

4. BASIC RESPONSES

Jump raises - minors	Inverted: 5-9 HCP, 5+ cards
Jump raises - Majors	Bergen Raise 4+ cards 0-6 HCP
Jump shifts after minor opening	Natural, weak at 2 level
Jump shifts after Major opening	Bergen raise
Responses to strong 2 suit open.	2♦ Waiting over 2♣ opening
Responses to 2NT opening	Better minor, major = 6 card suit Game Force

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	Low Encourage	
Count	High-Low = Even	
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:	Natural Count	
Notes		

6. SLAM CONVENTIONS

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

7. OTHER CONVENTIONS

Crowhurst (checkback: 2♣ inv, 2♦ GF)	Wenceslas
Lebensohl (various situations)	Help Suit Trial Bids
Minorwood occasionally	Sandwich 1NT
Bergen Raises	Cue Bids
	Splinters

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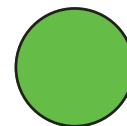
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	259411	Adrienne Stephens
& Names:	61395	Judith Tobin
Basic System:	Standard American	
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+♣	1♥	11+HCP, 5+♥
1♦	11+HCP,	3+♦	1♠	11+HCP, 5+♠
1NT	15-18HCP		may contain 5 card Major <input checked="" type="checkbox"/>	

1NT Responses 2♣ 5 card Major enquiry

2♦ Transfer ♥

2♠ TRF ♣

2♥ TRF ♠

2NT TRF ♦

other Texas: 4♣ = 6+ ♥ no slam interest, 4♦ = 6+ ♠ no slam interest

2♣ 21-22 HCP or strong 8 + playing tricks

2♦ Multi either strong 23-24 HCP bal or weak in either Major - 6 card suit

2♥ Multi weak 5H and 4 + in a minor suit (5 if vul)

2♠ Multi weak 5S and 4 + in a minor suit (5 if vul)

2NT 5/5 in the Minors 5-10 HCP

3NT Gambling

other

2. PRE-ALERTS

Inverted minors

Support X and XX

Bergen raises

1 level overcall may be 4 card suit

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4♥ Jump overcalls weak

Responsive doubles through 4♥ Unusual NT 2 lower unbid suits

1NT overcall - immediate 15-18 BAL Immediate cue of minor 5 Spades and another

1NT overcall - re-opening 10-14 Immediate cue of Major 5 other Major & a Minor

Over weak twos 2NT 16-18, T/O X with Leb Over opening threes X=T/O

Over opponent's 1NT Cappelletti - 2♣ = 1 long suit, 2♦ = Both majors, 2♥ = Hs and a minor

2♠=Spades and a minor can be 5/4, 2NT = both minors X=HCP top of the level of the NT that is opened.

