT

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♣ Most 18 - bad 20 bal, Any Unbalanced Game Force with a least 4♣

2♦ Multi: Weak 2 in 1 Major (6-10) or most 22- bad 24 bal

2♥ Most 20 - bad 22 Balanced, or Bal GF, GF without 4♣

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

Trf after some other preempts. that may include X, XX, & cues as trf.

1♥/♠ - 2♣ Art GF denies 3♣. 2♣, 2♦, 2♥, 2NT opening refer card

## COMPETITIVE BIDDING

Negative doubles through 4♣ Responsive doubles through 7♥

Jump overcalls Weak Unusual NT (1x)-2NT= str 1 suited. Others see notes

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

Immed cue of minor 4♣ & longer other

Immed cue of major (1♠)-2♣= 4♥ & longer minor, (1♥)-2♥= 4♣ & 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 (storr 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

