

4. BASIC RESPONSES

Jump raises - minors	weak
Jump raises - Majors	Bergen
Jump shifts after minor opening	good 6 card Major GF
Jump shifts after Major opening	Bergen, Bid shortage 3 of a suit = S 3H=no shortage 4 level of
Responses to strong 2 suit open.	2D's = waiting bid
Responses to 2NT opening	^ Transfers and puppet stayman

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead	Journalist leads and natural count
Four or more with an honour	4th highest	A for attitude K for count
From 4 small	2nd highest	
From 3 cards (no honour)	mud	
In partner's suit	count	
Discards	high encourage	
Count	natural	
Signal on partner's lead:	high encourage	
Signal on declarer's lead:	McKenney	
Notes	If a Sing in Dummy McKenney applies	

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/>	when?
Slam Notes	Kickback in all suits RKC = next suit up . With Aspro opening if		
Cue Bids <input type="checkbox"/>	a minor is agreed minorwood at the 4 level and the other minor is Kickback		
Asking Bids <input type="checkbox"/>	in the major		

7. OTHER CONVENTIONS

2 way checkback	drury = 2C's = 3 card support 8+ 2D's = 4 ca
4th suit forcing	Leaping Michaels at 2 and 3 levels
exclusion blackwood	jumps from a passed hand is fit showing
Kokish	kickback RKC in all suits
splinters	blackout is next available unbid suit

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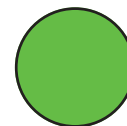
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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	44482	27219
& Names:	judy mott	Cathryn Herden NSW Women's
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

1♣ 3	1♥ 5
1♦ 3	1♠ 5
1NT 15-17	may contain 5 card Major <input type="checkbox"/>

1NT Responses 2♣ stayman	
2♦ transfer to H's	2♠ transfer to C's super accept bid suit
2♥ transfer to S's	2NT transfer to D's super accept bid suit
other smolen 3C=puppet 3D GF with minors 3H/s is a Singleton with 3 in the other major	

2♣ GF	
2♦ weak 6 card major	
2♥ 4H's and a longer minor 10-14pts Max= 12+ weak 2's in 4th seat	
2♠ 4S's and a longer minor 10-14 pts	
2NT 20-22	3NT ACE ask
other	

2. PRE-ALERTS

inverted minor	
support X to the 2 level	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4S	Jump overcalls	weak
Responsive doubles through	2NT	Unusual NT	lower unbid suits
1NT overcall - immediate	15-18	Immediate cue of minor	Micheals 5+5+majors
1NT overcall - re-opening	10-14	Immediate cue of Major	Micheals. 5+ other major and 5
Over weak twos	X=TO with lebensohl	Over opening threes	X = TO
Over opponent's 1NT	.X = S.S 2C's = C's and a higher suit 2D's = D's and a major 2H's = H &		
Weak NT	X = P 2C's = majors 2D's= 6 card major 2H/S = that suit and a minor 2NT= Mir		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+ 5+ pts	2♦ 5+C's invitational	3♦ splinter
1♥ 4+ 5+ pts	2♥ 12+ good 6 card suit	3♥ splinter
1♠ 4+ 5+ pts	2♠ 12+ good 6 card suit	3♠ splinter
1NT 5-10	2NT 11-12 pts	3NT 13-15 to play
2♣ 5+ C's 12+ pts	3♣ weak	4♣ slam try
other 1C-P-2C-P 2NT=18-19		
1♦ 1♥ 4+ 5+ pts	2♥ 12+pts, 6 card suit	3♥ splinter
1♠ 4+5+ pts	2♠ 12+ pts 6 card suit	3♠ splinter
1NT 5-10 pts	2NT 11-12	3NT 13-15 to play
2♣ 4+ 11+ pts	3♣ 5+ D's invitational	4♣ splinter 10-14 pts
2♦ 5+ 12+ pts	3♦ weak	4♦ slam try
other 1D-P-2D-P-2NT=18-19		
1♥ 1♠ 4+ 5+ pts	2♥ 3H's 6-9 pts	3♦ 4H'ss 10-12Pts
1NT 5-10 pts	2♠ 3H's 10-11 pts	3♥ weak
2♣ 4+ 11+ pts	2NT 4+ 13+ pts	3♠ splinter
2♦ 4+ 11+ pts	3♣ 4 H's 7-10	3NT 3H's 13-15 pts
other		
1♠ 1NT 5-10 pts	2♠ 3 S's 6-9 pts	3♥ 3 S's 10-12 pts
2♣ 4+ 11+ pts	2NT 4 S's 12+ pts	3♠ weak
2♦ 4+ 11+ pts	3♣ 4 's 7-10pts	3NT 3 S's flat 13-15 pts
2♥ 5+ 11+pts	3♦ 4 S's 10-12 pts	4♣ .splinter 4S's 9-12
other		
1NT 3♣ puppet	3♠ singS, 3 H's, 9 cards in	4♦ transfer to S's
3♦ 1,4card maJ Sin in othe	3NT to play	4♥
3♥ Sing H, 3S, 9 cards in	4♣ tranfer to H's	4♠ slam forcing baron
other Bid 5 card suit at the 6 level. 4NT= no 5 card suit.		
2♣ 2♦ waiting	2NT	3♥
2♥	3♣	3♠
2♠	3♦	3NT
other		
2♦ 2♥ pass or correct	3♣ to play	3♠ pass or correct
2♠ pass or correct	3♦ to play	3NT to play
2NT enquiry	3♥ pass or correct	4♣ transfer to your major
other 4D = bid your major		

Notes

2♥ 2♠ forcing for 1 round	3♦ to play	3NT to play
2NT enquiry	3♥ to play	4♣ pass or correct
3♣ pass or correct	3♠	4♥
other		
2♠ 2NT enquiry	3♥ invitational with H's	4♣ pass or correct
3♣ pass or correct	3♠ to play	4♥
3♦ to play	3NT to play	4♠
other		
2NT 3♣ puppet	3♠ minor stayman	4♦ slam try
3♦ transfer to H's	3NT 5 s's and 4 H's	4♥ to play
3♥ transfer to S's	4♣ slam try	4♠ to play
other		

9. CONVENTIONS

Unusual NT: lower unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities:

Defence to 3NT opening 4C's TO of majors with better H's 4D's TO of both majors with 5

Defence to Opening Twos X = TO with lebensohl

Multi 2♦ X = opening hand with 2+ D's

RCO style 2-s X = 15+ 2NT= strong two suiter

Other 2-s X= TO with lebensohl

Defence

to

strong X = majors 1NT is minors

1♣ / 2♣

Over 1NT Interference transfer bids except 2C's= Stayman. Over a X all system on

Lebensohl - other uses

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

4♥ X = TO 4♠ X= values

10. OTHER NOTES

1NT-P-4S =Slam forcing Baron =bid of a suit =5 4NT= no 5 card suit

2C (x) - P =0-4 XX = 5-8 Bid = 9+ 2C (bid) P = 0-4 X= 5-8 Bid = 9+

1C-(1H)- X denies 4S

2nt-p-4C-P- 4D= RKC 4/H/S= cue 4NT= cue in D's

1S-p-2NT-p responses 3c/D/H=Sing 3S= 15+ 3NT = 16+ 3C/D/G = 5+5+

1S-(2H)- 2NT= 4+S 12+ pts (1C)- X is opening hand with 3+ C's

1D-P-1H-P -4D=good D's and 4H's