

4. BASIC RESPONSES

Jump raises - minors	Limit	10-12	Other:
Jump raises - Majors	Limit	10-12	Other:
Jump shifts after minor opening	1♣ or 1♦ : 2♥ or 2♠ ,6HCP, 6+♥/♠		
Jump shifts after Major opening	???		
Responses to strong 2 suit open.	After 2♣: 2♦ = 0-1 feature, 2♥=A or 2K, 2♠=A+K, 2NT = 3K etc		
Responses to 2NT opening	Stayman & transfers		

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	As above	
Discards	High Encourage	
Count	High-Low = Even	
Signal on partner's lead:	high encourage	
Signal on declarer's lead:	count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 4♣ Gerber when? over NT only

Slam Notes

Cue Bids

Asking Bids

7. OTHER CONVENTIONS

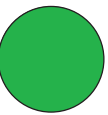
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**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	1129910	Roisin Grosvenor
& Names:	TBA	Molly Porter
Basic System:	Standard	
Brown Sticker	<input type="checkbox"/>	Classification: Green <input checked="" type="checkbox"/> Blue <input type="checkbox"/> Red <input type="checkbox"/> Yellow <input type="checkbox"/>

1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3+, 11+ hcp	1♥ 5+, 11+ hcp
1♦ 4 (3+), 11+ hcp	1♠ 5+, 11+ hcp
1NT 15-17 hcp balanced	may contain 5 card Major <input checked="" type="checkbox"/>
1NT Responses 2♣ Simple Stayman Other:	
2♦ transfer to ♥	2♠ Transfer to Minor
2♥ transfer to ♠	2NT invitation
other	
2♣ 22+ hcp balanced or Game Force	
2♦ 6-card ♦ suit & 6-10 hcp	
2♥ 6-card ♥ suit & 6-10 hcp	
2♠ 6-card ♠ suit & 6-10 hcp	
2NT 20-21 hcp hcp balanced	3NT ???
other	

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	3♠	Jump overcalls	weak 6-card suit
Responsive doubles through	3♠	Unusual NT	both minors
1NT overcall - immediate	15-17 hcp balanced	Immediate cue of minor	5:5 majors
1NT overcall - re-opening	12-14 hcp	Immediate cue of Major	5:5 other major & a minor
Over weak twos	X = T/O else natural 11+, 5+	Over opening threes	X=T/O else natural 14+, 5+
Over opponent's 1NT	???		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♦ 5+ HCP No 4M	2♦ N/A	3♦ Preempt
1♥ 4+♥ 5+ HCP	2♥ 6+♥, 3 - 5 HCP	3♥ Preempt
1♠ 4+♠ 5+HCP	2♠ 6+♠, 3 - 5 HCP	3♠ Preempt
1NT 6 - 9 BAL No Major	2NT 11 - 12 BAL No 4Major	3NT 13 - 15 BAL, No 4 M
2♣ 5+♣, 10+ HCP, no 4M	3♣ 5+♣, 10 - 12 HCP	4♣ N/A
other 4♥/4♠ to Play		
1♦ 1♥ 4+♥ 5+ HCP	2♥ 6+♥, 3 - 5 HCP	3♥ Preempt
1♠ 4+♠ 5+HCP	2♠ 6+♠, 3 - 5 HCP	3♠ Preempt
1NT 6 - 9 BAL No Major	2NT 11 - 12 BAL No 4Major	3NT 13 - 15 BAL, No 4 M
2♣ 4+♣, 10+ HCP, no 4M	3♣ N/A	4♣ n?a
2♦ 5+♦, 6-9HCP, No 4M	3♦ 4+♦, 10 - 12 HCP	4♦
other 4♥/4♠ to Play		
1♥ 1♠ 4+♠ 5+HCP	2♥ 3+♥, 5 - 9 HCP	3♦ Preempt
1NT 6 - 9 BAL Not 3♥, Not 4♠	2♠ Preempt	3♥ 10 - 12 HCP, 3+♥
2♣ 4+♣, 10+ HCP, no 4M	2NT 11 - 12 BAL No 3♥, No ♣	3♠ N/A
2♦ 5+♦, 10 - 12 HCP, No ♣	3♣ Preempt	3NT To Play
other 4NT = Blackwood		
1♠ 1NT 6 - 9 BAL No 3♠	2♠ 3+♠, 5 - 9 HCP	3♥ Preempt
2♣ 4+♣, 10+ HCP, no 4M	2NT 11 - 12 BAL No 3♠	3♠ 10 - 12 HCP, 3+♠
2♦ 4+♦, 10 + HCP,	3♣ Preempt	3NT To Play
2♥ 5+♥, 10 + HCP,	3♦ Preempt	4♣
other 4NT = Blackwood		
1NT 3♣ 5+♣ & 5+♦ weak	3♠	4♦
3♦ 5+♣ & 5+♦ GF	3NT To Play	4♥
3♥	4♣	4♠
other 2♠ = Transfer to MInor : 2C = Pass or Correct, 2NT Invitational to game		
2♣ 2♦ 0 - 1 King	2NT 3 Kings	3♥ 3A or A+2K or A + 4K
2♥ A or 2K	3♣ 4 Features	3♠ 3A + 1K or 2A + 3K
2♠ A + K	3♦ 5 Features	3NT 4A or 3A+2K or 2A +4K
other		
2♦ 2♥ Natural and F1	3♣ Natural and F1	3♠
2♠ Natural and F1	3♦ Natural and F1	3NT
2NT Strong Enquiry F1	3♥	4♣
other		

Notes

2♥ 2♠ Natural and F1	3♦ Natural and F1	3NT To Play
2NT Strong Enquiry F1	3♥ Invitation in Hearts	4♣
3♣ Natural and F1	3♠	4♥ To Play
other		
2♠ 2NT Strong Enquiry F1	3♥ Natural and F1	4♣
3♣ Natural and F1	3♠ Invitation in Spades	4♥
3♦ Natural and F1	3NT To Play	4♠ To Play
other		
2NT 3♣ Stayman	3♠	4♦
3♦ Transfer to 3♥	3NT To Play	4♥
3♥ Transfer to 3♠	4♣	4♠
other		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round

Game force

NT Checkback Priorities: 2♣ forces 2♦, and 2♦ = GF

Defence to 3NT opening 4♣ = 5 : 5 in Majors , 15+ HCP, x = Penalty

Defence to Opening Twos X = 16+ HCP, Other Bids Natural

Multi 2♦ X = 16+ HCP, Other Bids Natural

RCO style 2-s X = 16+ HCP, Other Bids Natural

Other 2-s

Defence 1♣ : X = Lead Directing; Other bids natural

to

strong 2♣ : X = Lead Directing; Other bids natural

♣

Over 1NT Interference

Lebensohl - other uses

Take out of 4 level pre-empts

4♣/4♦

4♥

4♠

10. OTHER NOTES