

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: weak

Jump raises - majors limit  forcing  Other: weak 0-5 4 card fit

Jump shifts after minor opening strong

Jump shifts after major opening Bergen raises

Responses to strong 2 suit opening 2♣-2♦ waiting

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: \_\_\_\_\_

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 Natural count if appropriate

Discards McKenney  high encourage  low encourage

odd/even  Other: \_\_\_\_\_

Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKC  Other: 03 / 14 (cue kings)

4♣ Gerber  when? Over 1NT opening

### Other Conventions

Jacoby / Bergen raises Support doubles at 1 level

Cue raises DOPI

2♣ checkback

Jun 2009



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## STANDARD SYSTEM CARD

Names: Terry Brown Avi Kanetkar

ABF Nos: \_\_\_\_\_ 232637

Basic System: Standard Brown Sticker

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3 1♦ 3 1♥ 5 1♠ 5

1 NT 15-17 (good 14 or offshape possible) may contain 5 card major

2♣ Stayman: simple  extended  Other: \_\_\_\_\_

Transfers 2♦ ♥ 2♥ ♠ 2♠ ♣

2 NT ♦ Other: \_\_\_\_\_

2♣ Game Force

2♦ 6(5) card suit, 6-10

2♥ 6(5) card suit, 6-10

2♠ 6(5) card suit, 6-10

2 NT (19)20 - 22

3 NT 5♠ 6♥, minimum opening

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

3NT = 5♠ 6♥, minimum opening Bergen raises

Lebensohl Change of suit by opener forcing

Splinters

## 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) Cappelletti (2♣ = one suited)

Over opponent's 1NT (strong) same

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♦	natural	2NT	11-12 NF
	1♥/♠	natural	3♣	weak
1NT	6-10		3♦	splinter
2♣	4+♣ limit or better		3♥	splinter
2♦	strong 6+suit 16+		3♠	splinter
2♥	strong 6+suit 16+		3NT	12-14, 4 card raise
2♠	strong 6+suit 16+		4 bids	preemptive

1♦	1♥/♠	natural	3♣	strong 6+suit 16+
1NT	6-10		3♦	weak
2♣	11+ 4+♣		3♥	splinter
2♦	4+♦ limit or better		3♠	splinter
2♥	strong 6+suit 16+		3NT	12-14, 4 card raise
2♠	strong 6+suit 16+		4♦	preemptive
2NT	11-12 NF		4 Other	natural

1♥/♠	1NT	6-10	3♣	4 card fit 10-12
	2♣	11+ 4+♣	3♦	4 card fit 6-9
	2♦	11+ 4+♦	3♥/♠	4 card fit 0-6
	2♥/♠	3 card raise 6-9	3NT	12-14, 4 card raise
	2NT	Jacoby 4+ fit GF	4♣/♦	splinter

2♣	2♦	Waiting	2♥/♠	natural positive good 5 card suit
	other			

2♦	2♥	Natural forcing	3♣/♦	3♣ Natural forcing, 3♦ weak
	2♠	Natural forcing	3♥/♠	Forcing strong
	2NT	enquiry: show range/shortage	3NT	To play

2♥/♠	2NT	enquiry: show range/shortage	3NT	To play
	3♣/♦	Natural forcing	4♣/♦	Natural strong
	3♥/♠	Weak	4♥/♠	To play

2NT	3♣	Puppet Stayman	4♣	Natural slammish
	3♦	transfer to 3♥	4♦	Natural slammish
	3♥	transfer to 3♠	4♥	To play
	3♠	Minor suit enquiry	4♠	To play
	3NT	5♠ + 4♥	other	4NT invite

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	Strong slammish
3♥/3♠	Strong slammish
4♣	Gerber
4♦	
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  1 level                      Game force

### NT Checkback

                     Priorities                      2♣ checkback

### Defence to 3NT opening

X = cards

### Defence to opening Two's:

Multi 2♦                      X = 16+ unbalanced or 19+ balanced

### RCO style 2-s

### Other 2-s

X = T/O

### Defence to strong ♣

X = majors, 1NT = minors, weak jumps

### 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 singleton usually ace or king