

#### 4. BASIC RESPONSES

Jump raises - minors	Limit 10-12	Other: 4+ cards
Jump raises - Majors	Preempt	Other: 0-5 HCP
Jump shifts after minor opening	weak preempt	Exclusion bid
Jump shifts after Major opening	Bergen	
Responses to strong 2 suit open.	2♦=waiting, 3♣3♦2♥2♠ 8+ hcp 5cd suit GF 2NT no 5cd suit 8+hcp	
Responses to 2NT opening	3♣ puppet stayman and transfers	

#### 5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead All	
Four or more with an honour	4th highest	
From 4 small	Top	
From 3 cards (no honour)	Middle	
In partner's suit	Standard	
<b>Discards</b>	Odd=Enc., Even=McKenney	
<b>Count</b>	High-Low = Even	
<b>Signal</b> on partner's lead:	Low enc	
<b>Signal</b> on declarer's lead:	Count	
<b>Notes</b>		

#### 6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 1430	4♣ Gerber <input checked="" type="checkbox"/> when? after NT
<b>Slam Notes</b>		
Cue Bids <input checked="" type="checkbox"/>	1st or 2nd round	
Asking Bids <input checked="" type="checkbox"/>		

#### 7. OTHER CONVENTIONS

Bergen	Puppet stayman 3♣ after 1NT
4NT quantitative after 1NT open	Garbage Stayman
Unusual 4NT is bid best minor	Unassuming cue bid
4NT after 4♠ is take out	Smolen
	Non-serious 3NT in Major GF auctions

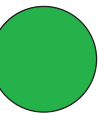
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**AUSTRALIAN BRIDGE  
FEDERATION INC.**



#### STANDARD SYSTEM CARD

ABF Nos.	227609	Maggie Crawford
& Names:	448354	Julie Corr
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♣ 11-19, 2+♣	1♥ 11-19, 5+♥	
1♦ 11-19, 5+♦	1♠ 11-19, 5+♠	
1NT 15-17	may contain 5 card Major <input checked="" type="checkbox"/>	
<b>1NT Responses</b> 2♣ Simple Stayman	Other:	
2♦ trf to ♥	2♠ trf to ♣	
2♥ trf to ♠	2NT trf to ♦	
other 3♣ puppet		

2♣ Strong, 23+ BAL or 20+ unbalanced (4 loser min)	
2♦ 6+Major (3-9 HCP) or 21-22 BAL or 4-4-4-1 shape 17+ (Singleton any suit)	
2♥ 5H and 5 minor, less than an opening hand; could be 5/4 non vul	
2♠ 5S and 5 minor, less than an opening hand; could be 5/4 non vul	
2NT 19-20 BAL	3NT AKQxxx/x minor suit, no outside A or K
other 4NT/5NT: both minors 6+/5+. At 4/5 level, a suit is natural.	

#### 2. PRE-ALERTS

Support double	Checkback
Over 1♣ /1♦, 2NT overcall 5+/5+other m/♥	
3♦ 14+ shortage	3M 14-16 no sh 3NT 17-19

#### 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	3♠	Jump overcalls	weak
Responsive doubles through	2♠	Unusual NT	5-5 lower unbid suits
1NT overcall - immediate	15-18 (Sys. on)	Immediate cue of minor	5-5 Majors
1NT overcall - re-opening	11-14 (Sys. on)	Immediate cue of Major	5- 5 other Major & a minor
Over weak twos	X take out	Over opening threes	X take out 15+
Over opponent's 1NT	weak - Multi Landy X = penalty; 2♣= 5+/5+♠/♥; 2♦= 6+♥/♠; 2♥/♠= 5+/5+M/m		
Over strong NT	X= Long ♣/♦!; otherwise as above		
2♥ H and another, 2♠ S and a m, to P's 1NT - X - XX shows 10+hcp			

