

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: 3♣ PRE, 3♦ INV  
 Jump raises - majors limit  forcing  Other: PRE  
 Jump shifts after minor opening 2♦ ART GF raise, 1♣2M SPL, 1♦2M wk, 3♣ INV  
 Jump shifts after major opening 3♣ GF 4+M, modified Bergen raises, 2NT NAT  
 Responses to strong 2 suit opening 2♦ denies KQxxx+ (M) or good 6 card suit  
 Responses to 2NT opening 3♣ maj enquiry, 3♦/♥/NT/4♣/♦/♥ xfrs, 3♠ pup to 3NT

## PLAY CONVENTIONS

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

## CONVENTIONS

4NT: Blackwood  RKCB  Other:  
 4♣ Gerber  when?

### Other Conventions

good/bad 2NT in competition minorwood  
 many low level takeout doubles transfers at 3 level after 1♦ (2M)  
 fit showing jumps in competition  
 fit showing jumps by passed hand  
 splinters



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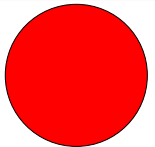


AUSTRALIAN BRIDGE FEDERATION

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## STANDARD SYSTEM CARD

Names: Pauline GUMBY Warren LAZER  
 ABF Nos: 24732 35238  
 Basic System: Standard (2/1 GF) Brown Sticker   
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 11+, 2+♣\* 1♦ 11+, 2+♦\* 1♥ 11+, 5+♥ 1♠ 11+, 5+♠  
 1 NT 14-16 may contain 5 card major   
 2♣ Stayman: simple  extended  Other: game force relay  
 Transfers 2♦ artificial, invite 2♥ 5+♥, NF 2♠ 5+♠, NF  
 2 NT puppet to 3♣ Other: 3M=3M, shortage in other major  
 2♠ game force  
 2♦ 6-10, both majors, 4+♥ and 4+♠  
 2♥ 8+ playing tricks in♥  
 2♠ 8+ playing tricks in♠  
 2 NT 21-23 balanced  
 3 NT gambling

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

\* 1♠ = 17-20 bal 2+♣ or 11+ and 4+♣ 2♦ weak both majors  
 \* 1♦ = 11-13 bal 2+♦ or 11+ and 4+♦ optimal 2's over strong 1♣

## COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥  
 Jump overcalls see inside Unusual NT lower unbid suits  
 1NT overcall (immediate) 15-18 (re-opening) 11-14  
 Immed cue of minor Michaels 5♥ & 5♠  
 Immed cue of major 5 other major & 5+♣ (3♣ = 5 other major & 5♦)  
 Over opponent's 1NT (weak) canape transfers, DONT by passed hand  
 Over opponent's 1NT (strong) canape transfers, DONT by passed hand  
 Over weak twos X for takeout, Michaels, leaping Michaels  
 Over opening threes X for takeout, Michaels

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	0+ hcp, 4+♦	2NT	12-15 or 18+ balanced
	1♥/♠	0+ hcp, 4+ ♥/♠	3♣	preemptive
	1NT	9-11 hcp, denies major	3♦	splinter
	2♣	6-9, 4+♣	3♥	splinter
	2♦	ART GF raise in ♣	3♠	splinter
	2♥	splinter, 5+ ♣, 6-9 hcp	3NT	16-17 flat
	2♠	splinter, 5+ ♣, 6-9 hcp	4 bids	preemptive
1♦	1♥/♠	5+ hcp, 4+ ♥/♠	3♣	natural NF, constructive
	1NT	5-12 hcp, denies major	3♦	natural NF, constructive
	2♣	game forcing 5+(4) ♣	3♥	preemptive
	2♦	5+♦, game forcing	3♠	preemptive
	2♥	very weak, 0-5 hcp, 6+♥	3NT	16-17 flat
	2♠	very weak, 0-5 hcp, 6+♠	4♦	preemptive
	2NT	13-15 or 18+ balanced	4 Other	♣ splinter, ♥/♠ preempt
1♥/♠	1NT	5-12 hcp, semi forcing	3♣	ART GF raise in ♥/♠
	2♣	game forcing, 4+♣	3♦	4+ raise, 8 losers
	2♦	game forcing, 4+♦	3♥/♠	preemptive raise
	2♥/♠	6-9, 3+ ♥/♠	3NT	16-17 flat, <4 card support
	2NT	13-15 or 18+ balanced (<4M)	4♣♦	splinter (1♠ 4♥ splinter)
2♣	2♦	denies KQxxx or better in ♥/♠	2♥/♠	KQxxx or better
	other	2NT=minors, 3 suit=one loser suit, 3NT= solid suit		
2♦	2♥	to play	3♣♦	natural, non forcing
	2♠	to play	3♥/♠	invitational
	2NT	game interest relay	3NT	to play
2♥/♠	2NT	negative / waiting	3NT	9-11 balanced, 4-4 in minors
	3♣♦	natural, positive, good suit	4♣♦	splinter
	3♥/♠	natural, strong	4♥/♠	weak
2NT	3♣	major enquiry	4♣	transfer to ♦
	3♦	transfer to ♥	4♦	transfer to ♥
	3♥	transfer to ♠	4♥	transfer to ♠
	3♠	puppet to 3NT	4♠	10-11, balanced
	3NT	transfer to ♣	other	4NT 12+ hcp, bal, forcing

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	3♣ puppet Stayman, 3♦ to play
3♥/3♠	3♥/♠, shortage in other major
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♣ forces 2♦, 2♦ GF, 2NT puppet to 3♣

### Defence to 3NT opening

double for takeout

### Defence to opening Two's:

Multi 2♦                      double=13-15 balanced or good hand

2NT = 16-18 balanced with 5 card Stayman

### RCO style 2-s

double=13-15 balanced or good hand

2NT = 16-18 balanced with 5 card Stayman

### Other 2-s

double for takeout if suit bid is natural otherwise

double=13-15 balanced or good hand, 2NT=16-18 BAL

### Defence to strong ♣

double=good hand, 1NT = ♣, optimal 2's

1 level bids natural, obstructive

### Lebensohl

Over NT interference  reverse

### Other uses

over weak 2's (or equivalent); after (1M) P (2M) X

### Take out of 4 level pre-empts

4♣/4♦                      double

4♥                      double                      4♠                      double, 4NT = 2 suited

## OTHER NOTES

1♦ can be 2 cards when 11-13 balanced

1♥ 2♠, 1♠ 3♥ 4+ card support, 13-15 balanced

rarely pass 1♣ opening - responses can be less than 6 hcp when short(ish) in ♣

weak jump overcalls at 2 level not vulnerable and 3 level except 3♣ over 1M

intermediate jump overcalls at 2 level vulnerable