

4. BASIC RESPONSES

Jump raises - minors	barrage	Other:
Jump raises - Majors	barrage	Other:
Jump shifts after minor opening	1♣/1♦ - 2♥/2♠ = weak long suit < 6 HCP	
Jump shifts after Major opening	Bergen	
Responses to strong 2 suit open.	2♦ -ve	
Responses to 2NT opening	puppet Stayman	

5. PLAY CONVENTIONS

Show priorities

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

Notes Leads after suit has been led tend to be top of small cards.

Journalist leads: 10 from broken sequences A109x, K109,x AJ10x, KJ10x

From 109x lead the 9

6. SLAM CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB 41/30/25	4♣ Gerber <input checked="" type="checkbox"/> when?
Slam Notes	Q ask: No/Y no K/1/2/3K;		
Cue Bids <input checked="" type="checkbox"/>	First or second round control cues, For ♥: 4♠ KC, 4NT Voidwood in ♠		
Asking Bids <input type="checkbox"/>	K ask: 0,1,2,3 Voidwood jump to above 4 of suit		

7. OTHER CONVENTIONS

Lebensohl over 1NT and opp 2 level openings	support doubles to 3S
ROPI, DOPI	Bergen raises
minor suit keycard	Cue raises - limit raise or better
long suit trials	

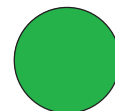
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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	118966	Cynthia Belonogoff
& Names:	421510	Vinod Nasta
Basic System:	Standard 2/1	
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♣ 11-20 (2)	1♥ 11-20(5)
1♦ 11-20 (4)	1♠ 11-20(5)
1NT 15-17	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses	2♣ Lavings	Other:
2♦ transfer to ♥	2♠ transfer to ♣ then 2NT= 3 to hon	
2♥ transfer to ♠	2NT transfer to ♦ then 3♣ = 3 to hon	
other 4 minor:MSK, 4 major to play, SA of M: 2NT=4,max, 3M=4,min; SA of m: 3 to hon(A,K,Q)		

2♣ Game Force - 20+ or 3 loser hand

2♦ weak 6-card major or flat 22-23

2♥ 5♥ and 5♠ weak or 5♥ and 5m, < opening values

2♠ 5♠ and 5♥ stronger or 5♠ and 5m < opening values

2NT 20-21hcp balanced

3NT weak minors 5-5

other third hand openings may be light

2. PRE-ALERTS

Inverted minors, Bergen raises	Kokish relay after 2♣
Transfer responses over 1♣	2-way c/b
1M - 1NT 6-11 NF denies 3-card support	(1♣) 2C Michaels

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	3♠	Jump overcalls	weak
Responsive doubles through	3♠	Unusual NT	lower 2 suits
1NT overcall - immediate	15 - 18 hcp	Immediate cue of minor	♠ + another weak or strong
1NT overcall - re-opening	11-14 hcp	Immediate cue of Major	other major + weak or strong
Over weak twos	X t/o with Lebensohl	Over opening threes	X t/o 3NT to play
Over opponent's 1NT	(weak) X 16+, 2♣: Ms, 2♦: long M, 2M: M+m, 2NT: ms, 3x strong		
(strong): X: single suiter, 2x = that suit + higher			
1♣/1♦ (1NT) 2♣ stayman; (1m) - 1NT - (P) - 2♣ stayman			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+hcp 4+ H	2♦ 10-12 5+ ♣	3♦ splinter
1♥ 6+hcp, 4+ S	2♥ 0-5 hcp, 6+♥	3♥ splinter
1♠ 6+hcp, 3-way bid	2♠ 0-5 hcp, 6+♠	3♠ splinter
1NT 10-11 hcp, no major	2NT 12 hcp, no 4-card M	3NT 12-14 hcp
2♣ 13+ 5 +♣ GF	3♣ 5+♣, 6-9hcp	4♣ Preempt
other 1♣ - 1♠ =6-9 bal, long diamonds NF, 5♦4M GF or long ♦ GF (see notes below)		
1♦ 1♥ 6+hcp, 4+ cards	2♥ 0-6 hcp, 6+♥	3♥ splinter
1♠ 6+hcp, 4+ cards	2♠ 0-6 hcp, 6+♠	3♠ splinter
1NT 6-10hcp, no major	2NT 10-12 hcp, no 4-card maj	3NT 12-14 hcp
2♣ 5+♣. GF	3♣ 10-12 5+ ♦	4♣ cue
2♦ 13+ 5 card support	3♦ 4+♦, 6-9hcp	4♦ Preempt
other 1♦ - 2♦ Minorwood		
1♥ 1♠ 6+hcp, 4+ cards	2♥ 6-9 hcp, 3+♥	3♦ 9-11 hcp, 4+♥
1NT 6-11 hcp, nf with min	2♠ 9-11 hcp, 3♥	3♥ 0-6 hcp, 4+♥
2♣ 4+♣ GF	2NT 4-card supp, GF	3♠ splinter
2♦ 4+♦ GF	3♣ 6-9 hcp, 4+♥	3NT 12-15 3+♥
other 1♥ - 2NT - 3♣(min), 3♦(non-min), 3♥/♠/NT=Short ♣/♦/♠		
1♠ 1NT 6-11 hcp, nf with min	2♠ 6-9 hcp, 3+♠	3♥ 9-11 hcp 3 ♠
2♣ 4+♣ GF	2NT 4-card supp, GF	3♠ 0-6 hcp, 4+♠
2♦ 4+♦ GF	3♣ 6-9 hcp, 4+♠	3NT 12-15 3♠
2♥ 4+♥ GF	3♦ inv 4-card supp	4♣ splinter
other 1♠ - 2NT - 3♣(min), 3♦(non-min), 3♥/♠/NT=Short ♣/♦/♠		
1NT 3♣ minors weak	3♠ majors strong	4♦ preemptive
3♦ minors strong	3NT to play	4♥ to play
3♥ majors weak	4♣ Gerber	4♠ to play
other 1NT - 2♦/2♥ - 2NT max, 3♥/3♠ min 4-card fit		
2♣ 2♦ 0-7	2NT 8+ balanced	3♥ na
2♥ 8+ 5♥	3♣ 8+ 5♣	3♠ na
2♠ 8+ 5♠	3♦ 8+ 5♦	3NT na
other 2♣-2♦-2NT= 24-25 ; 2♣-2♦-2♥-2♠-2NT=26-27 (Kokish relay)		
2♦ 2♥ P/C	3♣ 6-card ♣ suit nf	3♠ P/C
2♠ P/C	3♦ 6-card ♦ suit nf	3NT
2NT Inq. at least inv.	3♥ P/C	4♣
other 2♦ - 3♥/4♥ POC 2♦ - 2NT -3♠/3♦ max ♥/♠, 3♥/3♠ min; 4♠ to play		

