

## 4. BASIC RESPONSES

Jump raises - minors	Preempt 0-6 HCP, 5(4)+ cards
Jump raises - Majors	Preempt 0-5 HCP, 4+ cards
Jump shifts after minor opening	Natural weak Major jumps at 2 level, criss-cross minor
Jump shifts after Major opening	bergen
Responses to strong 2 suit open.	2♦ = -ve or waiting, 2♥ = +ve, 2nt = ♥
Responses to 2NT opening	puppet, transfers

## 5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead, A/Q-Attitude K-Count	Overlead, A/Q-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	Ssx Xx xXx Hx hxX	Ssx Xx xXx Hx hxX
<b>Discards</b>	Odd=Enc., Even=McKenneyish	Odd=Enc., Even=McKenneyish
<b>Count</b>	Low-High = Even	Low-High = Even
<b>Signal</b> on partner's lead:	Low Encourage	Low Encourage
<b>Signal</b> on declarer's lead:	Count	
<b>Notes</b> if leading partners suit that leader has unsupported then lead natural count		
e.g. xxX, Xx		

## 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
<b>Slam Notes</b> exclusion		
Cue Bids <input checked="" type="checkbox"/>	1st or 2nd	
Asking Bids <input checked="" type="checkbox"/>	after Kcard +cheapst king response and the next bid is asking for that king	

## 7. OTHER CONVENTIONS

3 way checkback	1NT-(Xpen)- P-(P)-XX=my own suit
drury, (2♣=3, 2♦=4)	1NT-(Xpen)- suit= that and higher
super accepts (3suit=wk +4, 2nt=max +4)	1NT-(Xpen)- XX= bid 2♣
minor super accepts, accept the transfer	1NT- (3♣) - x=t/o, 3♦=♥, 3♥=♠
1minor-4Major is exclusion kcard	support double only for major

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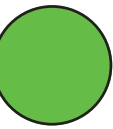
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1♦-1M-2M-2NT=NF invite, 3NT=GF  
BOURKE RELAY 1minor- 1y- 2minor, next step is GF  
except 1♣-1♠-2♣ then 2♥ is GF  
1♦-1♥-2♠=splint



# AUSTRALIAN BRIDGE FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	666701	Jane Reynolds
& Names:	324043	Viv Wood
Basic System:	2/1, except occasionally 1M-2♣	
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 <input type="checkbox"/>
1♣ 11+ HCP, 3+♣ (unless 4432 then 2+)	1♥ 12+ HCP	5+♥	
1♦ 12+ HCP, 4+♦	1♠ 12+ HCP	5+♠	
1NT (some 14)15-17 Balanced	may contain 5 card Major <input checked="" type="checkbox"/>		
1NT Responses	2♣ Extended Stayman (Lavings)		
2♦ Transfer ♥	2♠ TRF ♣		
2♥ TRF ♠	2NT TRF ♦		
other			

2♣ 22+ BAL or any game force	
2♦ Weak Major	
2♥ weak, 5+♥ & 5(4 not vul) minor	
2♠ weak, 5+♠ & 5(4 not vul) minor	
2NT 20-21 balanced	3NT Gambling, solid minor,
other 2♦-(X)-XX=bid next suit i have my own, 2♦-(X)-2♥/♠=p/c, 2♦-(2♥/♠)-X=p/c	

## 2. PRE-ALERTS

transfers over 1♣	
occasionally 1M-2♣ is a limit M raise	

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4S	Jump overcalls	weak
Responsive doubles through	4S	Unusual NT	Lower 2 unbid suits
1NT overcall - immediate	15-18 BAL	Immediate cue of minor	Michaels 5/5 Majors (see note)
1NT overcall - re-opening	10-14 BAL	Immediate cue of Major	5 other Major & 5 minor
Over weak twos	2NT 16-18, T/O X with leb.	Over opening threes	T/O X
Over opponent's 1NT	X= PEN, 2♣=Majors, 2♦= single suit, 2M= 5Major and 4+minor,		
	2NT= both minors5/5, 3level =preempt		
(note for cue minor) when (1♣) is 2+ our micheals is 2♦ and 2♣ is natural			

