

4. BASIC RESPONSES

Jump raises - minors	Preempt 0-6 HCP, 5(4)+ cards
Jump raises - Majors	Preempt 0-5 HCP, 4+ cards
Jump shifts after minor opening	Natural weak Major jumps at 2 level, criss-cross minor
Jump shifts after Major opening	bergan
Responses to strong 2 suit open.	2♦ = -ve or waiting, 2♥ = +ve, 2nt = ♥
Responses to 2NT opening	puppet, transfers

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, AQ-Attitude K-Count	Overlead, AQ-Attitude K-Count
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	Ssx Xx xXx Hx hxX	Ssx Xx xXx Hx hxX
Discards	Odd=Enc., Even=McKenneyish	Odd=Enc., Even=McKenneyish
Count	Low-High = Even	Low-High = Even
Signal on partner's lead:	Low Encourage	Low Encourage
Signal on declarer's lead:	Count	
Notes	if leading partners suit that leader has unsupported then lead natural count eg. xx♦	

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/>	when?
Slam Notes	exclusion		
Cue Bids <input checked="" type="checkbox"/>	1st or 2nd		
Asking Bids <input checked="" type="checkbox"/>	after Kcard +cheapest king response and the next bid is asking for that king		

7. OTHER CONVENTIONS

3 way checkback	1NT-(Xpen)- P-(P)- to play
drury, (2♣=3, 2♦=4)	1NT-(Xpen)- suit= system on
super accepts (3suit=wk +4, 2nt=max +4)	1NT-(Xpen)- XX= bid 2♣
minor super accepts, accept the transfer	1nt-(3♣)-X= t/o, 3♦=1H, 3♥=♠
1minor -4Major is to play	support double for major only

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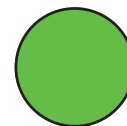
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1♦-1M-2M-2NT=NF invite, 3NT=GF
 BOURKE RELAY 1minor - 1y- 2minor, next step is GF
 except 1♣ -1♠-2♣-2♥ is the GF
 1♦-1♥-2♠=splint



AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	666701	Jane Reynolds
& Names:	324043	Viv Wood
Basic System:	2/1, except occasionally 1M-2♣	
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+♣ (only when 4432)	1♥	12+ HCP 5+♥
1♦	12+ HCP, 4+♦	1♠	12+ HCP 5+♠
1NT	(some 14)15-17 Balanced	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses 2♣ Extended Stayman (Lavings)			
2♦	Transfer ♥	2♠	TRF ♣
2♥	TRF ♠	2NT	TRF ♦
other			
2♣	22+ BAL or any game force		
2♦	Weak Major		
2♥	weak, 5+♥ & 5(4 not vul) minor		
2♠	weak, 5+♠ & 5(4 not vul) minor		
2NT	20-21 balanced	3NT	Gambling, solid minor,
other			

2. PRE-ALERTS

transfers over 1♣
 occasionally 1M-2♣ is a limit M raise----- or GF with 2+♣, or any 3M support FG

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4S	Jump overcalls	weak
Responsive doubles through	4S	Unusual NT	Lower 2 unbid suits
1NT overcall - immediate	15-18 BAL	Immediate cue of minor	Michaels 5/5 Majors (see note)
1NT overcall - re-opening	10-14 BAL	Immediate cue of Major	5 other Major & 5 minor
Over weak twos	2NT 16-18, T/O X with leb.	Over opening threes	T/O X
Over opponent's 1NT	X= PEN, 2♣=Majors, 2♦= single major, 2M= 5Major and 4+minor, 2NT= both minors5/5, 3level =preempt	note for cue minor) when (1♣) is 2+ our micheals is 2♦ and 2♣ is natural	

