

4. BASIC RESPONSES

Jump raises - minors	Inverted
Jump raises - Majors	Bergen
Jump shifts after minor opening	0-5, 6+ major, or criss cross in minor
Jump shifts after Major opening	Bergen raises
Responses to strong 2 suit open.	2♦=0-7, 2♥=8+, 5♥, 2♠=8+, 5♠, 2NT=8+, no 5 card any
Responses to 2NT opening	3♣=puppet, 3♦♥=trans to ♥♠, 3♠=5♠&4♥(GF)

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead except AK(x)	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	middle, MUD	
In partner's suit	as above	
Discards	low encouraging	low encouraging
Count	Reverse count (high-low=odd)	low-high=even)
Signal on partner's lead:	low encourage	low encourage
Signal on declarer's lead:	Reverse count	
Notes	A-lead asks for attitude, K-lead for count; Suit preference when obvious	

6. SLAM CONVENTIONS 4♣ Gerber over NT opening

4NT: Blackwood <input type="checkbox"/> RKCB 0314
Asking Bids <input type="checkbox"/> Cue Bids <input checked="" type="checkbox"/>
0314 P0R1, P0D1
1NT - 2C, 2H - 4C = Gerber & 4NT in quantitative

7. OTHER CONVENTIONS

Cue raises (major & minor, open & overcall)	Two way (2♣=puppet to 2♦; 2♦=GF)
Jacoby 2NT	Over 2NT, 3♣=checkback
Fourth suit forcing (GF)	
Splinters	
Help suit game try	

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return to the trump suit after Queen ask = no queen.

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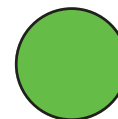
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AUSTRALIAN BRIDGE
FEDERATION INC.

STANDARD SYSTEM CARD



ABF Nos.	121126	Tom Lemann
& Names:	421510	Vinod Nasta
Basic System:	Standard American 2/1	
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		Canapé <input type="checkbox"/>
1♣ 11+, 3+ ♣	1♥ 11+, 5+ ♥	
1♦ 11+. 3+ ♦	1♠ 11+, 5+ ♠	
1NT 15-17	may contain 5 card Major <input checked="" type="checkbox"/>	

1NT Responses	2♣ Lavings
2♦ TRF to ♥	2♠ TRF to ♣
2♥ TRF to ♠	2NT TRF to ♦
(Dbl)	other .re-transfer over 1NT - 2♦♥ - 2NT-3♦♥

2♣ Game force, or 23+ balanced (2C - 2D, 2NT = 23-24 & via Kokish 25+)	
2♦ 6-10hcp, 6 ♥ or 6 ♠	
2♥ 6-10 hcp, 5 ♥/5-minor	
2♠ 6-10 hcp, 5 ♠/5-minor	
2NT 20-22 balanced	3NT Solid minor pre-empt
other	

2. PRE-ALERTS

Inverted minor raises with criss-cross	
Bergen raises	

3. COMPETITIVE BIDS / OVERCALLS

Jump overcalls weak	Unusual NT two lowest unbid suits
1NT overcall: (immediate) 15-18, Stayman and TRF	(re-opening) 11-14, Stayman and TRF
Immediate cue: (minor) 5/5 majors=Michaels cue bid	(Major) 5 other Major + 5-minor
Over: Weak Twos x=t/o, Lebensohl	Opening Threes x=t/o
Opponent's 1NT Reverse cappelletti (x of strong NT shows a minor)	
2♣ natural, 2♦ majors over short 1♣	

Doubles Support doubles and redoubles	Negative DBL thru	4♥
	Responsive DBL thru	4♥

