

4. BASIC RESPONSES

Jump raises - minors	preemptive
Jump raises - Majors	preemptive
Jump shifts after minor opening	preemptive, other minor = invite
Jump shifts after Major opening	Bergen
Responses to strong 2 suit open.	2D = waiting
Responses to 2NT opening	3C = puppet, and transfers, 3S = minor(s), slam interest

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A-att, K-count	K for count or unblock
Four or more with an honour	3rd/Low	4th
From 4 small	3rd	2nd
From 3 cards (no honour)	3rd	top
In partner's suit	Same, but H from Hxx	^
Discards	Low enc	^
Count	low = even	^
Signal on partner's lead:	attitude	^
Signal on declarer's lead:	count	
Notes Suit preference when following to trumps		
^		
^		

6. SLAM CONVENTIONS

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

7. OTHER CONVENTIONS

Smolen Transfers	Blackout
SA Texas	^
^	^
^	^
^	^
^	^
^	^
^	^
^	^
^	^
^	^

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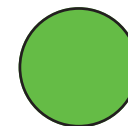
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	1173103	Aadhi
& Names:	1173091	Adrian Le
Basic System:	2/1 GF, Variable NT	
Brown Sticker <input type="checkbox"/>	<u>Classification:</u>	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+ clubs	1♥ 5+ hearts	
1♦ 3+ diamonds	1♠ 5+ spades	
1NT 10-12 NV 1st and 2nd seat, 8-12 1st FAV, else 14-16	may contain 5 card Major	<input checked="" type="checkbox"/>
1NT Responses		
2♣ Stayman		
2♦ 5+ hearts	2♠ Range Probe or club transfer	
2♥ 5+spades	2NT diamond transfer	
other 3C puppet		
2♣ 23+ or GF		
2♦ weak (5)6		
2♥ weak (5)6		
2♠ weak (5)6		
2NT 19-21 NV, 20-21 Vul	3NT Gambling	
other ^		

2. PRE-ALERTS

1st/3rd NV openings could be light	^
Variable NT	^
^	^

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4!h	Jump overcalls	preemptive
Responsive doubles through	4!h	Unusual NT	LUBS
1NT overcall - immediate	15-18 w/ stop	Immediate cue of minor	Michaels
1NT overcall - re-opening	11-14 w/ stop	Immediate cue of Major	Michaels
Over weak twos	Lebensohl	Over opening threes	^
Over opponent's 1NT	2C = majors, 2D = long major, 2M = M + m, 2NT = minors		
^			
^			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+ diamonds	2♦ 5+ clubs, invite	3♦ preempt
1♥ 4+ hearts	2♥ weak	3♥ preempt
1♠ 4+ spades	2♠ weak	3♠ preempt
1NT 6-10, no 4M	2NT 11-12 bal no 4M	3NT 13-16 bal
2♣ 4+clubs, GF	3♣ weak	4♣ preempt
other ^		
1♦ 1♥ 4+ hearts	2♥ weak	3♥ preempt
1♠ 4+ spades	2♠ weak	3♠ preempt
1NT 6-10, no 4M	2NT 11-12 bal no 4M	3NT 13-16 bal
2♣ 4+ clubs, GF	3♣ 5+diamonds, invite	4♣ ^
2♦ 4+ diamonds, GF	3♦ preempt	4♦ ^
other ^		
1♥ 1♠ 4+ spades	2♥ 6-9, 3 hearts	3♦ 10-11, 4 hearts
1NT 6-11(12)	2♠ 10-11, 3 hearts	3♥ weak, 4 hearts
2♣ 4+ clubs, GF	2NT GF, 4+ hearts	3♠ splinter
2♦ 4+ diamonds GF	3♣ 6-9, 4 hearts	3NT 13-15, choice of game
other ^		
1♠ 1NT 6-11(12)	2♠ 6-9, 3 spades	3♥ 10-11, 3 spades
2♣ 4+ clubs, GF	2NT GF, 4+ spades	3♠ weak, 4 spades
2♦ 4+ diamonds, GF	3♣ 6-9, 4 spades	3NT 13-15, choice of game
2♥ 5+ hearts, GF	3♦ 10-11, 4 spades	4♣ splinter
other ^		
1NT 3♣ puppet	3♠ slam interest, 6+ spades	4♦ 6+ spades
3♦ GF minors	3NT To play	4♥ To play
3♥ Slam interest, 6+ hearts	4♣ 6+ hearts	4♠ To play
other ^		
2♣ 2♦ Waiting	2NT ^	3♥ ^
2♥ 8+, natural	3♣ 8+, natural	3♠ ^
2♠ 8+, natural	3♦ 8+, natural	3NT ^
other ^		
2♦ 2♥ Forcing, 5+ hearts	3♣ forcing, 5+ clubs	3♠ ^
2♠ Forcing, 5+ spades	3♦ preempt	3NT To play
2NT Ogust	3♥ ^	4♣ ^
other ^		

Notes ^

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2♥ 2♠ Forcing, 5+ spades	3♦ forcing, 5+ diamonds	3NT to play
2NT Ogust	3♥ preempt	4♣ ^
3♣ Forcing, 5+ clubs	3♠ ^	4♥ ^
other ^		
2♠ 2NT Ogust	3♥ Forcing, 5+ hearts	4♣ ^
3♣ Forcing, 5+ clubs	3♠ preempt	4♥ ^
3♦ Forcing, 5+ diamonds	3NT to play	4♠ ^
other ^		
2NT 3♣ Puppet	3♠ minor(s)	4♦ 6+ spades
3♦ 5+ hearts	3NT to play	4♥ to play
3♥ 5+ spades	4♣ 6+ hearts	4♠ to play
other ^		

9. CONVENTIONS

Unusual NT: 5-5 LUBS

4th Suit Forcing One round ^ Game force

NT Checkback Priorities: Two-way checkback, up the line

Defence to 3NT opening ^

Defence to Opening Twos ^

Multi 2♦ 1st X = 12+, 2nd X = Takeout, 3rd X = Penalty

RCO style 2-s ^

Other 2-s ^

Defence (1C) : Natural

to ^

strong (2C) : Natural

1♣ / 2♣ ^

Over 1NT Interference Lebensohl

Lebensohl - other uses ^

Take out of 4 level pre-empts 4♣/4♦ ^

4♥ ^ 4♠ ^

10. OTHER NOTES

1NT - (X): XX = to play, 2 suit = to play, P = no 5 card suit

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