

## 4. BASIC RESPONSES

Jump raises - minors	Preempt and 0-6 and 5+ (ie Inverted Minors).
Jump raises - Majors	Preempt 0-8 and 4+ (ie Bergen Raises).
Jump shifts after minor opening	Shows 6 card major and 0-5 points.
Jump shifts after Major opening	Bergen Raises and Splinters.
Responses to strong 2 suit open.	2D = 0-7, 2H/2S = 8+ and 5 of that suit, 2NT = 8+ and balanced.
Responses to 2NT opening	3C = Puppet Stayman, 3D/3H = transfer.

## 5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	overlead all	Overlead all
Four or more with an honour	4th highest	4th highest
From 4 small	2nd highest	2nd highest
From 3 cards (no honour)	Middle	Middle
In partner's suit	Top	Top
<b>Discards</b>	Odds like, Even McKenny	Odds like, Even McKenny
<b>Count</b>	High/Low = Odd	High/Low = Odd
<b>Signal</b> on partner's lead:	Ace= attitude, K = Count	
<b>Signal</b> on declarer's lead:	Reverse Count	
<b>Notes</b>	Journalist leads NT	

## 6. SLAM CONVENTIONS

4♣ Gerber  After 1NT

4NT: Blackwood <input type="checkbox"/>	RKCB	1430
Asking Bids <input checked="" type="checkbox"/>	Cue Bids <input checked="" type="checkbox"/>	
Gerber CRO	Minor Suit Keycard	
DOPI/ROPI, Splinters/Controls		

## 7. OTHER CONVENTIONS

Cue Raises	Support X
Bergen Raises	DONT
Michaels	2 way checkback
Lebensohl	Jacoby 2NT
Inverted Minors	Garbage stayman

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Competitive X

PDF Form Rev. 20B11 by RoL

May open light in 3rd seat or be lead directing

MyRev.

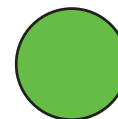
May open on rule of 20

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AUSTRALIAN BRIDGE  
FEDERATION INC.

## STANDARD SYSTEM CARD



ABF Nos.	1027980	Dianne Dwyer
& Names:	993425	Kimberley Zhao
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 Canapé

1♣ 2+ and 10+	1♥ 5+ and 10+
1♦ 4+ and 10+	1♠ 5+ and 10+
1NT 15-17	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses	2♣ Extended Stayman
2♦ 5+ and Transfer to H's	2♠ 6+ Transfer to C's
2♥ 5+ and Transfer to S's	2NT 6+ and Transfer to D's
(Dbl)	other

- 2♣ strongest bid. Game Force.
- 2♦ Weak 6 card major.or strong bal 22/23
- 2♥ Weak 5/5 hand. 5 Hearts and 5 of another. (Sometimes 4 of another if not V).
- 2♠ Weak 5/5 hand. 5 Spades and 5 of a Minor.(Sometimes 4 of a minor if not V).
- 2NT 20-21 Balanced 3NT Not used
- other

## 2. PRE-ALERTS

## 3. COMPETITIVE BIDS / OVERCALLS

Jump overcalls	Weak	Unusual NT	5/5 in 2 lowest unbid suits.
1NT overcall: (immediate)	15-18	(re-opening)	10-14
Immediate cue: (minor)	5/5 in the Majors (Michaels)	(Major)	5/5 other Major and a Minor.
<b>Over:</b> Weak Twos	X= T/Out, 2NT= 15-18	Opening Threes	X = Take Out.
Opponent's 1NT X = Long suit, 2C = C and higher suit , 2D = D and higher suit, 2H = H&S,2S			

<b>Doubles</b>	Take Out, Support, ReDoubles, Responsive &Balancing	Negative DBL thru	4H
		Responsive DBL thru	4H