Notes 1♣ - 1♠ - 1NT - 2♣ = tr to ♦ NF; 1♣ - 1♠ - 1NT - 2♦ = GF may have 4-card M

1♣ (1♦) : X = ♥, 1♥ =4 ♠, 1♠ =5 ♠s; 1♣ (1♥): X = 4 ♠s, 1♠ = 5 ♠s

1♣ - 1D: 1H = 3 ♥s, 1NT = 2♥, 2♥ = 4♥; 1♣ - 1H: 1S = 3 ♠s, 1NT = 2♠, 2♠ = 4♠

2♥ 2♠ natural NF	3♦ natural and nf	3NT
2NT asking	3♥ preemptive	4♣
3♣ Natural and nf	3♠ splinter slam interest	4♥ to play
other 2♥ - 2NT - 3♣(♥, ♣ min) 3♦(♥, ♦ min), 2♥(min Ms), 2♠(♥, ♣ max). 2NT(♥, ♦ max)		
2♠ 2NT asking	3♥ natural and forcing	4♣ splinter slam interest
3♣ POC	3♠ preemptive	4♥ splinter slam interest
3♦ natural and forcing	3NT	4♠ to play
other 2♠- 2NT - 3♣(♥, ♣ min) 3♦(♥, ♦ min), 2♥(max Ms), 2♠(♥, ♣ max). 2NT(♥, ♦ max)		
2NT 3♣ muppet Stayman	3♠ transfer to ♣/♦	4♦ MSKC
3♦ transfer to ♥	3NT to play	4♥ to play
3♥ transfer to ♠	4♣ MSKC	4♠ to play
other 2NT - 3♠ - 4♣ - 4♦ = long ♦ NF 2NT - 3♣ - 2♥ = no M, 3NT = 5♥		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits weak or strong

4th Suit Forcing One round ☐ Game force ☒

NT Checkback ☒ Priorities: 2♣ forces 2♦

Defence to 3NT opening 4♣ 5/5 majors, 4NT minors, X 16+hcp

Defence to Opening Twos X: strong t/o with Lebensohl

Multi 2♦ Over (2D) multi: 2H = t/o H, X = t/o S

RCO style 2-s VTP

Other 2-s X t/o with Lebensohl

Defence X majors 1NT minors

to

strong (1♣) 2♣, (1♦) 2♦ natural

♣

Over 1NT Interference lebensohl

Lebensohl - other uses over multi 2 and weak 2 openings and a X

Take out of 4 level pre-empts 4♣/4♦

4♥

4♠

10. OTHER NOTES

1NT(X) P forces XX then 4-card suits up line; XX forces 2♣, 2♠=majors, 2♦/2♥/♠ transfers

Over 1 level overcalls by opps inverted minors are off but on after (X)

1NT (suit) X is penalty oriented. 2-level bids to play, 2NT Lebensohl, 3-level bids GF

Over opponents transfers after 1♣: X shows the transfer suit, bidding the implied suit = t/o

Jacoby: shortage ask is next suit up then ♣, ♦, other M

1M - 3♣ - 3D : range probe.

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