

BASIC RESPONSES

Jump raises - minors limit forcing Other: 0-6, pre-emptive
 Jump raises - majors limit forcing Other: 0-6 pre-emptive
 Jump shifts after minor opening 1C : 2D = C raise; 1D : 3C = D raise; 2H/2S weak
 Jump shifts after major opening 3C/3D 4-8, natural, NF; 1H : 2S, 1S : 3H = FG, C+D
 Responses to strong 2 suit opening 2C : 2D = waiting or negative; others natural, FG
 Responses to 2NT opening 3C = 5CM Stayman; 3S = minors Stayman; 3D/3H = tfrs

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit = Both
 Sequence leads: Overlead all All except AK x (x)
 Underlead Other: _____
 Four or more with an honour 4th highest attitude
 3rd/5th Other: _____
 From 4 small 2nd highest Other: 3rd vs suit
 From 3 cards (no honour) top middle bottom
 Signal on partner's lead: high encourage low encourage
 Other: suit-preference in some contexts
 Signal on declarer's lead reverse count; suit-preference in some contexts
 Discards McKenney high encourage low encourage
 odd/even Other: 2nd discard reverse attitude
 Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: _____
 4♣ Gerber when? If jump agreeing clubs; 4D can also be RKCB.

Other Conventions

Cue-bids = 1st or 2nd round control Cheapest jump-overcall = next 2 suits
 After major set, 3NT = pivot for cue-bids Other jump-overcalls = intermediate
 We use 5-4-3-2-1 (A = 5 / 10 = 1) to value 2NT jump-overcall = non-touching suits
 balanced hands (1NT 22-25, 2NT = 30-33)



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AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names: Ron Klinger Bill Haughie
 ABF Nos: 33642 251739
 Basic System: Standard Brown Sticker
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 9+ pts, 3+ Cs 1♦ 9+ pts, 3+ Ds 1♥ 9+ pts, 5+ Hs 1♠ 9+ pts, 5+ Ss
 1 NT (14)15-17(18) (we use 22-25 5-4-3-2-1 pts) may contain 5 card major
 2♣ Stayman: simple extended Other: 5-card major inquiry
 Transfers 2♦ to Hs 2♥ to Ss 2♠ to Cs
 2 NT to Ds Other: 3C / 3D / 3H / 3S = shortage in D / H / S / C
 2♣ Strong
 2♦ 5-9, weak 2 in Hs OR in Ss
 2♥ weak 2 in hearts, 9-12
 2♠ weak 2 in spades, 9-12
 2 NT (20) 21-22 (23) [30-33 in 5-4-3-2-1 count]
 3 NT Specific Ace Ask

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

1-Major : 2D = Force to Game, artificial Transfer responses at 1-level, including double
 1-Major : 2C = (9)10-12 (13) points, artificial and redouble; Leaping Michaels;
 1-Major : 2NT = 4+ trumps, 6-13 points Non-leaping Michaels; Specific 2-suiters

COMPETITIVE BIDDING

Negative doubles through 5H Responsive doubles through 5H
 Jump overcalls 2-suits / interm Unusual NT 2-suiter, non-touching suits
 1NT overcall (immediate) (14)15-18(19) (re-opening) (10)11-14(15)
 Immed cue of minor 2-suiter, next two suits along
 Immed cue of major 2-suiter, next two suits along
 Over opponent's 1NT (weak) 2C = Ds or majors or minors; 2D = any 1-suiter
 Over opponent's 1NT (strong) Ditto
 Over weak twos X = takeout + Lebensohl
 Over opening threes X = takeout; 4C/4D = non-leaping Michaels

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+♥, can be weak	2NT	11-12 natural
	1♥/♠	1♥=4+♠; 1♠=4+♦	3♣	5+♣ preemptive
	1NT	6-10 bal, denies 4+♦/♥/♠	3♦	Spltr, 15+
	2♣	4+♣; 10+hcp forcing	3♥	Spltr, 15+
	2♦	5+♣ 6-9hcp	3♠	Spltr, 15+
	2♥	weak 0-6 6+♥	3NT	13-15 natural
	2♠	weak 0-6 6+♠	4 bids	To play

1♦	1♥/♠	Natural	3♣	5+♣ 6-9hcp
	1NT	Natural	3♦	5+♦ preemptive
	2♣	Natural, forcing	3♥	Spltr, 15+
	2♦	4+♦; 10+hcp forcing	3♠	Spltr, 15+
	2♥	weak 0-6 6+♥	3NT	13-15 natural
	2♠	weak 0-6 6+♠	4♦	Preemptive
	2NT	11-12 natural	4 Other	4♣=Spltr 15+, others to play

1♥/♠	1NT	Natural	3♣	Weak 7+♣, about 4-8
	2♣	Game Try artificial	3♦	Weak 7+♦, about 4-8
	2♦	Game Force artificial	3♥/♠	4 card raise, weak 0-6
	2♥/♠	3 card raise	3NT	Spltr in suit below opener's
	2NT	4 card raise, 6-13hcp	4♣/♦	Spltr

2♣	2♦	Neg or waiting	2♥/♠	Positive with decent 5 cd suit
other	2NT 10+ balanced.		3♣/♦/♥/♠	1-2 loser 6+ suit and out

2♦	2♥	Pass or correct	3♣/♦	NF
	2♠	Pass or correct	3♥/♠	Pass or correct
	2NT	Strong enquiry	3NT	Natural

2♥/♠	2NT	Ogust	3NT	Natural
	3♣/♦	Forcing	4♣/♦	Spltr
	3♥/♠	Preemptive	4♥/♠	Raise is natural

2NT	3♣	Puppet Stayman	4♣	Natural, 6+ Slam interest
	3♦	Tfr to ♥	4♦	Natural, 6+ Slam interest
	3♥	Tfr to ♠	4♥	Natural, 6+ Slam interest
	3♠	Minors 5+/4+ GF	4♠	Natural, 6+ Slam interest
	3NT	Natural	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Shortage in suit above
3♥/3♠	Shortage in suit above
4♣	Tfr to ♥
4♦	Tfr to ♠
4♥	Natural
4♠	Natural

Unusual NT: minors other suits lower 2 unbid suits

other Two non-touching suits

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round Game force

NT Checkback Priorities

Defence to 3NT opening X=16+any; 4♣/♦ better Major T.O. (♣=♥/♦=♠)

Defence to opening Two's: Multi 2♦ X= Has a ♥ or ♠ o/call; 2♥ or 2♠ = T.O. suit bid

4♣/♦=leaping Michaels, major undefined

RCO style 2-s X = values; 2NT= 15-18; Pass then X = T.O.

Other 2-s X = values; 2NT= 15-18

Defence to strong ♣ 1NT=odd suits, 2♣= 2 suits same rank, 2♦ = 2 suits same colour

2♥/♠=Strong weak 2, about 12-15 hcp, around 6 losers

Lebensohl Over NT interference

Other uses Competitive auctions

Take out of 4 level pre-empts 4♣/4♦ X=T.O.

4♥ X=T.O. 4♠ X=T.O.

OTHER NOTES

After opener's 2NT rebid in a number of auctions, we play transfers.

After opener's 1-level rebid, responder's 2NT = puppet to 3♣ (signoff or 5/5 Game invite)

Transfers over 1 level overcalls