

4. BASIC RESPONSES

Jump raises - minors	7-11 4+ support
Jump raises - Majors	7-11 4+ support
Jump shifts after minor opening	1m-2M NAT weak. 1C-2D/1D-3C = GF 4+ raise
Jump shifts after Major opening	1M-3C = GF 4-card raise. 1H-2S NAT weak. Others splinters
Responses to strong 2 suit open.	2D negative/waiting, others NAT
Responses to 2NT opening	puppet stayman, transfers, 3S minors

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	overlead except AK doubleton	
Four or more with an honour	3 rd from even, low from odd	4 th
From 4 small	3 rd from even, low from odd	1st/2nd
From 3 cards (no honour)	3 rd from even, low from odd	1st/2nd
In partner's suit		
Discards	reverse attitude, reverse count	same
Count	reverse	same
Signal on partner's lead:	reverse attitude, reverse count	
Signal on declarer's lead:	reverse attitude, reverse count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 0314	4♣ Gerber <input type="checkbox"/>	when?
Slam Notes	next step after RKC response asks for Q (first step=no)		
Cue Bids <input checked="" type="checkbox"/>			
Asking Bids <input type="checkbox"/>			

7. OTHER CONVENTIONS

We like to go for a drink after the session	

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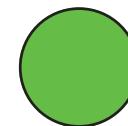
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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	75469	Michael COURTNEY
& Names:	807435	James COUTTS
Basic System:	Goren (4-card suits)	
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♣ 4+♣, usually 11+	1♥ 4+♥, usually 11+
1♦ 4+♦, usually 11+	1♠ 4+♠, usually 11+
1NT (14)15-17 (semi-)balanced	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ simple stayman	
2♦ TRF to ♥	2♠ TRF to ♣
2♥ TRF to ♠	2NT TRF to ♦
other 3-level = RKC in suit bid	

2♣ GF or (22)23+BAL	
2♦ weak 2 in either major	
2♥ 5♥ 4+ minor, weak	
2♠ 5♠ 4+ minor, weak	
2NT 20-21(22)	3NT
other	

2. PRE-ALERTS

Open 1M with 4M+4m	
Roman jump overcalls (5-5 in suit bid + next suit up)	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	all	Jump overcalls	5-5 that suit and next one up
Responsive doubles through	all	Unusual NT	Strong ART
1NT overcall - immediate	15-18	Immediate cue of minor	Strong single suited
1NT overcall - re-opening	10-14	Immediate cue of Major	Strong single suited
Over weak twos		Over opening threes	
Over opponent's 1NT	X direct=PEN, X balancing=10+, 2C=MM, 2D=one M, 2M=M+ a minor		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ NAT	2♦ GF 4+♣	3♦ SPL
1♥ NAT	2♥ 4-7 6♥	3♥ SPL
1♠ NAT	2♠ 4-7 6♠	3♠ SPL
1NT 9-11 BAL, no major	2NT GF BAL	3NT to play
2♣ 7-11 3♣	3♣ 7-11 4+♣	4♣ RKC
other		
1♦ 1♥ NAT	2♥ 4-7 6♥	3♥ SPL
1♠ NAT	2♠ 4-7 6♠	3♠ SPL
1NT 6-10	2NT GF BAL	3NT to play
2♣ NAT 10+	3♣ GF 4+♦	4♣ SPL
2♦ 7-11 3♦	3♦ 7-11 4+♦	4♦ RKC
other		
1♥ 1♠ NAT	2♥ 7-11 3♥	3♦ SPL
1NT 6-10	2♠ 4-7 6♠	3♥ 7-11 4+♥
2♣ NAT 10+	2NT GF BAL	3♠ SPL
2♦ NAT 10+	3♣ GF 4+♥	3NT to play
other		
1♠ 1NT 6-10	2♠ 7-11 3♠	3♥ SPL
2♣ NAT 10+	2NT GF BAL	3♠ 7-11 4+♠
2♦ NAT 10+	3♣ GF 4+♠	3NT to play
2♥ NAT 10+	3♦ SPL	4♣ SPL
other		
1NT 3♣ RKC in ♣	3♠ RKC in ♠	4♦ majors
3♦ RKC in ♦	3NT to play	4♥ to play
3♥ RKC in ♥	4♣ ace ask (0-1-2-3)	4♠ to play
other		
2♣ 2♦ negative or waiting	2NT	3♥ 7+♥ weak
2♥ NAT good suit	3♣ NAT good suit	3♠ 7+♠ weak
2♠ NAT good suit	3♦ NAT good suit	3NT
other		
2♦ 2♥ P/C	3♣ NAT NF	3♠ P/C
2♠ P/C	3♦ NAT NF	3NT to play
2NT asks suit (C=H, D=S)	3♥ P/C	4♣
other if opponents overcall a major, X=P/C		

Notes

2♥ 2♠ NAT NF	3♦ NAT NF	3NT to play
2NT asks for minor	3♥ NAT NF	4♣
3♣ NAT NF	3♠	4♥
other		
2♠ 2NT asks for minor	3♥ NAT NF	4♣
3♣ NAT NF	3♠ NAT NF	4♥
3♦ NAT NF	3NT to play	4♠
other		
2NT 3♣ puppet stayman	3♠ minors GF	4♦ RKC in ♦
3♦ TRF to ♥	3NT to play	4♥ to play
3♥ TRF to ♠	4♣ RKC in ♣	4♠ to play
other		

9. CONVENTIONS

Unusual NT: strong 2-suiter, partner gives Baron responses

4th Suit Forcing One round Game force

NT Checkback Priorities:

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦

RCO style 2-s

Other 2-s

Defence (1♣) : X=♣, 2C=majors, 2D=one M, 2M=M+minor

to

strong (2♣) :

1♣ / 2♣

Over 1NT Interference Lebensohl

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦

4♥ 4♠

10. OTHER NOTES
