

BASIC RESPONSES

Jump raises - minors limit forcing Other: weak, pre-emptive
 Jump raises - majors limit forcing Other: weak, pre-emptive
 Jump shifts after minor opening Weak, 3-7, 6+ cards. Jump to 3 level = splinter
 Jump shifts after major opening 1H: 2S = weak, 6+ cards. 3 of minor: Bergen raise
 Responses to strong 2 suit opening not applicable
 Responses to 2NT opening 3C: forcing inquiry. 3S: nat, forcing. Other = pass/correct

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit = Both
 Sequence leads: Overlead all All except AK x (x)
 Underlead Other: 2nd-highest honour at trick 1
 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:
 Signal on declarer's lead natural count
 Discards McKenney high encourage low encourage
 odd/even Other: low = encourage (first discard only)
 Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: 1430
 4♣ Gerber when? Never. Minor suit RKC Blackwood in some situations

Other Conventions

4th suit game force (excl. 1S and Blackout) xx of suit below game: for rescue
 Lebensohl (many situations) Swine over 1NTx
 Baron over 2NT rebid or overcall Opening 4NT: Specific Ace ask
 Inverted minors Long suit trial bids
 Bergen raises Blackout response to 2/1 reverse



©ABF Marketing
 PO Box 397
 Fyshwick ACT 2609
 Tel: 02 6239 2265
 FAX: 02 6239 1816
 Copyright © BCC 6.3.20.1

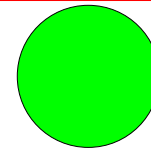


AUSTRALIAN BRIDGE FEDERATION

INCORPORATED ©

STANDARD SYSTEM CARD

Names: Peter GRANT Tony MARINOS
 ABF Nos: 156957 255793
 Basic System: Weak No Trump, 5-card majors
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 11+, 3 1♦ 11+, 3 1♥ 11+, 5 1♠ 11+, 5
 1 NT (11) 12-14 may contain 5 card major
 2♣ Stayman: simple extended Other: Invite to game via 2C only
 Transfers 2♦ >. hearts 2♥ >> spades 2♠ GF shape inquiry
 2 NT >> clubs Other: 3C >> diamonds; 3D, 3H, 3S: strong, natural
 2♣ GF in suit or 21-22 balanced
 2♦ European multi: weak 2 in major or 23+ balanced
 2♥ 2-suiter, spades and red suit (< opening values) OR any 4-4-4-1, 18+
 2♠ 2-suiter, clubs and a major (< opening values)
 2 NT 2-suiter, diamonds and adjacent suit (< opening values)
 3 NT Gambling (in any suit): solid 7+ card suit with at most a king outside

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

2-level openings (as above) Herbert responses to t/o x at one level
 Bergen raises of major openings Specific trump cues
 Toxic over 1NT, strong club and strong 2C

COMPETITIVE BIDDING

Negative doubles through 4S Responsive doubles through 4S
 Jump overcalls weak Unusual NT 2 lowest unbid suits
 1NT overcall (immediate) 15-18 (re-opening) 15-18
 Immed cue of minor Spades and another, 5-5 or better, weak (usually) or strong
 Immed cue of major Other major and a minor, 5-5 or better, weak (usually) or strong
 Over opponent's 1NT (weak) Toxic (Double = penalties)
 Over opponent's 1NT (strong) Toxic (Double = clubs or reds)
 Over weak twos Double for takeout. Where no anchor suit, X = 16+
 Over opening threes Double for takeout.

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	6+ points, 4+ cards	2NT	11-12 balanced, 4+ clubs (no M)
	1♥/♠	6+ points, 4+ cards	3♣	4+ clubs, weak
	1NT	6-10 points (rarely 11)	3♦	splinter
	2♣	10+, 5+ cards, forcing to 2NT	3♥	splinter
	2♦	3-7 points, 6+ cards	3♠	splinter
	2♥	3-7 points, 6+ cards	3NT	13-15 balanced, 4+ clubs (no M)
	2♠	3-7 points, 6+ cards	4 bids	4C = RKC; 4H, 4S: to play
1♦	1♥/♠	6+ points, 4+ cards	3♣	splinter
	1NT	6-10 points (rarely 11)	3♦	4+ diamonds, weak
	2♣	10+, 4+ clubs	3♥	splinter
	2♦	10+, 5+ cards, forcing to 2NT	3♠	splinter
	2♥	3-7 points, 6+ cards	3NT	13-15 bal, 4+ diamonds (no M)
	2♠	3-7 points, 6+ cards	4♦	RKC Blackwood
	2NT	11-12 bal, 4+ diamonds (no M)	4 Other	4H, 4S: to play
1♥/♠	1NT	6-10 points (rarely 11)	3♣	10-12, 4-card support
	2♣	10+, 4+ clubs	3♦	8-10, 4-card support
	2♦	10+, 4+ diamonds	3♥/♠	<8, 4-card support
	2♥/♠	6-9, 3-card support	3NT	13-15 bal, 3-card support
	2NT	12+, 4-card support (GF)	4♣/♦	splinter
2♣	2♦	negative or waiting	2♥/♠	2H = 3 controls; 2S = 4 controls
	other	2NT = 9+, balanced; 3 of suit = 10+, 5+ cards inc. 2/3 top honours		
2♦	2♥	pass or correct	3♣/♦	natural, forcing
	2♠	pass or correct	3♥/♠	pass or correct
	2NT	forcing inquiry	3NT	to play (rare)
2♥/♠	2NT	forcing inquiry	3NT	to play (rare)
	3♣/♦	(p/c if partner may hold suit.....	4♣/♦	As for 3C/3D
	3♥/♠	(... otherwise natural, forcing	4♥/♠	4H = pass/correct. 4S: to play
2NT	3♣	forcing inquiry	4♣	pass or correct
	3♦	to play	4♦	to play
	3♥	pass or correct	4♥	pass or correct
	3♠	natural, forcing	4♠	to play
	3NT	to play (rare)	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	3C: transfer to diamonds. 3D = good suit (6+), slam try, invites cues
3♥/3♠	Natural and forcing: good suit (6+), slam try, invites cues
4♣	Natural, not forcing
4♦	Natural, not forcing
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 1S forces for 1 round, else: GF Game force

NT Checkback

 Priorities 2C asks re strength and shape (up the line)

Defence to 3NT opening

Double shows values

Defence to opening Two's:

Multi 2♦ 2NT: 16-18, bal. Double = 16+ (if no anchor suit shown)

Delayed double = takeout, <16. Lebensohl responses to Xs.

RCO style 2-s

As above. Any suit bid is natural, competitive.

Other 2-s

As above

Defence to strong ♣

Toxic: X = Ds or majors. 1D = Hs or blacks. 1H = spades or minors.

1S = odd suits. 1NT = clubs or reds.

Lebensohl

Over NT interference

Other uses

In responding to takeout Xs over weak/multi 2s, etc.

Take out of 4 level pre-empts

4♣/4♦ Double

4♥ Double

4♠ Double

OTHER NOTES

Raise of 4th suit promises 16+ (not necessarily 4 cards in suit).

'Up the line' responses to 2NT/3C inquiry over opening 2 bid (higher bids show better hand), except after 2D opening (where 3C/3D shows a better hand than 3H/3S)

Cue bids are 'up the line' (first-round controls before second), except that responder to 2C opening may show second-round controls first in a cooperative sequence.