

4. BASIC RESPONSES

Jump raises - minors	barrage	Other:
Jump raises - Majors	barrage	Other:
Jump shifts after minor opening	1♣/1♦ - 2♥/2♠ = weak long suit < 6 HCP	
Jump shifts after Major opening	Bergen	
Responses to strong 2 suit open.	2♦ -ve	
Responses to 2NT opening	puppet Stayman	

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Journalist	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	same	
Discards	Low Encourage	
Count	Low-High = Even	
Signal on partner's lead:	Low encourage	
Signal on declarer's lead:	Reverse count	

Notes Leads after suit has been led tend to be top of small cards.

Journalist leads: 10 from broken sequences A109x, K109,x AJ10x, KJ10x

From 109x lead the 9

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 41/300/25	4♣ Gerber <input checked="" type="checkbox"/>	when? 1NT - 4♣
Slam Notes	Q ask: No/Y no K/1K/2K/3K		
Cue Bids <input checked="" type="checkbox"/>	First or second round control cues, For ♥: 4♠ KC, 4NT Voidwood in ♠		
Asking Bids <input type="checkbox"/>	K ask:0,1,2,3 Voidwood jump to above 4 of suit		

7. OTHER CONVENTIONS

Lebensohl over 1NT and opp 2 level openings	support doubles
ROPI, DOPI	Bergen raises
minor suit keycard	Cue raises - limit raise or better
long suit trials	Gerber 0or4,1,2,3
1♣ - 1♦ - 1♥ - 2♣ 2-way c/b	

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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	118966	Cynthia Belonogoff
& Names:	308749	Cassie Morin
Basic System:	Standard 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		Canape <input type="checkbox"/>
1♣ 11-20 (2)	1♥ 11-20(5)	
1♦ 11-20 (4)	1♠ 11-20(5)	
1NT 15-17	may contain 5 card Major <input checked="" type="checkbox"/>	

1NT Responses 2♣ Lavings	Other:
2♦ transfer to ♥	2♠ transfer to ♣ then 2NT= 3 to hon
2♥ transfer to ♠	2NT transfer to ♦ then 3♣ = 3 to hon
other 4 minor:MSK, 4 major to play, SA of M: 2NT=4,max, 3M=4,min; SA of m: 3 to hon(A,K,Q)	

- 2♣ Game Force - 20+ or 3 loser hand
- 2♦ weak 6-card major or flat 22-23
- 2♥ 5♥ and 5 another, < opening values; min if both Ms
- 2♠ 5♠ and 5 another < opening values; max if both MS
- 2NT 20-21hcp balanced 3NT 5-5 minors < opening values
- other third hand openings may be light

2. PRE-ALERTS

Inverted minors, Bergen raises on after (X)	Kokish relay after 2♣
Transfer responses over 1♣	2-way c/b
1M - 1NT 6-11 NF denies 3-card support	(1♣) 2C Michaels except over Precision 1♣

3. COMPETITIVE BIDS / OVERCALLS

- Negative doubles through 3♠ Jump overcalls weak
- Responsive doubles through 3♠ Unusual NT lower 2 suits
- 1NT overcall - immediate 15 - 18 hcp Immediate cue of minor ♠ + another 5-5
- 1NT overcall - re-opening 11-14 hcp Immediate cue of Major Other M + m 5-5
- Over weak twos X t/o with Lebensohl Over opening threes X t/o 3NT to play
- Over opponent's 1NT (W)X 16+, 2♣: both Ms, 2♦:long M;2M =M+m, 2NT=ms
- (S) X=long m or both M; 2m=m+M, 2M single suited; 2NT= both ms or strong both M
- (1♣/1♦) - 1NT - (P) - 2♣ stayman; 1♣ - 1♦ - 1♥ - 1♣ is 2/w C/B

