

4. BASIC RESPONSES

Jump raises - minors	Inverted raise (6-9 HCP), 5+ support if clubs.
Jump raises - Majors	Pre-emptive (0-5 HCP, 4+ support)
Jump shifts after minor opening	Weak (about 4-7 HCP)
Jump shifts after Major opening	Bergen, jump in oM = INV, 3-cd support
Responses to strong 2 suit open.	2♦ = Waiting
Responses to 2NT opening	Stayman, TRF

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead	
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	McKenney S/P (where req).	
Count	Natural	
Signal on partner's lead:	Natural ATT	
Signal on declarer's lead:	Natural count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood	<input checked="" type="checkbox"/>	RKCB	1430	4♣ Gerber	<input type="checkbox"/>
Asking Bids	<input type="checkbox"/>	Cue Bids	<input type="checkbox"/>		

7. OTHER CONVENTIONS

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AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos.	1123130	Oliver Brayshaw
& Names:	1123122	Lizzy Brayshaw
Basic System:	Kaplan-Sheinwold (Weak NT, 5M, 2/1 = GF) [ANC 2025]	
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, min.length, or specific meaning Canapé

1♣ 3+♣ (11)12+HCP	1♥ 5+♥ (11)12+HCP
1♦ 3+♦ (11)12+HCP	1♠ 5+♠ (11)12+HCP
1NT 12-14 HCP BAL	may contain 5 card Major <input type="checkbox"/>

1NT Responses	2♣ Stayman
2♦ Transfer -> ♥	2♠ Range probe/Transfer->♣
2♥ Transfer -> ♠	2NT Transfer -> ♦
(Dbl)	other

2♣	GF unbal OR 23+ BAL	
2♦	6-10 HCP, 6+♦	
2♥	6-10 HCP, 6+♥	
2♠	6-10 HCP, 6+♠	
2NT	21-22 HCP (semi-)BAL	3NT
other		

2. PRE-ALERTS

2/1 = GF over 1M.	
Bergen Raises.	

3. COMPETITIVE BIDS / OVERCALLS

Doubles	t/o if partscore, PEN if NT or game contract	Negative DBL thru	4D
		Responsive DBL thru	4D
Jump overcalls	Weak	Unusual NT	2 lowest unbid suits
1NT overcall: (immediate)	15-17(18)	(re-opening)	(11)12-14
Immediate cue: (minor)	Michaels	(Major)	Michaels (intermediate+ if 2♠)
Over: Weak Twos	X = t/o	Opening Threes	X = t/o
Opponent's transfers	X = t/o of suit shown.		
Opponent's 1NT	X = PEN, Reverse Cappelletti (2C = majors, 2D = SS hand, 2M = 5M/4+m)		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ HCP 4+♦	2♦ 6+ ♦, approx. 4-7 HCP	3♦ SPL
1♥ 6+ HCP 4+♥	2♥ 6+ ♥, approx. 4-7 HCP	3♥ SPL
1♠ 6+ HCP 4+♠	2♠ 6+ ♠, approx. 4-7 HCP	3♠ SPL
1NT 6-11 HCP	2NT 10-12 HCP	3NT To play
2♣ INV+ raise, 5+♣	3♣ 6-9 HCP, 5+♣	4♣
other		
1♦ 1♥ 6+ HCP 4+♥	2♥ 6+ ♥, approx. 4-7 HCP	3♥ SPL
1♠ 6+ HCP 4+♠	2♠ 6+ ♠, approx. 4-7 HCP	3♠ SPL
1NT 6-9 HCP	2NT 10-12 HCP	3NT To play
2♣ 10+HCP 4+♣	3♣ 6+ ♣, approx. 4-7 HCP	4♣ SPL
2♦ INV+ raise, 4+♦	3♦ 6-9 HCP 4+♦	4♦
other		
1♥ 1♠ 6+ HCP 4+♠	2♥ 6-9 HCP, 3♥	3♦ INV (10-11), 4♥
1NT 6-9 HCP	2♠ INV, 3♥	3♥ 0-5 HCP, 4♥
2♣ 12+HCP 4+♣ (GF)	2NT GF raise, 4♥	3♠ SPL
2♦ 12+HCP 4+♦ (GF)	3♣ 6-9 HCP, 4♥	3NT To play
other 4m = SPL		
1♠ 1NT 6-9 HCP	2♠ 6-9 HCP 3♠	3♥ INV, 3♠
2♣ 12+HCP 4+♣ (GF)	2NT GF Raise, 4♠	3♠ 0-5 HCP, 4♠
2♦ 12+HCP 4+♦ (GF)	3♣ 6-9 HCP, 4♠	3NT To play
2♥ 12+HCP 5+♥ (GF)	3♦ INV (10-11), 4♠	4♣ SPL
other 4♦/♥ = SPL		
1NT 3♣	3♠	4♦
3♦	3NT To play	4♥ To play
3♥	4♣	4♠ To play
other		
2♣ 2♦ Negative (< 3 ctrls)	2NT Positive, bal.	3♥
2♥ 5+, positive.	3♣ 5+, positive.	3♠
2♠ 5+, positive.	3♦ 5+, positive.	3NT
other		
2♦ 2♥ NAT, F.	3♣ NAT, F	3♠
2♠ NAT, F.	3♦ NF raise.	3NT To play.
2NT Ogust (INV+)	3♥	4♣
other		

Notes

2♥ 2♠	3♦	3NT
2NT	3♥	4♣
3♣	3♠	4♥
other	Similar to over 2♦	
2♠ 2NT	3♥	4♣
3♣	3♠	4♥
3♦	3NT	4♠
other	Similar to over 2♦	
2NT 3♣ Muppet Stayman.	3♠ GF, 5♠4♥	4♦
3♦ TRF ♥	3NT To play	4♥
3♥ TRF ♠	4♣	4♠
other		

9. CONVENTIONS

Unusual NT: 2 lowest unbid suits 5/5. intermediate+

4th Suit Forcing One round ☐ Game force ☒

NT Checkback ☒ Priorities: Two-way Checkback.

Defence to 3NT opening

Defence to Opening Twos X = T/O

Multi 2♦

RCO style 2-s

Other 2-s

Defence (1♣) :

to

strong (2♣) :

1♣ / 2♣

Over 1NT Interference

Lebensohl - other uses

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

4♥ X=T/O

4♠ X=PEN

10. OTHER NOTES