

## BASIC RESPONSES

Jump raises - minors    limit     forcing     Other: weak

Jump raises - majors    limit     forcing     Other: weak

Jump shifts after minor opening    weak if Major; other minor agrees opener's minor 6-9

Jump shifts after major opening    Bergen type - also over our major intervention

Responses to strong 2 suit opening    NA

Responses to 2NT opening    Puppet Stayman and transfers

## PLAY CONVENTIONS

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

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

                                 Underlead     Other: A/Q ask for Attitude, K asks for cnt; 9 from QT9(x)

Four or more with an honour    4th highest     attitude  NT

                                 3rd/5th  S    Other: A/Q ask for Attitude, K asks for cnt; 9 from QT9(x)

From 4 small    2nd highest     Other: Att v NT; 3rds against suits

From 3 cards    (no honour)    top     middle     bottom  S

**Signal** on partner's lead:    high encourage     low encourage  NT

                                 Other: Count against Suit contracts. Smith Echo - high encourage

**Signal** on declarer's lead    Reverse count.    Smith Echo - high encourage

**Discards**    McKenney     high encourage     low encourage

                                 odd/even     Other: first discard only

**Count**    natural     reverse

## CONVENTIONS

4NT:    Blackwood     RKCB     Other: \_\_\_\_\_

4♣    Gerber     when? \_\_\_\_\_

### Other Conventions

Lebensohl	Scroll
Aspro	Rubinsohl
Leaping Michaels	Transfers over intervention
Min/max splinters	



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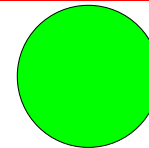
## STANDARD SYSTEM CARD

Names:    Andy Braithwaite    Bill Haughie

ABF Nos:    402974    251739

Basic System:    Standard, WBF conforming

Classification:    Green     Blue     Red     Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning    Canape

1♣ 11-20; 3    1♦ 11-20; 4+♦    1♥ 11-20; 5+♥    1♠ 11-20; 5+♠

1 NT    (14)15-17    may contain 5 card major

2♣ Stayman:    simple     extended     Other: 5 card major Stayman

Transfers    2♦ =>♥    2♥ =>♠    2♣ =>♣

2 NT    =>♦    Other: 3 of suit = shortage in suit above, no 5 card major

2♠ GF or 23-24 balanced or 9 playing tricks in any suit

2♦ Weak two in either major, 4-7 hcp

2♥ Weak two in ♥ 6+ suit 8-10 hcp

2♠ Weak two in ♠ 6+ suit 8-10 hcp

2 NT    (20)21-22 balanced

3 NT    4 level minor preempt - good suit - promises at least A of the minor

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

After 1C WE TRANSFER AT THE 1-LEVEL:    Inverted minor raises

After 1X:1Y;1Z: 2♣/2♦ Artificial

We transfer over intervening 1 and 2 level bids

## COMPETITIVE BIDDING

Negative doubles through    4♥    Responsive doubles through    4♥

Jump overcalls    variable    Unusual NT    for two lowest suits

1NT overcall (immediate)    15-18    (re-opening)    11-14

Immed cue of minor    majors 5+ 5+

Immed cue of major    other major and a minor 5+ 5+

Over opponent's 1NT (weak)    2♣ = ♥ and another suit; 2♦ = ♠ and a minor

Over opponent's 1NT (strong)    as above

Over weak twos    X = 2 level o/call in H/S; 2H/2S = T.O. of suit bid or strong

Over opening threes    X

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	3+HCP 4+ ♥suit	2NT	Balanced limit raise
	1♥/♠	3+HCP 4+ ♠/♦suit	3♣	Preemptive
1NT		6-10 no 4 major	3♦	Splinter
2♣		10+ 4+ support	3♥	Splinter
2♦		Artificial 5+ ♣ 6-9	3♠	Splinter
2♥		Weak 2-5HCP	3NT	Balanced raise, 12-15
2♠		Weak 2-5HCP	4 bids	Pre-emptive, to play

1♦	1♥/♠	3+HCP 4+ suit	3♣	♦ support, 6-9 pts
	1NT	6-10	3♦	Preemptive
	2♣	Natural 10 +	3♥	Splinter
	2♦	10+ 4+ support	3♠	Splinter
	2♥	Weak	3NT	Balanced raise 13-15
	2♠	Weak	4♦	More pre-emptive
	2NT	11-12, natural, no major	4 Other	4♣ = splinter; 4♥/♠ to play

1♥/♠	1NT	6-10	3♣	Bergen
	2♣	Natural, forcing to 2NT	3♦	Bergen
	2♦	Natural, forcing to 2NT	3♥/♠	Weak
	2♥/♠	Natural	3NT	Balanced raise 13-15
	2NT	Bergen	4♣♦	Splinter

2♣	2♦	Negative or waiting	2♥/♠	Natural positive
other		2NT game try+ enquiry; 3♣/♦ natural positive, 3♥/♠ solid suits < 2 losers		

2♦	2♥	Pass/correct	3♣♦	Natural non-forcing
	2♠	Pass/correct	3♥/♠	Pass/correct
	2NT	Game try+ enquiry	3NT	Natural

2♥/♠	2NT	Game try+ enquiry	3NT	To play
	3♣♦	Natural non-forcing	4♣♦	Splinter
	3♥/♠	Natural non-forcing	4♥/♠	Natural

2NT	3♣	Puppet Stayman	4♣	=>♥
	3♦	=>♥	4♦	=>♠
	3♥	=>♣	4♥	To play
	3♠	Minors 5+/4+ forcing to game	4♠	To play
	3NT	To play	other	4NT invitational balanced

## CONVENTIONS

Additional responses to 1NT

3♣/3♦	Short in suit above, no 5 card major
3♥/3♠	Short in suit above, no 5 card major
4♣	Transfer to 4♥
4♦	Transfer to 4♠
4♥	To play, no slam suggestion
4♠	To play, no slam suggestion

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                      up the line

Defence to 3NT opening                      X=16+ any; 4♣/♦=better Major takeout

Defence to opening Two's:                      Multi 2♦                      X=2-level overcall in a major; 2♥/♠= Takeout of

the suit bid, or very strong

RCO style 2-s                      X = values, 2nd X= T.O., 3rd X = penalties

Other 2-s                      X = T/O over natural bids

Defence to strong ♣                      simple overcalls show touching suits; X = ♣+♥; 1NT = ♦+♠

jump overcalls weak

Lebensohl                      Over NT interference

Other uses                      Over x of their weak 2 opener or multi 2D

Take out of 4 level pre-empts                      4♣/4♦                      X

4♥ X                      4♠                      4NT

## OTHER NOTES

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