

4. BASIC RESPONSES

Jump raises - minors	5-9 with support (expected 9 card fit)
Jump raises - Majors	0-5 with support (9 card fit), dependment on vul
Jump shifts after minor opening	weak natural, 2NT = INV balanced
Jump shifts after Major opening	Bergen, Jacoby, jump in oM is limit raise
Responses to strong 2 suit open.	2D = waiting, bidding a suit is 8+ with GOOD suit
Responses to 2NT opening	3C = puppet

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	overlead	
Four or more with an honour	4th	
From 4 small	2nd	
From 3 cards (no honour)	MUD	
In partner's suit	same	top from 3+ small if supp.
Discards	low encourage	
Count	reverse	
Signal on partner's lead:	low encourage/count/suit pref	(in that order of priority)
Signal on declarer's lead:	count	
Notes guidelines: if we can't cover dummy's honour, play count; if dummy/declarer is short (and both players know/will know) then play suit pref		

6. SLAM CONVENTIONS

4♣ Gerber	<input type="checkbox"/>	NEVER!
4NT: Blackwood	<input type="checkbox"/>	RKCB 1430
Asking Bids	<input checked="" type="checkbox"/>	Cue Bids <input checked="" type="checkbox"/> Q ask, 1st + 2nd round controls

7. OTHER CONVENTIONS

Blackout (GF)	
Lebensohl over 1NT interference	

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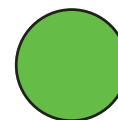
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AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos.	1138405	Kate Macdonald
& Names:	1182501	Alexandra Mills
Basic System:	2/1 GF	
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♣ 2+, 11+	1♥ 5+, 11+
1♦ 2+, 11+	1♠ 5+, 11+
1NT (14)15-17	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ simple stayman	
2♦ TRF to H	2♠ Range probe or clubs
2♥ TRF to S	2NT TRF to D
(Dbl) System on, XX to run, P to play	other 3C = low info puppet

2♣ GF any	
2♦ weak natural, can be 5 cards 1st fav, can be 0 HCP 1st fav	
2♥ weak natural, can be 5 cards 1st fav, can be 0 HCP 1st fav	
2♠ weak natural, can be 5 cards 1st fav, can be 0 HCP 1st fav	
2NT 20-22	3NT Gambling
other	

2. PRE-ALERTS

Points schmoints	

3. COMPETITIVE BIDS / OVERCALLS

Doubles Support Xs + XXs (must show support if below 2M)	Negative DBL thru	4H
	Responsive DBL thru	4H
Jump overcalls weak natural	Unusual NT	LUBS (any strength)
1NT overcall: (immediate) 15-18	(re-opening)	15-18
Immediate cue: (minor) both majors 5/5+	(Major) oM + minor 5/5+	
Over: Weak Twos 2NT = 16-18, X = T/O	Opening Threes X = T/O	
Opponent's transfers X = bid suit, bid suit = T/O		
Opponent's 1NT 2C = both majors 4/4+ (dependent on vul), X = top of range (at least 14+)		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+	2♦ weak natural	3♦
1♥ 4+	2♥ weak natural	3♥
1♠ 4+	2♠ weak natural	3♠
1NT 6-9 no M	2NT 10-11 no M	3NT to play
2♣ 10+ (5)6+ C	3♣ 6-9 (5)6+	4♣
other		
1♦ 1♥ 4+	2♥ weak natural	3♥
1♠ 4+	2♠ weak natural	3♠
1NT 6-9 no M	2NT 10-11 no M	3NT to play
2♣ GF with clubs	3♣ weak natural	4♣
2♦ 10+	3♦ 6-9 5+ D	4♦
other	after 2D, bid 2NT/3D as min	
1♥ 1♠ 4+	2♥ 6-9, 3H	3♦ 10-11, 4H
1NT 5-11	2♠ 10-11, 3H	3♥ 0-5, 4+H
2♣ GF clubs or bal	2NT GF, 4+H	3♠ splinter GF
2♦ GF 5+	3♣ 6-9, 4H	3NT offer to play
other		
1♠ 1NT 5-11	2♠ 6-9 3S	3♥ 10-11 3S
2♣ GF clubs or bal	2NT Jacoby	3♠ 0-6 4+S
2♦ GF 5+ D	3♣ Bergen (6-9)	3NT offer to play
2♥ GF 5+ H	3♦ Bergen (10-11)	4♣
other		
1NT 3♣ puppet	3♠ 13(54)	4♦ TRF to S
3♦ minors 5/5+	3NT To play	4♥ TRF to C
3♥ 31(54)	4♣ TRF to H	4♠ TRF to D
other		
2♣ 2♦ waiting	2NT ARE YOU CRAZY! ?	3♥ setting suit
2♥ positive, GOOD suit	3♣ positive, GOOD suit	3♠ setting suit
2♠ positive, GOOD suit	3♦ positive, GOOD suit	3NT pls don't bid
other		
2♦ 2♥ forcing 1 round, nat	3♣ forcing 1 round, nat	3♠
2♠ forcing 1 round, nat	3♦ to play	3NT to play
2NT strong enquiry	3♥	4♣
other		

Notes 2NT enquiry responses: bid shortage "naturally"

2♥ 2♠ forcing 1 round, nat	3♦ forcing 1 round, nat	3NT to play
2NT strong enquiry	3♥ to play	4♣
3♣ forcing 1 round, nat	3♠	4♥ to play
other		
2♠ 2NT strong enquiry	3♥ forcing 1 round, nat	4♣
3♣ forcing 1 round, nat	3♠ to play	4♥
3♦ forcing 1 round, nat	3NT to play	4♠
other		
2NT 3♣ puppet stayman	3♠ minors???? haha	4♦ TRF to S
3♦ TRF to H	3NT to play	4♥ TRF to C
3♥ TRF to S	4♣ TRF to H	4♠ TRF to D
other	After TRF to H/S, steps show length	

9. CONVENTIONS

Unusual NT:

4th Suit Forcing One round Game force

NT Checkback Priorities:

Defence to 3NT opening

Defence to Opening Twos 2NT = 16-18 w/ stopper, X = T/O

Multi 2♦ 123 Xs

RCO style 2-s

Other 2-s

Defence (1♣) : X = both M (4/4+ dependent on vul), 1NT = both m (5/4+ dep. on vul)
to
strong (2♣) : X = both M (5/5+ dependent on vul), 2NT = both m (5/5+ dep. on vul)
1♣ / 2♣

Over 1NT Interference Lebensohl, 2 bids NF, 3 bids GF

Lebensohl - other uses No other use

Take out of 4 level pre-empts 4♣/4♦

4♥

4♠

10. OTHER NOTES

Blackout bid in reverse auctions shows GF values