

## BASIC RESPONSES

Jump raises - minors limit  forcing  other

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Jump shifts after minor opening fit-suggesting

Jump shifts after major opening fit-suggesting

Responses to strong 2 suit opening

Responses to 2NT opening natural

## PLAY CONVENTIONS

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

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

Underlead  other 0 or 2 higher honours

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 or reverse count

Signal on declarer's lead reverse count, reverse Smith Peters

Discards McKenney  high encourage  low encourage

odd/even  other mostly reverse count, some low encourage

Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other 1430

4♣ Gerber  when? hell freezes over

### Other Conventions

Simple suggested defence

vs Pass (13+ any): Ignore and play your system (strong NT)

vs 1♣/1♦ (hearts/spades, 7-12 pts): Dbl = tko of major, others natural

vs 1♠ (0-7 pts): Dbl = 16+ (2♣ negative); others 11-15

vs 1♥ (7-12 balanced, no major): Dbl = 16+ any, others 11-15



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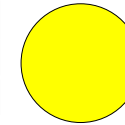
## STANDARD SYSTEM CARD

Names: Nicoleta Giura Nick Hughes

ABF Nos: David Morgan Robert Krochmalik

Basic System: SPAM - Strong Pass

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 4+♥, 7-12 pts 1♦ 4+♠, 7-12 pts 1♥ 7-12 bal, no M 1♠ 0-7 pts, any

1NT 5+ diamonds, no major, 7-12 pts may contain 5 card major

2♣ Stayman: simple  extended  other relay, 13+ pts

transfers 2♦ to play 2♥ natural, non-f\*\*\* 2♠ natural, non-f\*\*\*

2NT diamond raise other jumps show diamond fit

2♣ 6+ clubs (or 4-5 minors) no major, 7-12 pts

2♦ very weak 2 in a major

2♥ 5 hearts & 4+ minor, 6-10 pts

2♠ 5 spades & 4+ minor, 6-10 pts

2NT 5-5 minors, 6-10 pts

3NT gambling, then 4♦ = pass or correct

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

Pass = 13+ pts 1♥ = 7-12 balanced, no major

1♣/♦ = 4+♥/♠, maybe canapé, 7-12 pts 1♠ = 0-7 pts, any shape

\*\*\* Bids in a denied major sometimes short 1NT = 5+ diamonds, no major, 7-12 pts

## COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♠

Jump overcalls weak Unusual NT lower genuinely unbid suits

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

Immed cue of minor majors (but 1♣ : 2♣ is natural vs better minor, etc)

Immed cue of major Michaels (5 in a major + 5-card minor)

Over opponent's 1NT (weak) Aspro (2♣ = 4+ hearts, 2♦ = 4+ spades)

Over opponent's 1NT (strong) Aspro

Over weak twos Dbl = tko, Lebextensions

Over opening threes Dbl = tko

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	13-15 any, sometimes less	2NT	splinter raise to 3♥+
	1♥/♠	16+ any / natural, not forcing	3♣	fit-suggesting, 13-15 pts
	1NT	9-12 balanced-ish	3♦	" "
	2♣	5+ clubs, 7-12 pts	3♥	shapely raise, 9-12 TP
	2♦	5+ diamonds, 7-12 pts	3♠	natural pre-empt
	2♥	raise, 3 or 4 trumps, 9-12 TP	3NT	to play, semi-gambling
	2♠	fit-suggesting, 13-15 pts	4 bids	fit-showing
1♦	1♥/♠	13-15 any (or less) / 16+ any	3♣	fit-suggesting, 13-15 TP
	1NT	9-12 balanced-ish	3♦	" "
	2♣	5+ clubs, 7-12 pts	3♥	" "
	2♦	5+ diamonds, 7-12 pts	3♠	shapely raise, 9-12 TP
	2♥	5+ hearts, 7-12 pts ***	3NT	to play, semi-gambling
	2♠	raise, 3 or 4 trumps, 9-12 TP	4♦	fit-showing
	2NT	splinter raise to 3♠+	4 Other	fit-showing / to play
1♥/♠	1NT	9-12 / 15-19 semi-balanced	3♣	natural / pre-emptive
	2♣	natural / 19+ any	3♦	" "
	2♦	natural (7-12 pts / 10-18 pts)	3♥/♠	to play
	2♥/♠	natural *** (7-12 / 10-18 pts)	3NT	" "
	2NT	minors / 20-22	4♣/♦	" "
2♣	2♦	15+ any (relay)	2♥/♠	natural, non-forcing ***
	other	natural, 3♥ + show fit		
2♦	2♥	pass or correct	3♣/♦	natural, non-forcing
	2♠	" "	3♥/♠	pass or correct
	2NT	strong enquiry	3NT	to play
2♥/♠	2NT	asks for minor, any strength	3NT	to play
	3♣/♦	natural, non-forcing	4♣/♦	fit-showing
	3♥/♠	to play	4♥/♠	to play
2NT	3♣	to play	4♣	invitational
	3♦	" "	4♦	" "
	3♥	natural & forcing ***	4♥	to play
	3♠	natural & forcing ***	4♠	" "
	3NT	to play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	to play
3♥/3♠	fit-showing
4♣	pre-emptive
4♦	shapely raise
4♥	to play
4♠	" "

**Unusual NT:**      minors       other suits       lower 2 unbid suits   
 other genuinely unbid (excludes better minor 1♣ and modern Precision 1♦)

**Other slam bidding**      Cue Bids       Asking Bids

**4th Suit Forcing**      One round       Game force

**NT Checkback**       Priorities

**Defence to 3NT opening**      4♣ = majors

**Defence to opening 2-s:**      Multi      Dbl = 16+, most others 12-15

RCO style 2-s      Dbl = tko of bid suit (if applicable), others natural

Other 2-s      If the main weak option is 1-suited, double = tko of that suit

**Defence to strong ♣**      Aspro (Dbl = 4+ hearts, 1♦ = 4+ spades)

**Lebensohl**      Over NT interference       No, 2NT = diamond raise

Other uses

**Take out of 4 level pre-empts**      4♣/4♦      dbl = tko

4♥      dbl = tko      4♠      4NT; dbl = co-operative

## OTHER NOTES

### Responses to Pass

1♣ = 6-10 pts any; then passer's 1♦ = 17+, others 13-16

1♦ = 0-6 pts any; then passer's 2♣ = strong, others natural

1♥ = 4+ spades, 11+ pts; 1♠ = 4+ hearts; 1NT = diamonds; 2♣ = bal

After interference through 1♥: Pass = 0-6; Dbl = 6-10; others artificial, 11+

\*\*\* Natural bids in opener's denied major occasionally made on shortage \*\*\*