

4. BASIC RESPONSES

Jump raises - minors	mixed raise, (5)4+ cards, 5 9 HCP
Jump raises - Majors	mixed raise, 4+ cards, 5 9 HCP
Jump shifts after minor opening	6+ card suit, 8 10 HCP
Jump shifts after Major opening	6+ card suit, 8 10 HCP
Responses to strong 2 suit open.	2!d=waiting; 2!h/2!s=good 5+; 3!c/3!d=good 6+
Responses to 2NT opening	3!c=Puppet Stayman; 3!d/3!h=!h/!s; 3!s=44+m; 4!c/!d=Minorwood

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All see notes	Overlead All
Four or more with an honour	4th highest	4th highest
From 4 small	2nd or top	2nd highest
From 3 cards (no honour)	MUD	MUD
In partner's suit	3rd from 3+ if suit unraised	3rd from 3+ if suit unraised
Discards	Count, McKenney, see note	
Count	Reverse original count	
Signal on partner's lead:	reverse attitude, then count	
Signal on declarer's lead:	Count (sometimes McKenney)	
Notes Frequent McKenney suit preference.		
At 5/6 level, A/Q for ATT, K for CNT		
On first discard only, use reverse attitude.		

6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 3041	4♣ Gerber <input type="checkbox"/>	when? never
Slam Notes	Kickback; With agreed major 3M+1=non serious slam try;		
Cue Bids <input checked="" type="checkbox"/>	1st/2nd		
Asking Bids <input checked="" type="checkbox"/>	Control Asks; Minorwood (conditional and unconditional)		

7. OTHER CONVENTIONS

Step Blackout (1 over 1 then reverse).	DOPI / DEPO
Cue Raises.	Leaping Michaels
Support X & XX.	Last Train game tries / cue bids
artificial shortage showing bids.	Forcing pass in some comp situations.
Unnecessary jumps are splinters.	serious/non serious slam tries after GF 3M

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If our artif overcall is X'd: P=TP; XX=bid step then pass.

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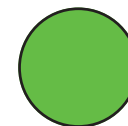
After our M bid in comp, 2NT=4+c raise 10+HCP

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After opener's 13+ splinter, step asks for cue if 19+



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	362786	Therese Demarco
& Names:	197912	Susan Lusk
Basic System:	2/1=GF unless 2!c limit raise + of 1M	
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 <input type="checkbox"/>
1♣ ~11 20 HCP, 3+	1♥ ~11 20 HCP, 5+
1♦ ~11 20, 4+, unless 4432	1♠ ~11 20 HCP, 5+
1NT (14) (17) HCP	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ Simple Stayman (then 3oM=S/T, crisscross raise & 2!s=nat, invite).
 2♦ TRF !H, super accept all 4+support 2♠ TRF !c, then 3!c=good fitting hand
 2♥ TRF !s, super accept all 4+support 2NT TRF !d, then 3!d=good fitting hand
 other 3!c=Puppet, GF; 3!d=5/5ms, GF; 3!h/3!s=fragment, 3bidM & 5/4+ms, GF

2♣ 22+ BAL or GF. Can be 10ish trick M with <18HCP.
2♦ Weak, <11 HCP, 4+/4+ !h & !s. In 4th seat = nat, 6card, 10 12.
2♥ Weak, 6 10 HCP, 5+!h NV / 6+!h V. In 4th seat = nat, 6 card, 10 12.
2♠ Weak, 6 10 HCP, 5+!s NV / 6+!s V. In 4th seat = nat, 6 card, 10 12.
2NT (19)20 21(22) HCP, BAL 3NT 1st 3rd: Gambling 4th: TP
other 4X=nat preempt. 4NT = both minors, preemptive (can be very weak)

2. PRE-ALERTS

2!d opening. (4+/4+ Majors)	ALL point ranges are a guide only
In some cases if our artif call is X'd, P=TP	Inverted minors (unless PH or in comp)

