

4. BASIC RESPONSES

Jump raises - minors Forcing in uncontested auction, preemptive in contested auctions

Jump raises - Majors Forcing

Jump shifts after minor opening Natural, weak at 2 level

Jump shifts after Major opening

Responses to strong 2 suit open. 2♦ waiting, suit bids natural with at least 3 controls (A=2, K=1)

Responses to 2NT opening 3♣ Stayman, 3♦ transfer ♥, 3♥ transfer ♠

5. PLAY CONVENTIONS

Show priorities

Versus **Suit** (or both) Versus **NoTrump** (if different)

Leads Sequences:

Underlead

Four or more with an honour

4th highest

From 4 small

2nd highest

From 3 cards (no honour)

Middle

In partner's suit

Discards

Low Encourage

Count

High-Low = Even

Signal on partner's lead:

Low Encourage

Signal on declarer's lead:

Count

Notes McKenney used in obvious situations

6. SLAM CONVENTIONS

4♣ Gerber after NT openings only

4NT: Blackwood RKCB 1430

Asking Bids Cue Bids

DOPI, ROPI

Minorwood

7. OTHER CONVENTIONS

Long Suit Trial Bids

Unassuming Cue Bids

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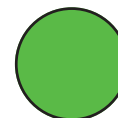
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AUSTRALIAN BRIDGE
FEDERATION INC.

STANDARD SYSTEM CARD



ABF Nos. 161659 Simon Edler

& Names: 630438 Jane Edler

Basic System:

Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

Describe strength, minimum length, or specific meaning

Canapé

1♣ 10+ HCP 3+♣

1♥ 10+ HCP 5+♥

1♦ 10+ HCP 3+♦

1♠ 10+ HCP 5+♠

1NT 16-18 Balanced

may contain 5 card Major

1NT Responses 2♣ Simple Stayman

2♦ Transfer ♥

2♠ TRF minor

2♥ TRF ♠

2NT Invite 3NT

(Dbl) Same

other 3 level bids 6 card suit, slam interest

2♣ 23+ BAL or any game force

2♦ Multi : weak Major OR 21-22 BAL

2♥ Multi : weak, 5+♥ & 5 any other suit

2♠ Multi : weak, 5+♠ & 5 in either minor

2NT minors: 5+♣ & 5+♦ weak

3NT Gambling, solid minor, no side A

other

2. PRE-ALERTS

4th suit forcing

3 card support X and XX

3. COMPETITIVE BIDS / OVERCALLS

Jump overcalls weak

Unusual NT Lower 2 unbid suits

1NT overcall: (immediate) 15-18 BAL

(re-opening) 15-18

Immediate cue: (minor) Michaels 5/5 Majors 5-10

(Major) 5 other Major & 5 minor 5-10

Over: Weak Twos X is 16+, other calls nat Opening Threes X is takeout

Opponent's 1NT Capelletti (X=penalty oriented, 2♣ single suit, 2♦ majors, 2♥ H+minor

2♠ ♠ + minor, 2NT ♣+♦)

Doubles Support Doubles & Redoubles

Negative DBL thru 2♠

Responsive DBL thru 2♠

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+ HCP 3+♦	2♦ 5-10HCP, 6+♦	3♦
1♥ 5+ HCP 4+♥	2♥ 5-10HCP, 6+♥	3♥
1♠ 5+ HCP 4+♠	2♠ 5-10HCP, 6+♠	3♠
1NT 6-10HCP, no 4cd maj	2NT 12-15 HCP, no4cd maj	3NT 15-18HCP no 4cd maj
2♣ 5+ HCP 5+♣	3♣ 12+HCP, 5+♣	4♣ minorwood
other		
1♦ 1♥ 5+ HCP 4+♥	2♥ 5-10 HCP, 6+♥	3♥
1♠ 5+ HCP 4+♠	2♠ 5-10 HCP, 6+♠	3♠
1NT 6-10 HCP, denies 4maj	2NT 12-15 HCP, no 4maj	3NT 15-18 HCP, no 4maj
2♣ 9+ HCP 4+♣	3♣ 5-10 HCP, 6+♣	4♣
2♦ 5+ HCP 5+♦	3♦ 12+ HCP, 5+♦	4♦ minorwood
other		
1♥ 1♠ 5+ HCP, 4+♠	2♥ 5-10 HCP, 3+♥	3♦
1NT 6-10 HCP, no 4♠	2♠ 5-10 HCP, 6+♠	3♥ 12+ HCP, 4+♥
2♣ 9+ HCP, 4+♣	2NT 12-15 HCP, no 4♠	3♠
2♦ 9+ HCP, 4+♦	3♣	3NT 15-18 HCP, no 4♠
other 4♣ or 4♦ is cue bid, agrees ♥ as trumps		
1♠ 1NT 6-10 HCP	2♠ 5-10 HCP, 3+♠	3♥
2♣ 9+ HCP, 4+♣	2NT 12-15 HCP, balanced	3♠ 12+ HCP, 4+♠
2♦ 9+ HCP, 4+♦	3♣	3NT 15-18 HCP, balanced
2♥ 9+ HCP, 5+♥	3♦	4♣ cue, agrees ♠
other 4♦ or 4♥ is cue bid, agrees ♠ as trumps		
1NT 3♣ 6+♣ slam interest	3♠ 6+♠ slam interest	4♦
3♦ 6+♦ slam interest	3NT to play	4♥
3♥ 6+♥ slam interest	4♣ Gerber	4♠
other		
2♣ 2♦ neg < 3 controls	2NT 8-10 HCP, balanced	3♥
2♥ 5+♥, 3+ controls	3♣ 5+♣, 3+ controls	3♠
2♠ 5+♠, 3+ controls	3♦ 5+♦, 3+ controls	3NT 11-12 HCP, balanced
other For controls, A=2, K=1		
2♦ 2♥ pass or correct	3♣ 6+♣, one round force	3♠ pass or correct
2♠ pass or correct	3♦ 6+♦, one round force	3NT to play
2NT enquiry, invitational+	3♥ pass or correct	4♣
other		

Notes

2♥ 2♠ pass or correct	3♦	3NT to play
2NT enquiry, invitational+	3♥ preemptive	4♣
3♣	3♠	4♥ to play
other		
2♠ 2NT enquiry, invitational+	3♥	4♣ pass or correct
3♣ pass or correct	3♠ preemptive	4♥
3♦	3NT to play	4♠ to play
other		
2NT 3♣ to play	3♠ to play	4♦ preemptive
3♦ to play	3NT to play	4♥ to play
3♥ to play	4♣ preemptive	4♠ to play
other		

9. CONVENTIONS

Unusual NT:

4th Suit Forcing

One round

Game force

NT Checkback

Priorities:

Defence to 3NT opening

Defence to Opening Twos

X=16+ HCP, 2NT=strong bal, suit bids natural up to 15 HCP

Multi 2♦

RCO style 2-s

Other 2-s

Defence (1♣) : X=takeout, all calls natural (including 2♣)

to

strong (2♣) :

1♣ / 2♣

Over 1NT Interference

Lebensohl - other uses

Take out of 4 level pre-empts

4♣/4♦

4♥

4♠

10. OTHER NOTES

2♣-2NT-3♣ Stayman