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+HCP, 4+♥	2♦ 7-9HCP, 5+♣	3♦ SPL
1♥ 6+HCP, 4+♠	2♥ weak 6+♥	3♥ SPL
1♠ 6+HCP, 4+♦	2♠ weak 6+♠	3♠ SPL
1NT 6-10HCP	2NT 11(12)HCP, no major	3NT (12)13-14HCP, <4M
2♣ 10+HCP, 5+♣	3♣ preempt	4♣ pre-empt
other		
1♦ 1♥ 6+HCP, 4+♥	2♥ weak 6+♥	3♥ SPL
1♠ 6+HCP, 4+♠	2♠ weak 6+♠	3♠ SPL
1NT 6-10HCP	2NT 11(12)HCP, no major	3NT (12)13-14HCP, <4M
2♣ GF, 4+♣	3♣ 7-9HCP, 4+♦	4♣ SPL
2♦ 10+HCP, 4+♦	3♦ preempt	4♦ pre-empt
other		
1♥ 1♠ 6+HCP, 4+♠	2♥ 6-9HCP, 3+♥	3♦ 10-11(12) HCP, 4+♥
1NT 6-11HCP	2♠ weak, 6+♠	3♥ preempt
2♣ see below	2NT GF, 4+♥ or 16+3+♥	3♠ SPL
2♦ GF, 5+♦	3♣ 6-9HCP, 4+♥	3NT (12)13-15HCP, 3♥
other 2♣= GF with 2+♣ or invite with 3+♥,		
1♠ 1NT 6-11HCP	2♠ 6-9HCP, 3+♠	3♥ SPL
2♣ see below	2NT GF, 4+♠ or 16+3+♠	3♠ preempt
2♦ GF, 5+♦	3♣ 6-9HCP, 4+♠	3NT (12)13-15HCP, 3♠
2♥ GF, 5+♥	3♦ 10-11(12) HCP, 4+♠	4♣ SPL
other 2♣= GF with 2+♣ or invite with 3+♠,		
1NT 3♣ slam try	3♠ 13(5/4)	4♦ texas ♥
3♦ slam try	3NT to play	4♥ texas ♠
3♥ 31(4/5)	4♣ 5+/5+minors	4♠ 5+/5+ wk minors
other After 4♣, 4♦ accept ♦ then ans kcard, 4♥/♠/NT/5♣ is accept ♣ +kcard ans		
2♣ 2♦ -ve or waiting	2NT +ve and ♥ HHxxx	3♥ at most 1honor missing
2♥ +ve no suit, slam inter	3♣ +ve and ♣ HHxxx(x)	3♠ at most 1honor missing
2♠ +ve and ♠ HHxxx	3♦ +ve and ♦ HHxxx(x)	3NT
other		
2♦ 2♥ P/C	3♣ nat, 1F	3♠ P/C
2♠ P/C	3♦ nat, 1F	3NT to play
2NT enquiry	3♥ P/C	4♣ transfer to your suit
other 4♦= bid your suit, 4♥ or 4♠ is to play		

**Notes** 1♣, 1♦, 2♠= 3♥+6♣ // 1♣, 1♦, 4♣= 4♥+ 6♣  
 1♣, 1♥, 3♥= 3♠+6♣ // 1♣, 1♥, 4♣= 4♠+ 6♣  
 1♦, 1M, 4♦=4M + 6♦

2♥ 2♠ nat, 1F	3♦ P/C	3NT to play
2NT enquiry	3♥ to play	4♣ p/c
3♣ P/C	3♠	4♥ to play
other 2NT=enq ans 3♣=bad with ♣, 3♦=bad with ♦, 3♥=good with ♣, 3♠=good with ♦		
2♠ 2NT enquiry	3♥ nat, 1F	4♣ p/c
3♣ P/C	3♠ to play	4♥ to play
3♦ P/C	3NT to play	4♠ to play
other 2NT=enq ans 3♣=bad with ♣, 3♦=bad with ♦, 3♥=good with ♣, 3♠=good with ♦		
2NT 3♣ puppet	3♠ both minors	4♦ Kcard
3♦ Transfer ♥	3NT to play	4♥ to play
3♥ Transfer ♠	4♣ Kcard	4♠ to play
other		

## 9. CONVENTIONS

**Unusual NT:** Lower 2 unbid suits

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

**NT Checkback** ☒ Priorities: 2♣=puppet to a then invites, 2♦=GF, 2nt= puppet to 3♣

**Defence to 3NT opening**

**Defence to Opening Twos** 2NT=16-18 BAL, leaping michaels

Multi 2♦

RCO style 2-s

Other 2-s

**Defence** 1♣ : X=♣, 1nt=minors, 2♣= majors, 2♦= single major, 2♥= 5♥ and 4+minor,  
 to 2♠= 5♠ and 4+minor  
**strong** 2♣ : natural  
 ♣

**Over 1NT Interference** lebensohl (slow shows stop)

**Lebensohl - other uses** after doubling a weak

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

4♥ X, 4nt minors 4♠ X, 4nt

## 10. OTHER NOTES

1♣-1♥(♠)-1♠= 3or 4 and square

1♣-1♦(♥)-1♥-1NT= invite

1♣-1♥(♠)-1♠-1NT= invite

1♣-1♦(♥)-1♥-1♠= non-forcing 4+4+ must go through check back to force

1♣-1♦(♥)-1♥-2♠=invite 4/4

add 1C-2C-2D notes, Add 1minor(1nt)2minor notes

1♣-1♥(♠)-2NT-3♣= checkback,