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4!h	Jump overcalls	Weak
Responsive doubles through	4!h	Unusual NT	lower 2 unbid suits
1NT overcall - immediate	15 18 BAL	Immediate cue of minor	Both Majors 5+/5+
1NT overcall - re-opening	12 15 BAL	Immediate cue of Major	OM + minor 5+/5+
Over weak twos	T/O X; Leaping Michaels	Over opening threes	T/O X
Over opponent's 1NT	X= penalty, 15+HCP; 2!c= 5(4)/4+ Majors; 2!d= (5)6+M; 2M= 5M & 4+m		
	2NT=5+/5+ ms; 4!c/!d=Leaping Michaels, else=nat.		
	Passed Hand X= 5m & 4M (then 2!c=P/C; 2!d=bid M)		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+ HCP, 4+ld	2♦ 8 10 HCP, 6+ld	3♦ 13 15 HCP, splinter
1♥ 5+ HCP, 4+!H	2♥ 8 10 HCP, 6+!h	3♥ 13 15 HCP, splinter
1♠ 5+ HCP, 4+!S	2♠ 8 10 HCP, 6+!s	3♠ 13 15 HCP, splinter
1NT 6 11 HCP, nat	2NT 11 12HCP, bal, ld only	3NT 13 15 HCP, bal, ld only
2♣ 10+ HCP, 4+!c, no M	3♣ 5 9 HCP, 5+!c	4♣ preempt
other Passed hand: 2!c = 5 9 HCP, 4+!c; 2NT = 10 11 HCP, 4+!c		
1♦ 1♥ 5+ HCP, 4+!h	2♥ 8 10 HCP, 6+!h	3♥ 13 15 HCP, splinter
1♠ 5+ HCP, 4+!s	2♠ 8 10 HCP, 6+!s	3♠ 13 15 HCP, splinter
1NT 6 11 HCP, nat	2NT 11 12 HCP, bal, !c only	3NT 13 15 HCP, bal, only !c
2♣ 12+HCP, 4+!c, GF.	3♣ 8 10 HCP, 6+!c	4♣ 13 15 HCP, splinter
2♦ 10+ HCP, 4+!d, no M	3♦ 5 9 HCP, 5+!d	4♦ preempt
other Passed hand: 2!d = 5 9 HCP, 4+!d; 2NT = 10 11 HCP, 4+!d		
1♥ 1♠ 5+ HCP, 4+!s	2♥ 5 10 HCP, 3!h	3♦ 8 10 HCP, 6+!d
1NT 6 11 HCP, nat	2♠ 8 10 HCP, 6+!s	3♥ 5 9 HCP, 4+!h
2♣ 10+, 3way(PH:9 11, 3!h)	2NT 10+ HCP, 4+!h	3♠ 10 14 HCP, splinter
2♦ 12+, 5+!d, GF	3♣ 8 10 HCP, 6+!c	3NT 13 15 HCP, bal, 3!h
other 4!c/4!d = 10 14 HCP splinter; 4!s = RKBW		
1♠ 1NT 6 11 HCP, nat	2♠ 5 10 HCP, 3!s	3♥ 8 10HCP, 6+!h
2♣ 10+, 3way(PH:9 11, 3!s)	2NT 10+ HCP, 4+!s	3♠ 5 9 HCP, 4+!s
2♦ 12+ HCP, 5+!d, GF	3♣ 8 10 HCP, 6+!c	3NT 13 15 HCP, bal, 3!s
2♥ 11+ HCP, 5+!h, GF	3♦ 8 10 HCP, 6+!d	4♣ 10 14 HCP, splinter
other 4!d/4!h = 10 14 HCP, splinter; 4NT=RKBW		
1NT 3♣ Puppet Stayman	3♠ 3!s 54+ minors, GF	4♦ Texas Transfer to 4!s
3♦ 5+/5+ ms, GF	3NT TP	4♥ nat, TP, distributional
3♥ 3!h 54+ minors, GF	4♣ Texas Transfer to 4!h	4♠ nat, TP, distributional
other 4NT= quantitative. After Texas Transfer play Kickback RKBW & Excl BW		
2♣ 2♦ waiting	2NT not used	3♥
2♥ nat, good suit	3♣ nat, good suit	3♠
2♠ nat, good suit	3♦ nat, good suit	3NT
other 2!c 2!d 2!h = forces 2!s, then: 2NT=bal 25+; anything else includes long !hs.		
2♦ 2♥ TP	3♣ nat, NF	3♠ TP, as is 4!s
2♠ TP	3♦ nat, NF	3NT TP
2NT inv+, Enquiry	3♥ TP, as is 4!h	4♣ good 6+ suit, GF
other After any response to 2NT enquiry, 4!c/!d sets !h/!s (then can Kickback)		

Notes After 1M 2M NS = long suit gametry

Respond 1M to 1!c with 4M & 4(5)!d unless inv+.

Rebid 1M after 1m 1X with 44+, can be bal.

2♥ 2♠ nat, NF	3♦ nat, NF	3NT TP
2NT inv+, range/short ask	3♥ inv only on 6c suit.	4♣ good 6+ suit, GF
3♣ nat, NF	3♠ nat, GF	4♥ TP
other 4!s=Kickback. Must bid 3!s first if wanting to play 4!s.		
2♠ 2NT inv+, range/short ask	3♥ nat, NF	4♣ good 6+ suit, GF
3♣ nat, NF	3♠ inv only on 6c suit	4♥ TP
3♦ nat, NF	3NT TP	4♠ TP
other 4NT=RKBW		
2NT 3♣ Puppet Stayman	3♠ minors Stayman, 44m	4♦ nat, Cond Minorwood
3♦ Transfer to !h	3NT TP	4♥ Nat., mild slam try
3♥ Transfer to !s	4♣ nat, Cond Minorwood	4♠ Nat., mild slam try
other 4NT=quantitative		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 2!c=force 2!d then next is inv; 2!d=art, GF; 2NT=force 3!c

Defence to 3NT opening CTP X; over gambling, 4!c for majors.

Defence to Opening Twos CTP X; T/O X of nat 2's; Leaping Michaels

Multi 2♦ CTP X; Leaping Michaels

RCO style 2-s CTP X; Leaping Michaels

Other 2-s Over nat 2's: T/O X; Leaping Michaels; Michaels over nat 2!d

Defence 1!C : X=Majors 5+/4+; 1NT=minors 5+/4+; jumps weak

to

strong 2!C : X=Majors; 2NT=minors

♣

Over 1NT Interference X=CTP (if art) or T/O (if nat); Rubensohl.

Lebensohl - other uses Rubensohl after opps overcall over 1NT.

Take out of 4 level pre-empts 4♣/4♦ X=T/O ; 4NT=Nat

4♥ X=T/O ; 4NT=Nat 4♠ X=values; 4NT=T/O

10. OTHER NOTES

CTP X (1st=cards/2nd=Takeout/3rd=Penalty) when they open/overcall weak & artificial
(1m) 3m=natural intermediate jump (good 6c suit, 11 15HCP).

Inverted minor does not apply if passed hand or opps overcall limit raises apply.

After 1m 2m step=11 14 any, then step=art, GF.

After 1M 2NT 3!c=any 11 14; 3!d=17+, bal; 3!h/3!s/3NT=15+, L/M/H shortage.

After opp overcall; jump NS=6+c good suit, 8 10 HCP(approx); mixed raise 5 9HCP.

After our overcall, non jump NS is NF except at 3 level (but must raise with 3+ support)