

4. BASIC RESPONSES

Jump raises - minors	Inverted
Jump raises - Majors	Pre-emptive
Jump shifts after minor opening	Weak 6+card suit, 0-4 HCP
Jump shifts after Major opening	Bergen
Responses to strong 2 suit open.	2D neg or waiting, other positive
Responses to 2NT opening	3 Clubs = Puppet Stayman

5. PLAY CONVENTIONS

Show priorities

Versus **Suit** (or both) Versus **NoTrump** (if different)

Leads Sequences:	Overlead all	
Four or more with an honour	4th	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	Low from honour	
Discards	McKenney	
Count	Reverse	
Signal on partner's lead:	AQ rev att; other rev count	
Signal on declarer's lead:	Same	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 1430 4♣ Gerber when? MSKC (4130)

Slam Notes

Cue Bids Voidwood, Splinters

Asking Bids

7. OTHER CONVENTIONS

Inverted minors	Lebensohl
Cue raises	Long suit trial bids
Bergen Raises	Blackout
2WCB	Support doubles & redoubles

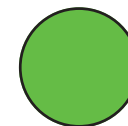
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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	324043	Viv Wood
& Names:	383449	Marnie Leybourne
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

1♣	2+, 11+ HCPs	1♥	5+, 11+HCP
1♦	4+, 11+ HCPs	1♠	5+, 11HCPs
1NT	15-17 Balanced		may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ 5 card inquiry

2♦	Transfer to Hearts	2♠	Transfer to Clubs
2♥	Transfer to Spades	2NT	Transfer to Diamonds
other	Super Accepts= 4 cards in major or 3+cds with (A,K,Q) in implied minor		

2♣	23+ or GF		
2♦	4-10 6H or 6S		
2♥	4-10 5+H and 4+ minor		
2♠	4-10 5+S and 4+ minor		
2NT	20-21 Flatish	3NT	Gambling
other			

2. PRE-ALERTS

Transfer responses over 1C:	
1D = 4+H, 1H=4+S, 1S=4+D	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4H	Jump overcalls	Weak
Responsive doubles through	4H	Unusual NT	Two lowest unbid suits
1NT overcall - immediate	15-18	Immediate cue of minor	S & other minor
1NT overcall - re-opening	10-14	Immediate cue of Major	C & other major
Over weak twos	X= TO; Lebensohl applies	Over opening threes	X= TO
Over opponent's 1NT	X= pen, 2C= Both majors; 2D= Single major 2NT= both minors		
All other bids natural			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+, 4+H	2♦ 7-9 5+ Clubs	3♦ Splinter, 11+, 5+Clubs
1♥ 5+, 4+S	2♥ 0-4, 6+Hearts	3♥ Splinter, 11+, 5+Clubs
1♠ 5+, 4+D	2♠ 0-4, 6+Spades	3♠ Splinter, 11+ 5+Clubs
1NT 5-10 HCP, 4+C	2NT 11-12 HCP, no 4 major	3NT 13-15, flat, M stops
2♣ Inverted, 11+, 5+Clubs	3♣ 5-9 HCP, 5+Clubs	4♣ preemptive
other		
1♦ 1♥ 5+, 4+Hearts	2♥ 0-4, 6+ Hearts	3♥ Splinter, 11+, 4+D
1♠ 5+, 4+ Spades	2♠ 0-4, 6+ Spades	3♠ Splinter, 11+, 4+D
1NT 6-10 HCP, no major	2NT 11 -12 HCP, no major	3NT 13-15, Flat, M stops
2♣ GF, 4+C	3♣ 7-9 4+ Diamonds	4♣ Splinter, 4+Diamonds
2♦ Inverted, 11+, 4+D	3♦ 5-9 HCP, 4+Diamonds	4♦ preemptive
other		
1♥ 1♠ 5+, 4+ Spades	2♥ 6-9 HCP, 3 cd support	3♦ Bergen 9-11, 4+Hearts
1NT 6-10, not 4S	2♠ 0-4, 6+Spades	3♥ 2-5 HCP, with 4+Hearts
2♣ 11+ 2+C	2NT GF with 4cd support	3♠ Splinter, 11+, 4+Hearts
2♦ GF 4+D	3♣ Bergen, 6-9, 4+H	3NT 13-15, 3 cd support
other		
1♠ 1NT 6-10	2♠ 6-9, with 3 spades	3♥ splinter
2♣ 11+ 2+C	2NT GF with 4 cd support	3♠ 2-5 HCP, 4+cd supp.
2♦ GF 4+D	3♣ 5-8 with 4+ Spades	3NT 13-15, 3 cd support
2♥ GF 5+ hearts	3♦ 9-11 with 4+Spades	4♣ splinter
other		
1NT 3♣ (5)6+ C S/T	3♠ 1354, singleton S	4♦ Trans to H
3♦ (5) 6+ C S/T	3NT to play	4♥ Trans to S
3♥ 3154, singleton H	4♣ 5+/5+ minors S/T	4♠
other		
2♣ 2♦ Neg or waiting	2NT pos, HHxxx in H	3♥ HHHxxx in H
2♥ pos, no suit slam int	3♣ pos, HHxxx(x) in C	3♠ HHHxxx in S
2♠ pos, HHxxx in S	3♦ pos, HHxxx(x) in D	3NT
other		
2♦ 2♥ pass or correct	3♣ nat F1	3♠ pass or correct
2♠ pass or correct	3♦ nat F1	3NT to play
2NT Forcing relay	3♥ pass or correct	4♣
other 4H or 4S TO PLAY		

Notes

2♥ 2♠ Nat F1	3♦ pass or correct	3NT to play
2NT Forcing relay	3♥ to play	4♣ to play
3♣ pass or correct	3♠ to play	4♥ to play
other		
2♠ 2NT Forcing relay	3♥ Nat F1	4♣ to play
3♣ pass or correct	3♠ to play	4♥ to play
3♦ pass or correct	3NT to play	4♠ to play
other		
2NT 3♣ Puppet stayman	3♠ 5+/5+ minors	4♦ MSKC
3♦ Transfer to Hearts	3NT to play	4♥ to play
3♥ Transfer to Spades	4♣ MSKC	4♠ to play
other		

9. CONVENTIONS

Unusual NT: Two lowest unbid suits

4th Suit Forcing One round N/A (relays used) Game force

NT Checkback Priorities: Major fit

Defence to 3NT opening X general TO

Defence to Opening Twos X= TO

Multi 2♦ Multi 2D X=15(14)+, Suit= natural

RCO style 2-s X= TO single suit option

Other 2-s

Defence 1D/H/S natural; 1NT= both minors; 2C= Majors

to 2D/H/S as per multi openings

strong (2♣):

1♣/2♣

Over 1NT Interference 2 suit= nat; over X, XX = bid C (either C, D or both M)

Lebensohl - other uses Over opp 2 level openings

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

4♥ x= TO 4♠ X= values 4NT= playable in 2 suits

10. OTHER NOTES

1H/S -2NT (Jacoby)

3C= 11-13, 3D 14-16, 3H 17+, 3S (over 1H), 4C, 4D, 4H (over 1S) =Kxxxx+

4M = bad hand

Three way checkback: 2C puppet to 2D, invitational; 2D= GF, 2NT = puppet to 3C