

4. BASIC RESPONSES

Jump raises - minors	Inverted: 6-9 HCP, 4+ cards denies Maj
Jump raises - Majors	Preempt 0-6 HCP, 4+ cards
Jump shifts after minor opening	Natural, weak at 2 level to play
Jump shifts after Major opening	Bergen: 3♣=6-9hcp 4cd, 3♦=10-12 4cd, jump in other Maj=3cs ltr
Responses to strong 2 suit open.	Forced relay - next step ♣-♦; ♦-♥
Responses to 2NT opening	To Play preference

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A-Attitude K-Count	
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	High Encourage	
Count	High-Low = Even	
Signal on partner's lead:	High Encourage	
Signal on declarer's lead:	Count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB	3041
Asking Bids <input checked="" type="checkbox"/>	Cue Bids <input checked="" type="checkbox"/>	

7. OTHER CONVENTIONS

	long suit trial bid
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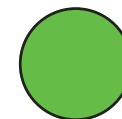
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**AUSTRALIAN BRIDGE
FEDERATION LTD.**

STANDARD SYSTEM CARD



ABF Nos.	198064	Sarah Strickland
& Names:	165964	Jan Malinas
Basic System:	2/1 Weak NT	
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

1♣ 1+, 13+ HCP	1♥ 5+, 13+HCP *
1♦ 5+, 13+ HCP	1♠ 5+, 13+HCP*
1NT 12-14	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ Simple Stayman	
2♦ Transfer ♥	2♠ Transfer ♣
2♥ Transfer ♠	2NT Transfer ♦
(Dbl) To Play	other 3♣ = game force Puppet Stayman

2♣ EITHER 6+ ♥ and <12 HCP or 23+ HCP Balanced or Game Force any shape	
2♦ EITHER 6+♠ and < 12 HCP or 21-22 HCP Bal or 8.5/9 playing tricks single suited	
2♥ 5/5 ♥ + any other suit, <12 HCP	
2♠ 5/5 ♠ + minor < 12HCP	
2NT 5/5 Minors weak or strong	3NT Gambling, solid minor, no side A or K
other	

2. PRE-ALERTS

*1 M can be light with both Majors (5/4)	
support X and XX	Lebensohl after NT interference
Forcing 1NT response to 1Maj	

3. COMPETITIVE BIDS / OVERCALLS

Doubles Support Doubles & Redoubles	Negative DBL thru	4♥
	Responsive DBL thru	4♥
Jump overcalls weak	Unusual NT	Lower 2 unbid suits
1NT overcall: (immediate) 15-18 Balanced	(re-opening)	10-14
Immediate cue: (minor) Michaels 5/5 Majors wk/str	(Major)	5 other Maj & 5 minor wk/str
Over: Weak Twos 2NT 16-18, T/O X with LEB	Opening Threes	x = T/O
Opponent's transfers	x = my suit, bid Transfer suit = T/O	
Opponent's 1NT Str - X= Single Suit, 2♣ = 5/4+ minors, 2♦ = 5/4+ Majors, 2♥ = 5/4+ ♥+min,		
2♠ = 5/4+ ♠ + min		
Wk - x=penalty, 2♣ = single suit, 2♦ = 5/4+ Maj, 2♥ = 5/4+ ♥ + min, 2♠ = 5/4+ ♠ + min		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ HCP, 4+♦	2♦ to play <6 HCP 6+♦	3♦ splinter 5+♣
1♥ 6+ HCP, 4+♥	2♥ to play < 6 HCP 6+♥	3♥ splinter 5+♣
1♠ 6+ HCP, 4+♠	2♠ to play < 6 HCP 6+♠	3♠ splinter 5+♣
1NT 6-10 HCP denies Maj	2NT 11-12 hcp bal < 4 cd	3NT 13-15 bal (< 4 cd Maj)
2♣ 10+ HCP 5+♣ <4 Maj	3♣ 0-6 HCP 5+♣	4♣ minorwood
other		
1♦ 1♥ 6+ HCP 4+♥	2♥ to play <6 HCP 6+♥	3♥ splinter 4+♦
1♠ 6+ HCP 4+♠	2♠ to play <6 HCP 6+♠	3♠ splinter 4+♦
1NT 6-10 HCP <4card Maj	2NT 11-12 HCP <4card Maj	3NT 13-15 HCP
2♣ game force natural	3♣ does not exist	4♣ minorwood
2♦ 10+ HCP 4+♦	3♦ 0-6 HCP 4+♦	4♦ minorwood
other		
1♥ 1♠ 6+ HCP 4+♠	2♥ 8-10 HCP 3♥	3♦ 10-11 HCP 4+♥
1NT 6-12 HCP forcing	2♠ 10-12 HCP 3♥	3♥ 0-6 HCP 4♥
2♣ game force natural	2NT 13+ 4+♥	3♠ splinter 4+♥
2♦ game force natural	3♣ 6-9 hcp 4♥	3NT 13-15 3♥
other 4♦/♠ = splinter (4+♥)		
1♠ 1NT 6-12 HCP forcing	2♠ 8-10 HCP 3♠	3♥ 11-12 HCP 3♠
2♣ game force natural	2NT 13+ HCP 4+♠	3♠ 0-6 HCP 4♠
2♦ game force natural	3♣ 6-9 HCP 4♠	3NT 13-15 HCP 3♠
2♥ gf natural 5+♥	3♦ 10-11 HCP 4♠	4♣ splinter 4+♠
other 4♦ = splinter 4+♠		
1NT 3♣ puppet gf	3♠ single♠, 9+ cds in mins	4♦ minorwood
3♦ gf 5/5 in Majors	3NT to play	4♥
3♥ single♥ 9+cds in mins	4♣ minorwood	4♠
other		
2♣ 2♦ forced relay	2NT N/A	3♥ N/A
2♥ wk 7+♥ < HCP	3♣ wk 7+♣ <2 HCP	3♠ N/A
2♠ wk 7+♠ < 2HCP	3♦ wk 7+♦ < 2 HCP	3NT N/A
other		
2♦ 2♥ forced relay	3♣ N/A	3♠ N/A
2♠ N/A	3♦ N/A	3NT N/A
2NT N/A	3♥ N/A	4♣ N/A
other		

Notes

2♥ 2♠ pass / correct	3♦ 5+♦ invite	3NT to play
2NT enquiry (show 2nd suit)	3♥ Extend Preempt	4♣
3♣ 5+♣ invite	3♠	4♥ to Play
other		
2♠ 2NT enquiry	3♥ 5+♥ invite	4♣
3♣ 5+♣ invite	3♠ Extend preempt	4♥
3♦ 5+♦ invite	3NT to play	4♠
other		
2NT 3♣ to play - preference	3♠	4♦ minorwood
3♦ to play - preference	3NT to play	4♥
3♥	4♣ minorwood	4♠
other		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: New Minor Forcing, cheapest

Defence to 3NT opening Bid = to play

Defence to Opening Twos 2NT=15-18 BAL ♣ by advancer = puppet

Multi 2♦

RCO style 2-s

Other 2-s

Defence (1♣) : 1♦ = both Maj 4+/5+, 1♥ = ♥+ minor, 1♠ = ♠+ minor, 1NT = both min
to 4+/5+, X = ♣
strong (2♣) : X = ♣, bid = nat
1♣ / 2♣

Over 1NT Interference Lebensohl

Lebensohl - other uses after partner's double of opponent's weak 2

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X

4♠ 4NT = 2 places to play

10. OTHER NOTES