

4. BASIC RESPONSES

Jump raises - minors	Limit Raise
Jump raises - Majors	Bergen 4 card suit, 0-5 HCP
Jump shifts after minor opening	Exclusion bid
Jump shifts after Major opening	Bergen
Responses to strong 2 suit open.	2♣- 2♦ less than 8 HCP, 2♥/♠=5♥/♠ 8+HCP, 2NT 8+ HCP Bal
Responses to 2NT opening	3♣/♦ Pass or correct, 4♣/♦ invite to game, 3NT strong Bal

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead except AKx(+)	
Four or more with an honour	3rd/Low	
From 4 small	3rd Highest	
From 3 cards (no honour)	Middle	
In partner's suit	Top of 2, MUD of 3,	
Discards	Odd encourage, Even McKenney	
Count	High/Low = even	
Signal on partner's lead:	Count	
Signal on declarer's lead:	Count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 1430	4♣ Gerber <input checked="" type="checkbox"/> when?
Slam Notes	Gerber CRO (1430 Colour, Rank Other)	
Cue Bids <input type="checkbox"/>		
Asking Bids <input type="checkbox"/>		

7. OTHER CONVENTIONS

Bergen Raise	
Crowhurst	
Exclusion	

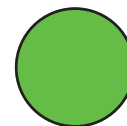
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**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	153397	Catherine Elliott
& Names:	666971	Felicity Wivell
Basic System:	Standard American	
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+ HCP, 2+♣	1♥ 5+♥	
1♦ 4+♦	1♠ 5+♠	
1NT 15-18 Balanced	may contain 5 card Major <input type="checkbox"/>	
1NT Responses 2♣ Extended Stayman		
2♦ Transfer to♥	2♠ Transfer to♣	
2♥ Transfer to♠	2NT 8-9 HCP	
other 3♣ transfer to diamonds		
2♣ Game Force 19+ HCP or 4 losers, 23+ balanced		
2♦ Multi 2s, either 6♥ or 6♠ 6-10 HCP, or Strong 21-22 HCP, may have 5 card Major		
2♥ Hearts and Another, 5-5, 6-10 HCPs		
2♠ Spades and a Minor, 5-5, 6-10 HCP		
2NT 5-5 Minors, 6-11 HCPs	3NT 5/5 Major 11-15 HCP	
other		

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	2♠	Jump overcalls	W1eak
Responsive doubles through	2♠	Unusual NT	5-5 Lower 2 suits
1NT overcall - immediate	15-18 HCP	Immediate cue of minor	2♣ = ♣, 2♦ = Majors 5/5
1NT overcall - re-opening	10-12 HCP	Immediate cue of Major	5 other major & 5 minor
Over weak twos	2NT= strong balanced, X=16-	Over opening threes	X Optional
Over opponent's 1NT	Reverse Cappalletti X = Equal, 2♣ both majors 5/5 or 5/4		
2♦ single suited hand, 2♥ = ♥ & a minor, 2♠ = ♠ & a minor, 2NT = both minors			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♦, 6+HCP	2♦ Exclusion	3♦
1♥ 4+♥, 6+ HCP	2♥ Exclusion	3♥
1♠ 4+♠, 6+ HCP	2♠ Exclusion	3♠
1NT 6-9 HCP, No 4♥/♠	2NT 11-12 HCP No 4♥,4♠	3NT 13-15 HCP, No 4♥/♠
2♣ 6-9 HCP, 5♣	3♣ 11-12 HCP, 5♣	4♣
other		
1♦ 1♥ 4+♥, 6+HCP	2♥ 3♥, 6-9 HCP	3♥
1♠ 4+♠, 6+HCP	2♠ Exclusion	3♠
1NT 6-9 HCP, No 4♥/♠	2NT 11-12 HCP, No 4♥/♠	3NT 13-15HCP, No 4♥/♠
2♣ 5+♣, 10+ HCP	3♣ Exclusion	4♣
2♦ 4+♦, 6-9 HCP	3♦ 4+♦, 10-11 HCP	4♦
other		
1♥ 1♠ 4+♠,6+HCP	2♥ 3+♥, 6-9 HCP	3♦ 10-11 Total Points, 4♥
1NT 6-9 HCP, No 3♥,or 4♠	2♠ Exclusion	3♥
2♣ 10+HCP, 4+♣	2NT 4♥, 12+ Total Points	3♠
2♦ 10+HCP, 4+♦	3♣ 6-9 Total Points 4♥	3NT 13-15 Total Points, 3♥
other		
1♠ 1NT 6-9 HCP, No 3♠	2♠ 3+♠, 6-9 HCP	3♥
2♣ 10+ HCP, 4+♣	2NT 4+♠, 12+ Total Points	3♠
2♦ 4+♦, 10+ HCP	3♣ 6-9 Total Points, 4♠	3NT 13-15 Total Points, 3♠
2♥ 10+ HCP, 5♥	3♦ 10-11 Total, 4♠	4♣ CRO
other		
1NT 3♣ 3♦	3♠	4♦
3♦	3NT To Play	4♥
3♥	4♣ CRO	4♠
other		
2♣ 2♦ Less than 8 HCP	2NT 8+ HCP, Balanced	3♥
2♥ 5+♥, 8+ HCP	3♣ 5+♣, 8+ HCP	3♠
2♠ 5+♠, 8+ HCP	3♦ 5+♦, 8+ HCP	3NT
other		
2♦ 2♥ Pass or Correct	3♣	3♠
2♠	3♦	3NT
2NT 16+ HCP	3♥	4♣
other		

Notes

2♥ 2♠ 3+ ♠	3♦	3NT
2NT Strong Inquiry	3♥	4♣
3♣	3♠	4♥
other		
2♠ 2NT Strong Inquiry	3♥	4♣
3♣ Pass or Correct	3♠ Support for 1s	4♥
3♦	3NT	4♠ Game force
other		
2NT 3♣ 3+ ♣, non forcing	3♠	4♦ Inviting to Game
3♦ 3+♦, non forcing	3NT Strong, Balanced	4♥
3♥	4♣ Inviting to Game	4♠
other		

9. CONVENTIONS

Unusual NT: 5-5 2 lower suits

4th Suit Forcing One round Asking Game force

NT Checkback Priorities:

Defence to 3NT opening Natural

Defence to Opening Twos X=16+ HCP, 3 of a suit = 1-15 HCP, 2NT - 16+ HCP + cover

Multi 2♦ Balanced Strong = 2NT, X= 16+HCP, 5 card suit = 11-15 HCP

RCO style 2-s

Other 2-s

Defence (1♣) : Natural X = lead direction/ takeout

to

strong (2♣) :Natural

1♣ / 2♣

Over 1NT Interference Natural

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ X if stong Bid if long

4♥ X if stong Bid if long 4♠ X if stong Bid if long

10. OTHER NOTES

Cue Bid Low level = support for partner.

High level first round control