

## BASIC RESPONSES

Jump raises - minors    limit     forcing     Other: weak

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Jump shifts after minor opening    1m-2M strong; 1♣-2♦=10+5+♦; 1♦-3♣=INV

Jump shifts after major opening    1♥-2♠=strong; 1♠-3♥=strong; 1M-3m=INV

Responses to strong 2 suit opening

Responses to 2NT opening    5 card puppet Stayman

## PLAY CONVENTIONS

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

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

Underlead     Other: A/Q asks for attitude, K for count

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: McKenney if appropriate

Signal on declarer's lead

Discards    McKenney     high encourage     low encourage

odd/even     Other:

Count    natural     reverse

## CONVENTIONS

4NT:    Blackwood     RKCB     Other: 102Q

4♣    Gerber     when?

Other Conventions

2♣/♦= INV/GF checkback



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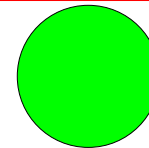
## STANDARD SYSTEM CARD

Names:    Michael Courtney    Richard Jedrychowski

ABF Nos:    75469    590835

Basic System:    2/1 GF    Brown Sticker

Classification:    Green     Blue     Red     Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning    Canape

1♣ 10+ 0+♣    1♦ 10-21 4+♦    1♥ 10-21 5+♥    1♠ 10-21 5+♠

1 NT 15-17    may contain 5 card major

2♣ Stayman:    simple     extended     Other:

Transfers    2♦ ♥    2♥ ♠    2♣ ♣ or INV

2 NT ♦    Other: 5431

2♣ both M's

2♦ 6+ ♥/♠

2♥ 5♥ 4+m

2♠ 5♠ 4+m

2 NT 20-21

3 NT Gambling

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

1♣ = 0+♣

2♣ = both M's

## COMPETITIVE BIDDING

Negative doubles through    4♠    Responsive doubles through    4♠

Jump overcalls    weak    Unusual NT    for unbid suit or minors

1NT overcall (immediate)    15-18    (re-opening)    10-14

Immed cue of minor    Michaels

Immed cue of major    Michaels

Over opponent's 1NT (weak)    X=13+; 2♣=both M's; 2♦=6+♥/♠; 2M=5M4+m

Over opponent's 1NT (strong)    X=4M5m; 2♣=both M's; 2♦=6+♥/♠; 2M=5M4+m

Over weak twos    X for takeout

Over opening threes    X for takeout

# RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	0-6 any; 7-11 no 4M; 16+ no 4M	2NT	14-15 BAL
	1♥/♠	7+ 4+♥/♠	3♣	6+♣ INV
	1NT	10-11	3♦	6+♦ INV
	2♣	5+♣ GF	3♥	7 solid any suit
	2♦	5+♦ GF	3♠	transfer to NT
	2♥	5+♥ GF	3NT	12-13 BAL
	2♠	5+♠ GF	4 bids	

1♦	1♥/♠	0+ 4+♥/♠	3♣	6+♣ INV
	1NT	6-11	3♦	weak 4+♦
	2♣	5+♣ GF	3♥	splinter
	2♦	4+♦ INV+	3♠	splinter
	2♥	5+♥ GF	3NT	to play
	2♠	5+♠ GF	4♦	
	2NT	INV	4 Other	

1♥/♠	1NT	F1	3♣	6+♣ INV
	2♣	GF BAL or ♣	3♦	6+♦ INV
	2♦	5+♦ GF	3♥/♠	weak
	2♥/♠	6-10	3NT	better hand than direct 4♥/♠
	2NT	INV	4♣♦	splinter

2♣	2♦	F1	2♥/♠	to play
	other			

2♦	2♥	P/C	3♣♦	to play/INV
	2♠	P/C	3♥/♠	PRE
	2NT	F1	3NT	

2♥/♠	2NT	F1	3NT	better hand than direct 4♥/♠
	3♣♦	NAT	4♣♦	P/C
	3♥/♠	PRE	4♥/♠	to play

2NT	3♣	puppet stayman	4♣	♣
	3♦	♥	4♦	♦
	3♥	♠	4♥	to play
	3♠	minors	4♠	to play
	3NT	to play	other	

# CONVENTIONS

## Additional responses to 1NT

3♣/3♦	0-1♣/0-1♦
3♥/3♠	0-1♥/01-♠
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 2♣ INV / 2♦ GF

## Defence to 3NT opening

X = cards

## Defence to opening Two's:

Multi 2♦ X = T/O off ♠

## RCO style 2-s

## Other 2-s

X = T/O

## Defence to strong ♣

X = ♥+♣; 1♦ = ♥+♦; 1♥ = ♥+♠; 1♠ = ♠+♣; 1NT = ♠+♦; 2♣ = ♣+♦

other NAT

## Lebensohl

Over NT interference

## Other uses

Over weak twos by opponents

## Take out of 4 level pre-empts

4♣/4♦ X

4♥ X 4♠ X

# OTHER NOTES

1NT may contain 5M or 6m