

## BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Weak (0-4)
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Weak (0-5)
Jump shifts after minor opening	In M=Weak, natural; In Om=5-8 raise		
Jump shifts after major opening	Bergen		
Responses to strong 2 suit opening	N/A		
Responses to 2NT opening	3♣=Stayman, 3♦/♥=Transfers, 3♠=minors		

## PLAY CONVENTIONS

<b>'NT'</b> Versus Notrump	<b>'S'</b> Versus Suit	✓ = Both
Sequence leads:	Overlead all <input type="checkbox"/> <b>S</b>	All except AK x (x) <input type="checkbox"/>
	Underlead <input type="checkbox"/>	Other: Vs NT, A or Q = attitude, K = unblock or count
Four or more with an honour	4th highest <input checked="" type="checkbox"/>	attitude <input type="checkbox"/>
	3rd/5th <input type="checkbox"/>	Other: _____
From 4 small	2nd highest <input checked="" type="checkbox"/>	Other: _____
From 3 cards (no honour)	top <input type="checkbox"/>	middle <input checked="" type="checkbox"/> bottom <input type="checkbox"/>
<b>Signal</b> on partner's lead:	high encourage <input type="checkbox"/>	low encourage <input type="checkbox"/>
	Other: Natural count	
<b>Signal</b> on declarer's lead	Natural count/Suit preference/Smith Peters in NT	
<b>Discards</b>	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/> low encourage <input type="checkbox"/>
	odd/even <input type="checkbox"/>	Other: Natural count except in cash out & 5+level
<b>Count</b>	natural <input checked="" type="checkbox"/>	reverse <input type="checkbox"/>

## CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: 1/4 0/3 except if ♣
4♣	Gerber <input type="checkbox"/>	when? _____	

### Other Conventions

4th suit forcing to game	Lebensohl/Scramblesohl
Inverted minor raises	3NT often non-serious slam try (M agreed)
Drury after 3rd/4th seat major opening	Cue raises
DOPI, ROPI & PEDO	4m often Minorwood
Blackout	1-2-3 doubles



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AUSTRALIAN BRIDGE FEDERATION

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## STANDARD SYSTEM CARD

Names:	Arjuna de Livera	Bruce Neill	
ABF Nos:	196134	45632	
Basic System:	Standard	Brown Sticker <input type="checkbox"/>	
Classification:	Green <input checked="" type="checkbox"/> Blue <input type="checkbox"/> Red <input type="checkbox"/> Yellow <input type="checkbox"/>		

## OPENING BIDS

Describe strength, minimum length, or specific meaning				Canape <input type="checkbox"/>			
1♣	3	1♦	3	1♥	5	1♠	5
1 NT	15-17				may contain 5 card major <input checked="" type="checkbox"/>		
2♣ Stayman:	simple <input checked="" type="checkbox"/>	extended <input type="checkbox"/>	Other: _____				
Transfers	2♦ ♥	2♥ ♠	2♣ Range probe/♣				
2 NT	♦ or Weak ♣+♦		Other: 3 any=GF, singleton/void in suit above				
2♣	Game Force						
2♦	6-10 HCP, 5+♦ (6 if vul)						
2♥	6-10 HCP, 5+♥ (6 if vul)						
2♠	6-10 HCP, 5+♠ (6 if vul)						
2 NT	20-22 balanced						
3 NT	Gambling, no more than a queen outside						

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

Canape transfers over opponents 1NT	NT openings can be off-shape
Drury	
Bergen raises	

## COMPETITIVE BIDDING

Negative doubles through	4♥	Responsive doubles through	4♥
Jump overcalls	Weak	Unusual NT	Lower suits 5+/5+
1NT overcall (immediate)	15-18	(re-opening)	11-14
Immed cue of minor	Majors 5+/5+		
Immed cue of major	Other major & a minor 5+/5+		
Over opponent's 1NT (weak)	Canape transfers		
Over opponent's 1NT (strong)	Canape transfers		
Over weak twos	X=Takeout		
Over opening threes	X=Takeout		

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	6+ HCP, 4+ ♦	2NT	GF raise, 4+♣
	1♥/♠	6+ HCP, 4+ ♥/♠	3♣	0-4 raise
	1NT	6-11 HCP	3♦	GF splinter raise, 5+♣
	2♣	9-12 raise	3♥	GF splinter raise, 5+♣
	2♦	5-8 raise	3♠	GF splinter raise, 5+♣
	2♥	4-7, natural	3NT	To play
	2♠	4-7, natural	4 bids	Natural/to play

1♦	1♥/♠	6+ HCP, 4+ ♥/♠	3♣	5-8 raise
	1NT	6-11 HCP	3♦	0-4 raise
	2♣	Natural, GF unless rebid ♣	3♥	GF splinter raise, 5+♦
	2♦	9-12 raise	3♠	GF splinter raise, 5+♦
	2♥	4-7, natural	3NT	To play
	2♠	4-7, natural	4♦	Pre-emptive
	2NT	GF raise, 4+♦	4 Other	Natural/to play

1♥/♠	1NT	6-11 HCP	3♣	Bergen 6-9 raise
	2♣	Natural, GF unless rebid ♣	3♦	Bergen 10-12 raise
	2♦	Natural, GF unless rebid ♦	3♥/♠	0-5 4+card raise
	2♥/♠	6-9 3-card raise	3NT	13-15 balanced 3-card raise
	2NT	Jacoby	4♣/♦	Splinter raise

2♣	2♦	0-3 or 10+ HCP any shape	2♥/♠	2♥4-6 HCP any shape, 2♠ other
other		2♠, 2NT, 3♣, 3♦, 3♥, = 7-9 HCP transfers; 3♠=Ms; 3NT=ms		

2♦	2♥	Natural 1RF	3♣/♦	3♣ Natural GF, 3♦=To play
	2♠	Natural 1RF	3♥/♠	Splinter raise
	2NT	Puppet to 3♣	3NT	To play

2♥/♠	2NT	Puppet to 3♣	3NT	To play
	3♣/♦	Natural 1RF	4♣/♦	Splinter raise
	3♥/♠	To play	4♥/♠	To play

2NT	3♣	Puppet Stayman	4♣	Natural, slam try
	3♦	Transfer to ♥	4♦	Natural, slam try
	3♥	Transfer to ♠	4♥	Natural, slam try
	3♠	Minor suit Stayman	4♠	Natural, slam try
	3NT	To play	other	N/A

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	Shortage in next suit above
3♥/3♠	Shortage in next suit above
4♣	Transfer to ♥
4♦	Transfer to ♠
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

### Defence to 3NT opening

4♣/4♦ = both majors

### Defence to opening Two's:

Multi 2♦    X= 13-15 bal or any 18+, and next X=TO

### RCO style 2-s

123 Xs

### Other 2-s

X=Takeout, with Scramblesohl and next X=TO

Cue=Strong 2-suiter

### Defence to strong ♣

X=Majors 1NT=Minors

### Lebensohl

Over NT interference

### Other uses

Over our weak 2 openings

### Take out of 4 level pre-empts

4♣/4♦    X

4♥    X

4♠    4NT (X shows cards)

## OTHER NOTES

Cue bids of 1st or 2nd round controls

1H-2S and 1S-3H = 3-card raise, 10-12 HCP