

4. BASIC RESPONSES

Jump raises - minors	Inverted minors 6-9 TP, 5+ of suit bid
Jump raises - Majors	Pre-emptive 3-7 TP, 4+ cards
Jump shifts after minor opening	Natural, weak at 2 level
Jump shifts after Major opening	Bergen raises or weak in other major
Responses to strong 2 suit open.	2♦ = 4-7 (with K or A), 2♥ = 0-3.
Responses to 2NT opening	As over 1NT (Except 3♠ = transfer to either minor - P or correct)

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead except AKx(+)	Overlead except AKx(+)
Four or more with an honour	4th highest	4th highest *#see note below
From 4 small	2nd highest	2nd highest
From 3 cards (no honour)	MUD	TON
In partner's suit	standard	standard
Discards	High Enc/Low disc.(McK if obv)	High Enc/Low disc.(McK if obv)
Count	High-Low = Even (Rev in trump)	High-Low = Even
Signal on partner's lead:	High Encourage	High Encourage
Signal on declarer's lead:	Count	*#coded 9/10 against NT
Notes Def to Michls	1♠(2♠)3♥=3♠&10+TP; 3♠=6-9&3♠ or 0-6&4♠; X=pen. Def to 2NT:	
	1♥(2NT): 3♣=3+♥&10+TP, 3♦=5+♠&10+TP, 3♥=3♥&6-9, 3♠=6+♠&weak(<2♥)	
	1♠(2NT): 3♣ 5+♥&10+TP, 3♦=3+♠&10+TP, 3♠=3♠&6-9, 3♥=6+♥&weak(<2♠)	

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input checked="" type="checkbox"/>	when? After strong NT bid
Slam Notes 5NT=024KC+u/s void, 6X=135KC+void (if X<=suit v=X else v=u/s)			
Cue Bids <input checked="" type="checkbox"/>	First or second round control		
Asking Bids <input checked="" type="checkbox"/>	5 of non-trump suit after 5♣/♦ is Q ask. Lowest K/5NT = +ve else 5 Trump		

7. OTHER CONVENTIONS

Bergen Raises & Splinters	Michaels over weak 2 or 3 openings
Jacoby	Ogust
Long suit trial bids (3+)	Fourth suit is GF
Unassuming Cue Bids 1♠(2♦)3♦=♠ support	
Minorwood & Exclusion Blackwood	

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DOPI ROPI (Defence to their interference over 4NT seq)

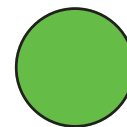
Respnsv X (1a X 2a X) shows 4/4 Maj(a-m) or Min(a=M)

Responsive Xler shows 6+ 2L, 8+ 3L, 10+ 4L

Support X, XX (by opener) up to 3♠ (= 3 card support)



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	921149	David Marshall
& Names:	311863	Merryl Darby
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 <input type="checkbox"/>
1♣	11+ TP, 3+♣	1♥	11-20 TP	5+♥
1♦	11+ TP, 3+♦ If 4432	1♠	11-20 TP	5+♠
1NT	14-16 HCP (or poor 17) Balanced			may contain 5 card Major <input checked="" type="checkbox"/>
1NT Responses 2♣ Simple Stayman (min 9HCP) or <9Pts with 4441/4450				
2♦	TRF ♥	2♠	TRF ♣ (6+) transitional resp. ##	
2♥	TRF ♠	2NT	TRF ♦ (6+) transitional resp.	
other ## After 2♠ / 2NT opener bids 2NT / 3♣ with 3♣/♦ incl 2 Hons				
2♣	23+HCP BAL or 19+ HCP unbalanced with 81/2+ playing tricks (max 4 losers)			
2♦	Weak, 6-10 HCP, 6♦			
2♥	Weak, 6-10 HCP, 6♥ - may be 5 with another 4 card suit in 3rd pos.			
2♠	Weak, 6-10 HCP, 6♠ - may be 5 with another 4 card suit in 3rd pos.			
2NT	21-22 HCP balanced		3NT	
other				