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♦, 5+HCP	2♦ 6+♦, <5HCP	3♦ N/A
1♥ 4+♥, 5+	2♥ 6+♥, <5HCP	3♥ N/A
1♠ 4+s, 5+	2♠ 6♠, <5HCP	3♠ N/A
1NT 5-9 BAL, no 4M	2NT 16+HCP	3NT 13-15 BAL no 4M
2♣ 5+♣, 5-9	3♣ 5+♣, 10-12	4♣ Invite to game 5+ ♣
other 4♥/4♠ to play:		
1♦ 1♥ 4+♥, 5+ HCP	2♥ 6+♥, < 5 HCP	3♥ preempt
1♠ 4+♠, 5+ HCP	2♠ 6♠, <5 HCP	3♠ preempt
1NT 5-9 HCP, no 4M	2NT 16+ HCP	3NT to play
2♣ 4+♣, 10+ HCP no 4M	3♣ 6+♣, 5 HCP no 4M	4♣ preempt
2♦ 3+♦, 5-9 no 4M	3♦ 3+♦, 10 - 12 HCP, no 4M	4♦ Invite to game 4+♦
other 4♥/4♠ to play:		
1♥ 1♠ 4+♠, 5+ HCP	2♥ 3+♥ 5-9 HCP	3♦ 4+♥, 10-11HCP
1NT 5-9 BAL. no 4S	2♠ 3+♥ 10-11HCP	3♥ 4+♥, <5 HCP
2♣ 4+♣, 10+HCP	2NT 4+♥, 12+,	3♠ Splinter
2♦ 4+♦, 10+HCP	3♣ 4+♥, 5-9 HCP	3NT 12+ HCP, 3♥
other		
1♠ 1NT 5-9 HCP	2♠ 3♠, 5-9 HCP	3♥ 3♠, 10-11 HCP
2♣ 4+♣, 10+HCP	2NT 4+♠, 12+HCP	3♠ 4+♠, <5 HCP
2♦ 4+♦, 10+	3♣ 4♠, 5-9 HCP	3NT 3♠, 12+ HCP
2♥ 5+♥, 10+	3♦ 4♠, 10-11 HCP	4♣ Splinter
other another suit then agreeing M shows 3cd support 10-13 HCP		
1NT 3♣ 6+♣, Slam invitation	3♠ 6+♠, Slam invitation	4♦ N/A
3♦ 6+♦, Slam invitation	3NT to play	4♥ To play
3♥ 6+♥, Slam invitation	4♣ Norman Gerber	4♠ To play
other 4NT quantitative		
2♣ 2♦ Waiting 0-7	2NT 8+ no 5 cd suit	3♥
2♥ 5+ 8+hcp	3♣ 5+♣, 8+hcp	3♠
2♠ 5+ 8+ hcp	3♦ 5+♦, 8+hcp	3NT 10+ HCP
other		
2♦ 2♥ Pass or correct	3♣ to play, NF	3♠
2♠ 12-14 HCP, 2+ ♥ & ♠	3♦ to play, NF	3NT to play
2NT 15+ HCP, Invite to game	3♥	4♣
other		

**Notes** \* 2♦-2NT: 3♣=♥ 3-6, 3♦=♠ 3-6, 3♥=♥ 7-9, 3♠=♠ 7-9, 3NT=20-21 BAL

2♥ 2♠ .6+ To play	3♦ 6+♦ To play	3NT to play
2NT *Forcing enquiry 15+HCP	3♥ Preempt raise	4♣ N/A
3♣ Pass or correct	3♠	4♥ to play
other		
2♠ 2NT *Forcing enquiry 15+HCP	3♥ 6+♥ To play	4♣ N/A
3♣ Pass or correct	3♠ Preempt raise	4♥ N/A
3♦ Natural 7+♦ To play	3NT to play	4♠ to play
other		
2NT 3♣ Puppet Stayman	3♠ 5+♠ & 4+♥ HCP	4♦ N/A
3♦ Trf. to ♥	3NT to play	4♥ N/A
3♥ Trf. to ♠	4♣ Norman Gerber	4♠ N/A
other 4NT=Quantitative.		

## 9. CONVENTIONS

**Unusual NT:** Lower 2 unbid suits

**4th Suit Forcing** One round  Game force

**NT Checkback**  Priorities: 2♣ forces 2♦: and 2♦=GF

**Defence to 3NT opening** Bid 4♣/4♦ = Transfer to ♥/♠

**Defence to Opening Twos** X=T/O

Multi 2♦ X=13-15 BAL or good hand, 2NT= 16+ BAL, stoppers in ♥/♠; Suit = nat 10+

RCO style 2-s X=15+; bids are natural.

Other 2-s X= Take Out ; 2NT= 16+ BAL, stopper in opp suit; Suit = nat 10+

**Defence** 1♣ :1NT=both minors, 2♣ = both majors; others natural

to

**strong** 2♣ : X= Lead directing; 2NT=both minors

♣

**Over 1NT Interference**

**Lebensohl - other uses** Over X of weak 2 bid 2NT asks 3♣

**Take out of 4 level pre-empts** 4♣/4♦ X=T/O

4♥ X=T/O

4♠ X=penalty, 4NT= T/O

## 10. OTHER NOTES