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+HCP, 4+♦	2♦ weak, natural	3♦ SPL 10-14 HCP	
1♥ 5+HCP, 4+♥	2♥ 6+♥, 4-6 HCP +Ogust	3♥ SPL 10-14 HCP	
1♠ 5+HCP 4+sp	2♠ 6+♠, 4-6 HCP +Ogust	3♠ SPL 10-14 HCP	
1NT 5-9 HCP 4+Cs no maj	2NT 10-12 HCP, no major	3NT 13-15 bal no major	
2♣ 5+♣, no major 10+	3♣ PRE, 5-9 HCP, 5+♣	4♣ Minorwood	
other 4♦ Void SPL; 4♥/4♠ to play; after inv: stopper show; P/H: 1♣-2♣ - simple raise			
1♦ 1♥ 5+HCP, 4+♥	2♥ 6+♥, 4-6 HCP +Ogust	3♥ Not used	
1♠ 5+HCP, 4+♠	2♠ 6+♠, 4-6 HCP +Ogust	3♠ Not used	
1NT 5-9HCP, no major	2NT 10-12 HCP, no major	3NT 13-14HCP, no major	
2♣ 4+♣, 10+HCP	3♣ not used	4♣ Not used	
2♦ 5+♦ no major 10+	3♦ PRE, 5-9 HCP, 5+♦	4♦ Minorwood	
other 4♥/4♠ to play; after inv raise, stopper show; PH: 1♦-2♦ simple raise, 3♦ pre			
1♥ 1♠ 5+HCP, 4+♠	2♥ 5-9 HCP 3 card supp	3♦ 6-8 HCP 4 card sup	
1NT 5-9HCP, no support	2♠ 6+♠, 4-6HCP +Ogust	3♥ 4+ cards 0-6 HCP	
2♣ 4+♣, 10+HCP	2NT Jacoby	3♠ Splinter	
2♦ 4+♦, 10+HCP	3♣ 9-11 HCP 4 card sup	3NT 13-15 BAL 3♥, quack	
other 4♣ and 4♦ = splinter 10-12			
1♠ 1NT 5-9HCP, no support	2♠ 5-9 HCP 3 card supp	3♥ splinter	
2♣ 4+♣, 10+HCP	2NT Jacoby (see notes)	3♠ 4+ cards 0-6 HCP	
2♦ 4+♦, 10+HCP	3♣ 9-11 HCP 4 card sup	3NT 13-15 BAL 3♠, quacks	
2♥ 5+♥, 10+HCP	3♦ 6-8 HCP 4 card sup	4♣ Splinter	
other 4♦ = splinter 10-12; 4♥ to play			
1NT 3♣ 6+♣, slam interest	3♠ 6+♠, slam interest	4♦ Texas (spades) 6+ suit	
3♦ 6+♦, slam interest	3NT To play	4♥ To play	
3♥ 6+♥, slam interest	4♣ Texas (hearts) 6+ suit	4♠ To play	
other			
2♣ 2♦ Waiting	2NT Not used	3♥ Not used	
2♥ 5+♥, good suit, 3+ cont	3♣ Strong 6+ suit	3♠ Not used	
2♠ 5+♠, good suit, 3+ cont	3♦ Strong 6+ suit	3NT Not used	
other			
2♦ 2♥ Pass or correct	3♣ Natural and not forcing	3♠ Pass or correct	
2♠ Pass or correct	3♦ Natural and not forcing	3NT To play	
2NT Enquiry	3♥ Pass or correct	4♣ Not used	
other 4♥ Pass or correct			

Notes Jacoby 2NT: 3♣ 11-13; other 3-level bids shortage (in suit bid); 3NT = ♣ shortage; 3M: good hand 14+; 4♣/4♦: good 2nd suit 5/5; 4M 6c suit max 2KC's; next bids are cues 2NT-3♣ (min), 3♦ asks for shortage: 1st step no, then LMH (steps), X opp bid = shortage

2♥ 2♠ Natural NF	3♦ Natural NF	3NT To play
2NT Enquiry	3♥ Not forcing	4♣ Not used
3♣ Natural NF	3♠ Not used	4♥ To play
other		
2♠ 2NT Enquiry	3♥ Natural NF	4♣ Not used
3♣ Natural NF	3♠ Not forcing	4♥ Not used
3♦ Natural NF	3NT To play	4♠ To play
other		
2NT 3♣ Better minor	3♠ Natural 6♠ GF	4♦ Minorwood
3♦ Better minor	3NT To play	4♥ To play
3♥ Natural 6♥ GF	4♣ Minorwood	4♠ To play
other		

9. CONVENTIONS

Unusual NT: Minors

4th Suit Forcing One round Game force

NT Checkback Priorities: bid up the line

Defence to 3NT opening X = lead of Dummy's first bid suit or spade lead if no suit bid

Defence to Opening Twos

Multi 2♦ X=T/O (15+unbal, 19+bal); 2NT=16-18 bal (Puppet stayman applies)

RCO style 2-s As for multi openings

Other 2-s As for multi openings

Defence (1♣): DBL = Ms; 1♦ = minors, 1NT: odd suits; 1M or 2m NAT, 2M WJO
to (1♣) - P - (1♦) - DBL = majors; 1NT = minors; 1M or 2m NAT, 2M WJO
strong (2♣): DBL = Ms; 2♦ = minors, 2M or 3m NAT
 ♣

Over 1NT Interference Transfers over 2♣, Lebensohl over 2♦ +; XX depends on opp X

Lebensohl - other uses After double of 2 level for T/O, after partner reverses

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ X=penalty; 4NT=T/O

10. OTHER NOTES

1x - 1M - 2M - 2NT asks about the raise which may be 3 card: 3♣ = 3 card raise and min;

3♦ = 3 card max; 3♥ = 4 card min; 3♠ = 4 card max

1-2-3 style after pen DBL of 1NT or T/O DBL of weak twos

Jacoby: on after X, off after interference (1♥ - (1♠) - 2NT = limit 4 card raise)

System on after penalty X of our 1NT

Bergen raises on by passed hand; off after interference

After reverse by opener, 2NT or lower by responder is weak