

#### 4. BASIC RESPONSES

Jump raises - minors	Preempt	Other:
Jump raises - Majors	Preempt	Other:
Jump shifts after minor opening	weak 6 card suit	
Jump shifts after Major opening	3♣ 7-10 hcp 3♦ 11-12 4 card support	
Responses to strong 2 suit open.	2♥ negative, 2♦ waiting	
Responses to 2NT opening	puppet stayman/ major transfers	

#### 5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> 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	low to honour	
<b>Discards</b>	Odd=Enc., Even=McKenney	
<b>Count</b>	high-low = even	
<b>Signal</b> on partner's lead:	Low enc	
<b>Signal</b> on declarer's lead:	count	
<b>Notes</b>		

#### 6. SLAM CONVENTIONS

4NT: Blackwood  RKCB 1430 4♣ Gerber  when? over NTs (Norman)

##### Slam Notes

Cue Bids  1st & 2nd round indiscriminately

Asking Bids

#### 7. OTHER CONVENTIONS

Skewed cue bid	2 way reverse Drury
Lebensohl	Crisscross
2 way checkback	Bergen raises
Inverted minors	Jacoby 2NT
Long suit trial bids	Unassuming cue bid
	Texas transfers
	Splinters 10 - 12 HCP
	Leaping & non leaping Michaels

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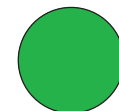
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AUSTRALIAN BRIDGE  
FEDERATION INC.



#### STANDARD SYSTEM CARD

ABF Nos.	800724	Pam Murphy
& Names:	448354	Julia Corr
Basic System:	Standard American	
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♣ 10-21, 2+♣	1♥ 10-21, 5+♥
1♦ 10-21, 4+♦	1♠ 10-21, 5+♠
1NT 15-17	may contain 5 card Major <input checked="" type="checkbox"/>

<b>1NT Responses</b> 2♣ simple stayman	Other:
2♦ trf to ♥	2♠ trf to ♣
2♥ trf to ♠	2NT trf to ♦
other super accept in minors	

2♣ Strong, 22+ BAL or UNBAL GF

2♦ 6+Major less than opening hand

2♥ Hearts + Minor "

2♠ Spades + Minor "

2NT 20/21 balanced

3NT Gambling

other

#### 2. PRE-ALERTS

multi 2♦	
1♣ 2♦ = Michaels when 1♣ opening is < 3	
	1c 2D = michaels when c opening < 3

#### 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	3♠	Jump overcalls	weak
Responsive doubles through	3♠	Unusual NT	5-5 lower unbid suits
1NT overcall - immediate	16-18 (Sys. on)	Immediate cue of minor	5-5 Majors usually
1NT overcall - re-opening	11-14 (Sys. on)	Immediate cue of Major	5- 5 other Major & a minor
Over weak twos X= 12+		Over opening threes X=16+	Non-leaping Michaels
Over opponent's 1NT	2♣=♥&♠, 2♦=5+♥/♠, 2♥=5+♥&4+m, 2♠=5+♠&4+m, 2NT=5-5minors		
Over strong NT (16 in range) X=4M & 5m: over weak NT (16 not in range) X=penalty			