2. PRE-ALERTS

1NT & 2NT may have a 5 card major	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	3S	Jump overcalls	weak 6 card suit
Responsive doubles through	3S	Unusual NT	Lower 2 unbid suits >8(NV), >11(V)
1NT overcall - immediate	16-18 BAL	Immediate cue of minor	Michls 5/5 ♥/♠ >8(NV)>11(V)
1NT overcall - re-opening	11-14 BAL	Immediate cue of Major	5/5 other maj/min >8NV>11V
Over weak twos	X=TO / pen, 2NT=16-18	Over opening threes	natural ,X=T/O
Over opponent's 1NT	9-15 TP	X = long minor(6+), 2♣=4/4 ♠&♥, 2♦=long major	
	2NT=5/5 in ♣/♦, 2♥=♥ & minor, 2♠=♠ & minor;		After ptrs 2♦, 2♥ is P/C.
Over a weak NT: X=(15-18 bal) - responses as per our 1NT. Pass of X = 8+ HCP			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ HCP, 4+♦	2♦ Weak 6+♦	3♦ Splinter 11-14 0/1♦	
1♥ 6+ HCP, 4+♥	2♥ Weak 6+♥	3♥ Splinter 11-14 0/1♥	
1♠ 6+ HCP, 4+♠	2♠ Weak 6+♠	3♠ Splinter 11-14 0/1♠	
1NT 6-10 HCP < 4♥/♠	2NT 10-12 HCP < 4♥/♠	3NT 13+ HCP, < 4♥/♠	
2♣ 10+HCP, 4+♣ < 4♥/♠	3♣ 6-9 HCP, 5♣ < 4♥/♠	4♣	
other			
1♦ 1♥ 6+ HCP 4+♥	2♥ Weak 6+♥	3♥ Splinter 11-14 0/1♥	
1♠ 6+ HCP 4+♠	2♠ Weak 6+♠	3♠ Splinter 11-14 0/1♠	
1NT 6-10 HCP < 4♥/♠	2NT 10-12 HCP < 4♥/♠	3NT 13+ HCP, < 4♥/♠	
2♣ 10-12 HCP < 4♥/♠	3♣ Weak 6+♣	4♣ Splinter 11-14 0/1♣	
2♦ 10+HCP, 4+♦ < 4♥/♠	3♦ 6-9 HCP, 4♦ < 4♥/♠	4♦ Preempt 5+♦ < 10 TP	
other			
1♥ 1♠ 6+ TP, 4+♠	2♥ 5-9 3♥ or 0-4 4+♥	3♦ 10-11, 4♥	
1NT 6-10 HCP < 3♥ < 4♠	2♠ Weak 6+♠	3♥ 3-7 TP 4+♥	
2♣ 10+ TP 3+♣	2NT 13+3♥, 12+4♥ 11+5♥	3♠ Splinter 11-14 0/1♠	
2♦ 10+ TP 3+♦	3♣ 8-9, 4♥	3NT 13+HCP < 3♥	
other 4♥ 3-10 5+♥, 4♠, 4♦ are splinters 4+♥ 11-14TP & 0/1♣, ♦ - cue after			
1♠ 1NT 6-10 HCP < 3♠	2♠ 5-9 3♠ or 0-4 4+♠	3♥ Weak 6+♥	
2♣ 10+ TP 3+♣	2NT 13+3♠, 12+4♠, 11+5♠	3♠ 3-7 TP 4+♠	
2♦ 10+ TP 3+♦	3♣ 8-9, 4♠	3NT 13+HCP < 3♠	
2♥ 10+ TP 5+♥	3♦ 10-11, 4♠	4♣ Splinter 11-14 0/1♣	
other 4♠ 3-10 5+♠, 4♦, 4♥ are splinters 4+♠ 11-14TP & 0/1♦, ♥ - cue after			
1NT 3♣ 6+♣ with slam interest	3♠ 6+♠ with slam interest	4♦	
3♦ 6+♦ with slam interest	3NT 10-15 HCP balanced	4♥ To play	
3♥ 6+♥ with slam interest	4♣ Ace ask (Gerber)	4♠ To play	
other 4NT is 16+ HCP and opener should bid 6NT with max hand.			
2♣ 2♦ 4-7 HCP	2NT 8+ HCP balanced	3♥ 8+ HCP 5+♥	
2♥ 0-3 HCP	3♣ 8+ HCP 5+♣	3♠ 11+ HCP 5+♠	
2♠ 8-10 HCP 5+♠	3♦ 8+ HCP 5+♦	3NT 10+ HCP balanced	
other			
2♦ 2♥ 10-15, 6+♥	3♣ 10-15, 6+♣	3♠	
2♠ 10-15, 6+♠	3♦ < 8HCP with support	3NT To Play	
2NT 16+ HCP ask (Ogust)	3♥	4♣	
other			