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+HCP, 4+♥	2♦ 7-9HCP, 5+♣	3♦ SPL
1♥ 6+HCP, 4+♠	2♥ weak 6+♥	3♥ SPL
1♠ 6+HCP, 4+♦	2♠ weak 6+♠	3♠ SPL
1NT 6-10HCP	2NT 11(12)HCP, no major	3NT (12)13-14HCP, <4M
2♣ 10+HCP, 5+♣	3♣ preempt	4♣ pre-empt
other 4♥/4♠/5♣ is to play		
1♦ 1♥ 6+HCP, 4+♥	2♥ weak 6+♥	3♥ SPL
1♠ 6+HCP, 4+♠	2♠ weak 6+♠	3♠ SPL
1NT 6-10HCP	2NT 11(12)HCP, no major	3NT (12)13-14HCP, <4M
2♣ GF, 4+♣	3♣ 7-9HCP, 4+♦	4♣ SPL
2♦ 10+HCP, 4+♦	3♦ preempt	4♦ pre-empt
other 4♥/4♠/5♦ is to play		
1♥ 1♠ 6+HCP, 4+♠	2♥ 6-9HCP, 3+♥	3♦ 10-11(12) HCP, 4+♥
1NT 6-11HCP	2♠ weak, 6+♠	3♥ preempt
2♣ see below	2NT GF, 4+♥	3♠ SPL
2♦ GF, 5+♦	3♣ 6-9HCP, 4+♥	3NT
other 2♣= GF with 2+♣ or invite with 3+♥, or Any GF with 3♥. 4♠=to play		
1♠ 1NT 6-11HCP	2♠ 6-9HCP, 3+♠	3♥ SPL
2♣ see below	2NT GF, 4+♠	3♠ preempt
2♦ GF, 5+♦	3♣ 6-9HCP, 4+♠	3NT
2♥ GF, 5+♥	3♦ 10-11(12) HCP, 4+♠	4♣ SPL
other 2♣= GF with 2+♣ or invite with 3+♠, or Any GF with 3♠		
1NT 3♣ slam try	3♠ 13(5/4)	4♦ texas ♥
3♦ slam try	3NT to play	4♥ texas ♠
3♥ 31(4/5)	4♣ 5+/5+minors	4♠ 5+/5+ wk minors
other After 4♣, 4♦ accept ♦ then ans kcard, 4♥/♠/NT/5♣ is accept ♣ +kcard ans		
2♣ 2♦ -ve or waiting	2NT +ve and ♥ HHxxx	3♥ at most 1honor missing
2♥ +ve no suit, slam inter	3♣ +ve and ♣ HHxxx(x)	3♠ at most 1honor missing
2♠ +ve and ♠ HHxxx	3♦ +ve and ♦ HHxxx(x)	3NT
other		
2♦ 2♥ P/C	3♣ nat, 1F	3♠ P/C
2♠ P/C	3♦ nat, 1F	3NT to play
2NT enquiry	3♥ P/C	4♣ transfer to your suit
other 4♦= bid your suit, 4♥ or 4♠ is to play		

Notes

2♥ 2♠ nat, 1F	3♦ P/C	3NT to play
2NT enquiry	3♥ to play	4♣ p/c
3♣ P/C	3♠	4♥ to play
other 2NT=enq ans 3♣=bad with ♣, 3♦=bad with ♦, 3♥=good with ♣, 3♠=good with ♦		
2♠ 2NT enquiry	3♥ nat, 1F	4♣ p/c
3♣ P/C	3♠ to play	4♥ to play
3♦ P/C	3NT to play	4♠ to play
other 2NT=enq ans 3♣=bad with ♣, 3♦=bad with ♦, 3♥=good with ♣, 3♠=good with ♦		
2NT 3♣ puppet	3♠ both minors	4♦ Kcard
3♦ Transfer ♥	3NT to play	4♥ to play
3♥ Transfer ♠	4♣ Kcard	4♠ to play
other		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 2♣=puppet to a then invites, 2♦=GF, 2nt=puppet to 3♣

Defence to 3NT opening

Defence to Opening Twos 2NT=16-18 BAL, leaping Michaels

Multi 2♦ X= big or t/o of spades. 2♥= t/o of hearts

RCO style 2-s

Other 2-s X= big or t/o

Defence 1♣ : X=♣, 1nt=minors, 2♣= majors, 2♦= single major, 2♥= 5♥ and 4+minor,
to 2♠= 5♠ and 4+minor
strong 2♣ : natural
 ♣

Over 1NT Interference lebensohl (slow shows stop)

Lebensohl - other uses after doubling a weak

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X, 4nt minors 4♠ X, 4nt

10. OTHER NOTES