

## 4. BASIC RESPONSES

Jump raises - minors Preempt 6-10 HCP, 5+ cards

Jump raises - Majors Preempt 3-6 HCP, 4+ cards

Jump shifts after minor opening Natural, weak at 2 level

Jump shifts after Major opening Natural, weak at 2 level

Responses to strong 2 suit open. N/A

Responses to 2NT opening Puppet Stayman, transfers

## 5. PLAY CONVENTIONS

Show priorities

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

**Leads** Sequences: Overlead, A-Attitude K-Count Overlead, A-Attitude K-Count

Four or more with an honour 4th highest 4th highest

From 4 small 2nd highest 2nd highest

From 3 cards (no honour) Middle Middle

In partner's suit standard

**Discards** Odd=ENCRG, Even=McKenney McKenney

**Count** Low-High = Even Low-High = Even

**Signal** on partner's lead: Low encourage

**Signal** on declarer's lead:

**Notes** Lead of 9 or 10 against NT can be internal sequence plus 1 higher Honour

## 6. SLAM CONVENTIONS

4NT: Blackwood ☐ RKCB 3041 4♣ Gerber ☐ when?

Slam Notes

Cue Bids ☒

Asking Bids ☐ ^Yes

## 7. OTHER CONVENTIONS

splinters	namyats
Jacoby	Transfers over opponents 1NT overcall
Long suit trial bids	Over 1M, 1NT = raise with K or A
Leaping & Non-leaping Michaels	

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# AUSTRALIAN BRIDGE FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos. 696171^ Thilak Ranasinghe

& Names: 215333^ Gordon McRobert

Basic System: Standard American with Forcing NT

Brown Sticker ☐ Classification: Green ☒ Blue ☐ Red ☐ Yellow ☐

## 1. OPENING BIDS

Describe strength, minimum length, or specific meaning

Canape ☐

1♣ 11+ HCP, 3+♣ 1♥ 11-20 HCP 5+♥

1♦ 11+ HCP 3+ 1♠ 11-20 HCP 5+

1NT 15-17 Balanced or semi balanced may contain 5 card Major ☒

1NT Responses 2♣ 5 card Major enquiry

2♦ Transfer ♥

2♠ Relay to 2NT

2♥ TRF ♠

2NT Minor Suit Stayman

other

2♣ Weak Major or 22 HCP balanced or 3 suiter with 4 losers or less

2♦ Game force

2♥ 5H 8-11 HCP and less than 5 cards in other major

2♠ 5S 8-11 HCP and less than 5 cards in other major

2NT 20-21 balanced or semi balanced 3NT Specific ace ask

other

## 2. PRE-ALERTS

Negative Free Bids

Modified Michaels

frequent opening on shaped hands

2C Multi

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4H Jump overcalls weak NV Intermediate Vul

Responsive doubles through 4H Unusual NT Same Rank 5-5 (part of CRO)

1NT overcall - immediate 15-17 BAL Immediate cue of minor Same Colour 5-5

1NT overcall - re-opening 10-14 Immediate cue of Major same Colour 5-5

Over weak twos 2NT 15-17, T/O X with leb. Over opening threes X = take out

Over opponent's 1NT 2C = both majors, 2D = major single suit

2H or 2S = 5+ cards in major plus 4+ card minor (Multi Landy)

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ HCP, 4+♦	2♦ 3-6 HCP 6+D	3♦ 3-6 HCP 7+ D
1♥ 6+ HCP, 4+♥	2♥ 3-6 hCP 6+H	3♥ 3-6 HCP 7+H
1♠ 6+ HCP, 4+♠	2♠ 3-6 HCP 6+S^	3♠ 3-6 HCP 7+S
1NT 6-9 HCP, 4+♣	2NT 11-+12 HCP no Major	3NT 13-15 HCP no major
2♣ 11+ HCP 5+C	3♣ 6-10hCP 5+C	4♣ RKCB in C
other		
1♦ 1♥ 6+HCP 4+H	2♥ 3-6 HCP, 6+H	3♥ 3-6 HCP, 7+H
1♠ 6+HCP 4+S	2♠ 3-6 HCP, 6+S	3♠ 3-6 HCP, 7+S
1NT 6-10 HCP no 4 card M	2NT 11-12 HCP, no major	3NT 13-15 HCP, no major
2♣ 11+ HCP, 5+C	3♣ 3-6 HCP, 6+C	4♣
2♦ 11+ HCP, 5+D	3♦ 6-10HCP. 5+D	4♦ RKCB on D
other		
1♥ 1♠ 4+♠,6+ HCP	2♥ 6-9 3♥	3♦ 6+♦ 3-6, 0-1 ♥
1NT 6+ No Maj Forcing	2♠ 3-6 HCP, 6+S	3♥ Weak
2♣ 11+, 5+♣	2NT GF Jacoby	3♠ splinter
2♦ 11+,5+♦	3♣ 6+♣ 3-6, 0-1♥	3NT 13-15 2♥
other		
1♠ 1NT 6+ Forcing	2♠ 6-9 3♠	3♥ 3-6 HCP 6 H
2♣ 11+, 5+♣	2NT GF Jacoby	3♠ Weak
2♦ 11+, 5+D	3♣ 6+♣ 3-6, 0-1 ♠	3NT 13-15 2♠
2♥ 11+, 5+♥	3♦ 6+!D 3-6, 0-1 S	4♣ Splinter
other		
1NT 3♣ Nat SImtry, Miss 1Top	3♠ Nat SImtry, Miss 1Top	4♦ RKCB on ♦
3♦ Nat SImtry, Miss 1Top	3NT To play	4♥ Play
3♥ Nat SImtry, Miss 1Top	4♣ RKCB on ♣	4♠ Play
other		
2♣ 2♦ Relay	2NT	3♥
2♥	3♣	3♠
2♠	3♦	3NT
other		
2♦ 2♥ Relay	3♣ Good Suit, 3+Controls	3♠
2♠ Good Suit, 3+Controls	3♦ Good Suit, 3+Controls	3NT
2NT 8-11 No ace	3♥ Good Suit, 3+Controls	4♣
other		

Notes

2♥ 2♠ Nat	3♦ To Play	3NT To Play
2NT Forcing Relay	3♥ To Play	4♣ Splinter
3♣ To Play	3♠ Nat	4♥ To Play
other		
2♠ 2NT Forcing Relay	3♥ Nat	4♣ Splinter
3♣ To Play	3♠ To Play	4♥ Splinter
3♦ To Play	3NT To Play	4♠ To Play
other		
2NT 3♣ Pupper Stayman	3♠ 5♠ 4♥	4♦ RKCB for ♦
3♦ ♥	3NT To Play	4♥ To Play
3♥ ♠	4♣ RKCB for ♠	4♠ To Play
other		

## 9. CONVENTIONS

Unusual NT: 2 suits same rank

4th Suit Forcing One round ☐ Game force ☒

NT Checkback ☒ Priorities: ^ Two way checkback

Defence to 3NT opening X asks for spade lead

Defence to Opening Twos 2NT=15-17 BAL

Multi 2♦ X = 13+ HCP with spades, suit shows less than 13 HCP^

RCO style 2-s X = Take out

Other 2-s X = Take out

Defence (1♣) : X=Majors, 1NT=minors, 2C=Black suits 2D= Red suits

to

strong (2♣) : X= Majors NT=minors

1♣ / 2♣

Over 1NT Interference Lebensohl

Lebensohl - other uses After take out double of weak two

Take out of 4 level pre-empts 4♣/4♦ X= takeout

4♥ X= takeout 4♠ 4NT = takeout

## 10. OTHER NOTES