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+hcp, 4+♦	2♦ 10-12 5+♣	3♦ splinter
1♥ 6+hcp & 4+♥	2♥ 0-5, 6+♥	3♥ splinter
1♠ 6+hcp, 4+♠	2♠ 0-5, 6+♠	3♠ splinter
1NT 6-9, no 4 card M	2NT 10-12, no 4cd M	3NT To play
2♣ 12+, 5+♣	3♣ 6-9, 6+♣, no 4cd M	4♣
other		
1♦ 1♥ 6 hcp+, 4+♥	2♥ 0-5, 6+♥	3♥ splinter
1♠ 6 hcp+, 4+♠	2♠ 0-5, 6+♠	3♠ splinter
1NT 6-10	2NT 10-12; no 4cd M	3NT To play
2♣ 12+ hcp, 5+♣	3♣ 10-12 4+♦	4♣ splinter
2♦ 12+, 4+♦	3♦ 6-9, 4+♦, no 4cd M	4♦
other		
1♥ 1♠ 6+hcp, 4+♠	2♥ 6-9 hcp & 3♥	3♦ 7-9 hcp, 4+♥, BR
1NT 6-11, Non-forcing	2♠ 3♥, 10+hcp, BR	3♥ 0-5hcp, 4+♥, BR
2♣ 12+, 3/4+♣, GF	2NT Jacoby 4+♥, 12+	3♠ Splinter
2♦ 12+, 3/4+♦, GF	3♣ 10-11hcp, 4+♥, BR	3NT 3♥, 13-15, 4333,NF
other 4♣/4♦: Splinter //4NT=RKCB		
1♠ 1NT 6-11, NF	2♠ 6-9 hcp & 3♠	3♥ 3♠, 10+ hcp, BR
2♣ 13+, 4+♣, GF	2NT Jacobby, 4+♠,12+	3♠ 0-5, 4+♠, BR
2♦ 13+, 4+♦, GF	3♣ 10-11hcp,4+♠, BR	3NT 3♠, 13-15, 4333, NF
2♥ 13+, 5+♥,GF	3♦ 7-9hcp & 4+♠, BR	4♣ Splinter
other 4♦/4♥=Splinter /// 4NT =RKCB		
1NT 3♣ 5/5 ♣,♦ 0-7 pts	3♠ 5/5 ♥,♠ 8+ pts	4♦ RKC
3♦ 5/5 ♣,♦ 8+ pts	3NT To play	4♥ To play
3♥ 5/5 ♥,♠ 0-7 pts	4♣ RKC	4♠ To play
other		
2♣ 2♦ 0-7	2NT 8+ hcp & no 5 card suit	3♥ 6+♥, 4-6 points
2♥ 8+ hcp & 5+♥	3♣ 8+ hcp & 5+♣	3♠ 6_♠, 4-6 points
2♠ 8+ hcp & 5+♠	3♦ 8+ hcp & 5+♦	3NT
other Kokish relay to show 25+		
2♦ 2♥ pass or correct (0-14)	3♣ 6+C/good hand/12+NF	3♠
2♠ p/c, pre-emptive	3♦ 6+D 'as above'	3NT To play
2NT strong enquiry-15hcp+	3♥ p/c, pre-emptive	4♣ transfer your major
other After 2NT enq, 3♣=♥ max, 3♦=♠ max, 3♥=♥ min, 3♠=♠ min		

Notes Over 2D opening 4D = bid your major, and 4H/S are natural

RESP to JACOBY 3C = min, 3Dmax, 3H/3S/3NT = C/D & other major shortage

2♥ 2♠ pass or correct	3♦ p/c	3NT To play
2NT strong inquiry	3♥ Pre-emptive	4♣
3♣ p/c	3♠ good suit invitational	4♥ To play
other after 2NT - 3C♠s, 3D♦s, 3H♠s min, 3S♠s max		
2♠ 2NT strong inquiry	3♥ 6+♥,12+hcp/NF	4♣
3♣ P/C	3♠ Pre-emptive	4♥
3♦ P/C	3NT To play	4♠ To play
other after 2NT inq. 3C/D = min/ 3H = max with clubs, 3S max with diamonds		
2NT 3♣ Puppet	3♠ 5♠&4♥ & GF	4♦ RKC
3♦ 5+♥, Transfer to ♥	3NT To play	4♥ To play
3♥ 5+♠, Transfer to ♠	4♣ RKC	4♠ To play
other		

9. CONVENTIONS

Unusual NT: Two lowest unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: over 1N, two-way checkback; over 2N, 3♣

Defence to 3NT opening x=penalty, suit overcalls are natural

Defence to Opening Twos 2NT=15/16-18 w/all suits stopped, Lebensohl

Multi 2♦ x = TO of ♠; 2♥/S = natrual. Pass then X of 2H p/c = TO of hearts

RCO style 2-s

Other 2-s WEAK 2s: X = t/o, 12+ (Over 2NT, stayman and TRF ON)

Defence (1♣) : x=clubs, 1D = Hs or blacks, 1H = Ss or minors, 1S = Cs or reds
to 1NT = rounded or pointed. 2C = Ds or both Majors
strong (2♣) :
 1♣ / 2♣

Over 1NT Interference X=penalty; Lebensohl; McNeil rescue after penalty x

Lebensohl - other uses over opponents' weak 2s

Take out of 4 level pre-empts 4♣/4♦ x=take out, 4NT=two suiters

4♥ x=t/o, 4NT=MINORS 4♠ x=showing values, 4NT=two suiters

10. OTHER NOTES

After penalty x of our 1NT, use McNeill rescue. When x is artificial, xx=8+hcp, and Lavings and TRF ON.

Over transfer response to 1♣, x=bid suit; shown suit = TO

McNeil rescue: XX = transfer to clubs, 2C = minors, 2D = Majors

After opps 2NT Micheals X= penalty, lower cue = TO and higher cue a cue raise.