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+hcp 4+ H	2♦ 10-12 5+ ♣	3♦ splinter
1♥ 6+hcp, 4+ S	2♥ 0-5 hcp, 6+♥	3♥ splinter
1♠ 6+hcp, 3-way bid	2♠ 0-5 hcp, 6+♠	3♠ splinter
1NT 10-11 hcp, no major	2NT 12 hcp, no 4-card M	3NT 12-14 hcp
2♣ 13+ 5 +♣ GF	3♣ 5+♣, 6-9hcp	4♣ Preempt
other 1♣ - 1♠ = 6-9 bal, long diamonds NF, 5♦ 4M GF or long ♦ GF (see notes below)		
1♦ 1♥ 6+hcp, 4+ cards	2♥ 0-6 hcp, 6+♥	3♥ splinter
1♠ 6+hcp, 4+ cards	2♠ 0-6 hcp, 6+♠	3♠ splinter
1NT 6-10hcp, no major	2NT 10-12 hcp, no 4-card maj	3NT 12-14 hcp
2♣ 5+♣. GF	3♣ 10-12 4+ ♦	4♣ cue
2♦ 13+ 4 card support	3♦ 4+♦, 6-9hcp	4♦ Preempt
other 1♦ - 4♦ Minorwood		
1♥ 1♠ 6+hcp, 4+ cards	2♥ 6-9 hcp, 3+♥	3♦ 9-11 hcp, 4+♥
1NT 6-11 hcp, nf with min	2♠ 9-11 hcp, 3♥	3♥ 0-6 hcp, 4+♥
2♣ 4+♣ GF	2NT 4-card supp, GF	3♠ splinter
2♦ 4+♦ GF	3♣ 6-9 hcp, 4+♥	3NT 12-15 3+♥
other 1♥ - 2NT - 3♣(min), 3♦(non-min, no sing), 3♥, 3♠, 3NT(sing ♣, ♦, ♠), 4♥ to play		
1♠ 1NT 6-11 hcp, nf with min	2♠ 6-9 hcp, 3+♠	3♥ 9-11 hcp 3 ♠
2♣ 4+♣ GF	2NT 4-card supp, GF	3♠ 0-6 hcp, 4+♠
2♦ 4+♦ GF	3♣ 6-9 hcp, 4+♠	3NT 12-15 3♠
2♥ 4+♥ GF	3♦ inv 4-card supp	4♣ splinter
other 1♠ - 2NT - 3♣(min), 3♦(non-min, no sing), 3♥, 3♠, 3NT(sing ♣, ♦, ♠), 4♠ to play		
1NT 3♣ minors weak	3♠ majors strong	4♦ preemptive
3♦ minors strong	3NT to play	4♥ to play
3♥ majors weak	4♣ Gerber	4♠ to play
other 1NT - 2♦/2♥ - 2NT max, 3♥/3♠ min 4-card fit		
2♣ 2♦ 0-7	2NT 8+ balanced	3♥ na
2♥ 8+ 5♥	3♣ 8+ 5♣	3♠ na
2♠ 8+ 5♠	3♦ 8+ 5♦	3NT na
other 2♣-2♦-2NT= 24-25 ; 2♣-2♦-2♥-2♠-2NT=26-27 (Kokish relay)		
2♦ 2♥ P/C	3♣ 6-card ♣ suit nf	3♠ P/C
2♠ P/C	3♦ 6-card ♦ suit nf	3NT
2NT Inq. at least inv.	3♥ P/C	4♣
other 2♦ - 3♥/4♥ POC 2♦ - 2NT - 3♣/3♦ max ♥/♠, 3♥/3♠ min; 4♠ to play		

Notes 1♣ - 1♠ - 1NT - 2♣ = tr to ♦ NF; 1♣ - 1♠ - 1NT - 2♦ = GF may have 4-card M

1♣ (1♦): X = ♥, 1♥ = 4 ♠, 1♠ = 5 ♠s; 1♣ (1♥): X = 4 ♠s, 1♠ = 5 ♠s

1♣ - 1D: 1H = 3 ♥s, 1NT = 2♥, 2♥ = 4♥; 1♣ - 1H: 1S = 3 ♠s, 1NT = 2♠, 2♠ = 4♠

2♥ 2♠ POC	3♦ natural and forcing	3NT
2NT asking	3♥ preemptive	4♣
3♣ POC	3♠ splinter slam interest	4♥ to play
other 2♥ - 2NT - 3♣(♥, ♣ min) 3♦(♥, ♦ min), 3♥(min Ms), 3♠(♥, ♣ max), 3NT(♥, ♦ max)		
2♠ 2NT asking	3♥ natural and forcing	4♣ splinter slam interest
3♣ POC	3♠ preemptive	4♥ splinter slam interest
3♦ natural and forcing	3NT	4♠ to play
other 2♠ - 2NT - 3♣(♠, ♣ min) 3♦(♠, ♦ min), 3♥(max Ms), 3♠(♠, ♣ max), 3NT(♠, ♦ max)		
2NT 3♣ puppet Stayman	3♠ transfer to ♣/♦	4♦ MSKC
3♦ transfer to ♥	3NT to play	4♥ to play
3♥ transfer to ♠	4♣ MSKC	4♠ to play
other 2NT - 3♠ - 4♣ - 4♦ = long ♦ NF 2NT - 3♣ - 2♦ = 1 M, 3NT = No M		

9. CONVENTIONS

Unusual NT:	Lower 2 unbid suits	weak or strong
4th Suit Forcing	One round <input type="checkbox"/>	Game force <input checked="" type="checkbox"/>
NT Checkback	<input checked="" type="checkbox"/> Priorities: 2♣ forces 2♦	
Defence to 3NT opening	4♣ 5/5 majors, 4NT minors, X 16+hcp	
Defence to Opening Twos	X: strong t/o with Lebensohl	
Multi 2♦	Over (2D) multi: X shows H, H shows S	
RCO style 2-s	VTP	
Other 2-s	X t/o with Lebensohl	
Defence	X majors 1NT minors	
to		
strong	(1♣) 2♣, (1♦) 2♦ natural	
♣		

Over 1NT Interference lebensohl

Lebensohl - other uses over multi 2 and weak 2 openings and a X

Take out of 4 level pre-empts 4♣/4♦
4♥ 4♠

10. OTHER NOTES

1NT(X) P forces XX, XX forces 2♣, 2♣/♦/♥/♠ transfers

Over 1 level overcalls by opps inverted minors are off

1NT (suit) X is penalty oriented

Over opponents transfers after 1C: X = transfer suit, bidding the implied suit = t/o

Jacoby

O

then 2M min, oth