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ and 4 D's	2♦ 5+ C's and 9-11	3♦ Splinter
1♥ 6+ and 4 H's	2♥ 6+ H's and weak 0-5	3♥ Splinter
1♠ 6+ and 4 S's	2♠ 6+ S's and weak 0-5	3♠ Splinter
1NT 6-10 and no 4 card M	2NT 11-12 and no 4 card M	3NT 13-15 and no 4 card M
2♣ 5+C's and 12+	3♣ 5+ C's and weak 0-8	4♣ MSKC
other		
1♦ 1♥ 6+ and 4 H's	2♥ 6+ H's and weak 0-5	3♥ Splinter
1♠ 6+ and 4 S's	2♠ 6+ S's and weak 0-5	3♠ Splinter
1NT 6-10 and no 4 card M	2NT 11-12 and no 4 card M	3NT 13-15 and no 4 card M
2♣ 4+ C's 10+	3♣ 5+ D's and 7-11	4♣ splinter
2♦ 5+ D's and 12+	3♦ 5+ D's and weak 0-8	4♦ MSKC
other		
1♥ 1♠ 6+ and 4 S's	2♥ 6-9 and 3 H's	3♦ 10-12 and 4+ H's
1NT 6-10	2♠ 10-12 and 3 H's	3♥ 0-5 and 4+H's
2♣ 4+ C's 10+	2NT 12+ and 4+H's	3♠ Splinter
2♦ 4+ D's 10+	3♣ 6-9 and 4+ H's	3NT 13-15 and 3 H's
other		
1♠ 1NT 6-10	2♠ 6-9 and 3 S's	3♥ 10-12 and 3 S's
2♣ 4+ C's 10+	2NT 12+ and 4+ S's	3♠ 0-5 and 4+
2♦ 4+ D's 10+	3♣ 6-9 and 4+S's	3NT 13-15 and 3 S's
2♥ 5+ H's 10+	3♦ 10-12 and 4+ S's	4♣ Splinter
other		
1NT 3♣ 8+ 1C	3♠ 8+ 1S	4♦ Minor suit keycard
3♦ 8+ 1D	3NT to play	4♥ To play
3♥ 8+ 1H	4♣ Minor suit keycard	4♠
other		
2♣ 2♦ 0-7 HCP	2NT 8+ HCP and no 5 card M	3♥
2♥ 8+ HCP and 5 H's	3♣ 8+ HCP and 5+ C's	3♠
2♠ 8+ HCP and 5 S's	3♦ 8+ HCP and 5+ D's	3NT
other		
2♦ 2♥ P/C	3♣ weak, long C's to play	3♠ preempt 3S's and 4H's
2♠ P/C game interest opp t	3♦ weak, long D's to play	3NT to play
2NT 15+ strong enquiry	3♥ preempt 3H's and 3S's	4♣
other		

Notes

2♥ 2♠ P/C	3♦ weak to play	3NT To play
2NT 15+ strong enquiry	3♥ preempt	4♣
3♣ weak to play	3♠	4♥
other		
2♠ 2NT 15+ strong enquiry	3♥ To play	4♣
3♣ P/C	3♠ preempt	4♥
3♦ weak to play	3NT To play	4♠ To play
other		
2NT 3♣ Stayman	3♠ 5S/4H	4♦ minor suit keycard
3♦ Transfer to H's	3NT To play	4♥
3♥ Transfer to S's	4♣ minor suit keycard	4♠
other		

## 9. CONVENTIONS

**Unusual NT:** Lower of the 2 unbid suits.

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

**NT Checkback**  Priorities: 2 way checkback (also after 2NT rebid).

**Defence to 3NT opening**  

**Defence to Opening Twos**  

Multi 2♦ 2H = 12+ and short in H's, X = 12+ and short in S's, 2NT = 16-18.

RCO style 2-s  

Other 2-s  

**Defence (1♣) :**

to  

**strong** (2C) X = like clubs, 2D/2H/2S = natural bids.

1♣ / 2♣  

**Over 1NT Interference**  

**Lebensohl - other uses**  

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

4♥ X = take out 4♠ X = penalties, 4NT = Take out.

## 10. OTHER NOTES

Systems are ON over a X but OFF after an intervening bid.