

4. BASIC RESPONSES

Jump raises - minors	Pre-emptive
Jump raises - Majors	Pre-emptive
Jump shifts after minor opening	1m - 2M weak, 1m 2/3om inv raise
Jump shifts after Major opening	Other M = 3 card limit raise; 3 level Bergen 4 cd supp
Responses to strong 2 suit open.	2D = weak /waiting, other suits natural positives, 2NT 10+ bal
Responses to 2NT opening	Puppet stayman, transfers

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead	Overlead
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	As above	As above
Discards	Low Encourage	Low Encourage
Count	Reverse	Reverse
Signal on partner's lead:	Low Encourage	Low Encourage
Signal on declarer's lead:	Reverse present count if appropriate	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
Slam Notes		
Cue Bids <input checked="" type="checkbox"/>	Firsts and seconds	
Asking Bids <input type="checkbox"/>		

7. OTHER CONVENTIONS

4SF to game	
Cue raises	
Minorwood in limited situations	

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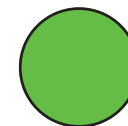
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	515345	Wendy Boxall
& Names:	423394	Jodi Tutty
Basic System:	Standard	
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♣ 3		1♥ 5
1♦ 3		1♠ 5
1NT 15-17		may contain 5 card Major <input checked="" type="checkbox"/>
1NT Responses 2♣ Puppet Stayman		
2♦ Transfer to H		2♠ Transfer to C
2♥ Transfer to S		2NT Transfer to D
other 3 level bids natural slamish		
2♣	Game Force	
2♦	18-19 bal	
2♥	6 card suit, less than an opening, may be weak in 3rd favourable	
2♠	6 card suit, less than an opening, may be weak in 3rd favourable	
2NT	20-22	3NT Long running minor
other		

2. PRE-ALERTS

Bergen raises	
Inverted minors	mini splinters
criss cross raises	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4H	Jump overcalls	Weak
Responsive doubles through	4H	Unusual NT	Lower unbid suits any range
1NT overcall - immediate	15-18	Immediate cue of minor	5+/5+ majors any range
1NT overcall - re-opening	11-14	Immediate cue of Major	5+ minor/5+ other M any range
Over weak twos	2NT 16-18, X = T/O	Over opening threes	
Over opponent's 1NT	X= values, 2♣ and higher = TOXIC	next suit single suiter or next 2 suits (2♣ thru 2♠); 2NT = odd suits 5/5 or better	

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ Nat	2♦ 8-10 HCP, C	3♦ Splinter
1♥ Nat	2♥ 4-7 6+H	3♥ Splinter
1♠ Nat	2♠ 4-7 6+♠	3♠ Splinter
1NT (5)6-10 HCP	2NT inv, no 4M	3NT 13-15 bal, no 4M
2♣ 11+, ♣	3♣ PRE, 7HCP max, 4-5♣	4♣ Minorwood
other 4H/4S to play, after inverted stopper show, PH 1C-2C - simple raise, 3C -preempt		
1♦ 1♥ Nat	2♥ 4-7 6+H	3♥ Splinter
1♠ Nat	2♠ 4-7 6+S	3♠ Splinter
1NT (5)6-10 HCP	2NT inv, no 4M	3NT 13*15 bal, no 4M
2♣ 4+C, 10+	3♣ 8-10 HCP D	4♣ Splinter
2♦ 11+, D	3♦ PRE, 7HCP max, 4-5D	4♦
other 4H/4S to play, after inverted stopper show, PH 1D-2D - simple raise, 3D Pre, 3C		
1♥ 1♠ Nat	2♥ 3 card raise, 5-9	3♦ 4 card raise 6-8
1NT (5)6-10 HCP	2♠ 3 card limit raise	3♥ Pre 4+H
2♣ 10+, 4+C	2NT 4 card GF raise	3♠ splinter 9-12
2♦ 10+, 4+D	3♣ 4 card raise 9-11	3NT 12-15 bal, 3H
other 4C, 4D splinter 9-12		
1♠ 1NT (5)6-10 HCP	2♠ 3 card raise, 5-9	3♥ 3 card limit raise
2♣ 10+, 4+c	2NT 4 card GF raise	3♠ Pre 4+S
2♦ 10+, 4+D	3♣ 4 card raise 9-11	3NT 12-15 bal, 3S
2♥ 10+, 5+H	3♦ 4 card raise 6-8	4♣ splinter 9-12
other 4D, 4H splinter 9-12		
1NT 3♣ natural slammish	3♠ natural slammish	4♦
3♦ natural slammish	3NT to play	4♥ To Play
3♥ natural slammish	4♣	4♠ To Play
other		
2♣ 2♦ waiting	2NT 10+ balanced	3♥ 6+H, 2 or top 3 Honour
2♥ 5H, 2 or top 3 Honours	3♣ 6+C, 2 or top 3 Honour	3♠ 6+S, 2 or top 3 Honour
2♠ 5S, 2 or top 3 Honours	3♦ 6+D, 2 or top 3 Honour	3NT Solid 6 card minor
other		
2♦ 2♥ weak, to play	3♣ 6+D, gf	3♠ sets spades asks for c
2♠ tfr to 2NT	3♦ 6+H, gf	3NT To play
2NT 6+C, gf	3♥ 6+S, gf	4♣ sett clubs, asks for cue
other		

Notes

2♥ 2♠ Nat, F1	3♦ Nat, F1	3NT To Play
2NT shortage ask	3♥ Pre-empt	4♣
3♣ Nat, F1	3♠ Nat, asks for cues	4♥ To Play
other		
2♠ 2NT Shortage ask	3♥ Nat, F1	4♣
3♣ Nat, F1	3♠ Pre-empt	4♥
3♦ Nat, F1	3NT To play	4♠ To play
other		
2NT 3♣ Puppet stayman	3♠ minor stayman	4♦ Natural GF, minorwo
3♦ Tfr to H	3NT to play	4♥ to play
3♥ Tfr to S	4♣ Natural GF, minorwood	4♠ to play
other		

9. CONVENTIONS

Unusual NT: Lower unbid suits, any strength

4th Suit Forcing One round Game force

NT Checkback Priorities: Bid suits up the line, 2 level min, 3 level max

Defence to 3NT opening X= values, 4C = T/O with better H, 4D = T/O with better S

Defence to Opening Twos 2NT=15-18 BAL, X T/O with Lebensohl

Multi 2♦ X values, next double takeout, 3rd double penalties

RCO style 2-s X values, next double takeout, 3rd double penalties

Other 2-s X values, next double takeout, 3rd double penalties

Defence (1C) : DBL = C or the reds. 1D/H/S=Toxic, 1NT = odd suits; 2/3L=natural

to

strong (2♣) : TOXIC DBL = D or majors, others next suit single suiter or next 2 suits

1♣ / 2♣ 2NT = odd suits 5/5 or better, 3L=natural

Over 1NT Interference Lebensohl

Lebensohl - other uses Over weak 2s

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ 4NT

10. OTHER NOTES

1x-1M-2M-2NT asks about the raise which may be 3 card

123 doubles after pen X of 1NT or t/o x of weak 2s