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♦ 5+ HCP	2♦ 6+♦ 3-5 HCP	3♦ splinter
1♥ 4+♥ 5+ HCP	2♥ 6+♥, 3-5 HCP	3♥ splinter
1♠ 4+♠ 5+HCP	2♠ 6+♠, 3-5 HCP	3♠ splinter
1NT 6-10 HCP BAL, no 4M	2NT 5+♣, 10-12 no 4M	3NT to play
2♣ 13+HCP	3♣ 0 - 9HCP	4♣ Norman Gerber
other 4♥/4♠ to play		
1♦ 1♥ 4+♥, 5+ HCP	2♥ 6+♥ 0-5 HCP	3♥ splinter
1♠ 4+♠, 5+ HCP	2♠ 6+♠, 0-5 HCP	3♠ splinter
1NT 5-10, no 4M	2NT 10-12 HCP 4+♦	3NT to play
2♣ 5+♣, 10+ HCP	3♣ 6+♣ preempt	4♣ splinter
2♦ 13+ GF 4+♦	3♦ 5+♦ 0-9 HCP	4♦ Preempt
other 4♥/4♠ to play		
1♥ 1♠ 4+♠, 5+ HCP	2♥ 3♥, 6-9 HCP	3♦ 4+♥ 11-12 HCP
1NT 6-10 HCP	2♠ 3♥ 11/12 HCP	3♥ 4+♥, 0-6 HCP
2♣ 4+♣ 10+ HCP	2NT 4+♥, 13+	3♠ 4+♥, 10-12, any Spl.
2♦ 4+♦ 10+ HCP	3♣ 4+♥ 7-10 HCP	3NT 3♥ 13-15 HCP
other 4♣ control ask		
1♠ 1NT 6 -10 HCP	2♠ 3♠, 6-9 HCP	3♥ 3♠ 11/12 HCP
2♣ 4+♣ 10+ HCP	2NT 13+ HCP 4+♠	3♠ 0-5 hcp 4+♠
2♦ 4+♦ 10+ HCP	3♣ 7-10 HCP 4+♠	3NT 3♠ 13-15 HCP
2♥ 5+ H 10+ HCP	3♦ 11-12 HCP 4+♠	4♣ splinter
other		
1NT 3♣ looking for 5 cd M	3♠ 1-3-(5-4) GF	4♦ transfer to ♥
3♦ 5/5 minors slam interest	3NT to play	4♥ transfer to ♠
3♥ 3-1-(5-4) GF	4♣ control ask	4♠ n/a
other 4NT quantitative		
2♣ 2♦ waiting	2NT 5+♥ 8+hcp	3♥ 6+♥, not 2 of AKQ
2♥ negative	3♣ 8+hcp 5+♣	3♠ 6+♠, not 2 of AKQ
2♠ 8+hcp 5+♠	3♦ 8+hcp 5+♦	3NT any AKQxxx
other		
2♦ 2♥ Pass or correct	3♣ to play	3♠ Pass or correct
2♠ 12-14HCP Pass or correct	3♦ to play	3NT To play
2NT *Forcing enquiry	3♥ Pass or correct	4♣ N/A
other		

Notes

2♥ 2♠ Natural	3♦ invitational	3NT to play
2NT *Forcing enquiry	3♥ preempt	4♣
3♣ Minor preference	3♠ N/A	4♥ to play
other		
2♠ 2NT *Forcing enquiry	3♥ Natural	4♣
3♣ Minor preference	3♠ preempt	4♥
3♦ invitational	3NT to play	4♠ to play
other		
2NT 3♣ puppet stayman	3♠	4♦ Trf. to ♥
3♦ transfer to ♥	3NT To play	4♥ to play
3♥ transfer to ♠	4♣ strength enquiry	4♠ to play
other 4NT=Quantitative.		

## 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** : X=penalty 4♣ / 4♦ Major enquiry over gambling

**Defence to Opening Twos** X=T/O with Lebensohl, Leaping Michaels

Multi 2♦ Direct seat: X=13+ subsequent X=T/O: 2NT=16-18 with stoppers

RCO style 2-s X=12+; bids are natural

Other 2-s 12+hcp X or bid 5c suit

**Defence** 1♣ : X=both Majors, 2NT=both minors

**to** 1♣ transfer - bid transfer suit = T/O X

**strong** 2♣ : Natural

♣

**Over 1NT Interference** Lebensohl

**Lebensohl - other uses** Over X of weak 2 bid

**Take out of 4 level pre-empts** 4♣/4♦ X=T/O

4♥ X T/O

4♠ X=penalties 4NT bid best suit

## 10. OTHER NOTES

Norman Gerber - responses in steps of half controls (A = 1 K=1/2)

Interference over our 2♣ opening, X from responder shows shortage in op suit