Notes Systems ON after double, OFF after interference

Exceptions - splinters are on after interference, SO after 1NT overcall

Responding to T/O X 0-6 1L, 7-9 2L, 10-12 3L etc

2♥ 2♠ 14+, can have 3♥	3♦ 10-15, 6+♦	3NT 16+, with stoppers
2NT 16+ HCP ask (Ogust)	3♥ < 8 HCP with support	4♣
3♣ 10-15, 6+♣	3♠ ~9 HCP 7+♠	4♥ 16+, with support
other		
2♠ 2NT 16+, ask (Ogust)	3♥ 10-15, 6+♥	4♣
3♣ 10-15, 6+♣	3♠ < 8HCP with support	4♥
3♦ 10-15, 6+♦	3NT 16+, with stoppers	4♠ 16+, with support
other		
2NT 3♣ Stayman	3♠ TRF to ♣/♦-P/C 4♣ Rs	4♦
3♦ TRF to ♥	3NT 5-10 HCP balanced	4♥ To play
3♥ TRF to ♠	4♣ Ace ask	4♠ To play
other 4NT quantitative with 9 -11 HCP		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits (5+/5+)

4th Suit Forcing One round Last bid suit may not have stopper Game force

NT Checkback Priorities: 2WCB 2♣ = 9-12, 2♦ = 13+TP (show ♥ before ♠)

Defence to 3NT opening

Defence to Opening Twos X for T/O=15+ (2nd seat), else P then T/O X=12-15 (4th seat)

Multi 2♦ 2NT=16-18 with ♠/♥ stoppers; 2H=15+&short in ♥; 2♠=15+&short in ♠;

RCO style 2-s also vs Mullti2 10-14 TP - Pass waiting, then decide later.

Other 2-s NT=16-18 with stoppers; X=T/O or pen, natural with 6+ card suit & 12+ TP

Defence (1♣): X = ♣, suit is natural

to

strong (2♣): X = ♣, suit = natural (lead directing)

1♣ / 2♣

Over 1NT Interference Interf over 1NT open - SO after X; natural over 2a = < 9 HCP;

Lebensohl - other uses If 2♣ or 2♦ is natural, X = stayman with 9+HCP

Take out of 4 level pre-empts 4♣/4♦ X for T/O (both majors)

4♥ X for T/O (♠ and minor) 4♠ 4NT = 2 suiter, X = penalty

10. OTHER NOTES

Jacoby, 3♣ is 11-12 with no shortage, .4♠/♥=13-14 no shortage, 3NT 15-16 HCP

.3♠/♥ 17+ HCP no shortage, 3/♦/♥/♠ or 4♣ is cue bid showing Ace or void

Ogust, 3♣♦ = min points; 3♥♠ = max pts ♣/♥ = points not mainly in the suit

Further defence to weak 2: Over 2♥♠ = Michaels - shows 16+ and 5/5 ♣♦

1NT (P) 4NT is quantitative; 4♣ over any NT previous bid is Gerber

1NT response over interference is 8-11 HCP