

4. BASIC RESPONSES

Jump raises - minors	inverted
Jump raises - Majors	Bergen (0-5 hcp 4 trump)
Jump shifts after minor opening	various Bergen type raises, and transfers and splinters
Jump shifts after Major opening	Bergen and splinters
Responses to strong 2 suit open.	2D= at least a king; 2H= no ace no king
Responses to 2NT opening	puppet stayman, transfers. 3S = minor slam interest

5. PLAY CONVENTIONS

Show priorities

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

Leads Sequences:	AQ ask att; KJ ask count	
Four or more with an honour	4th	
From 4 small	2nd highest or top of sequence	
From 3 cards (no honour)	Middle	
In partner's suit	varies	
Discards	Mckenney (Lavinthal)	
Count	REO Odd card shows odd; even	card shows even
Signal on partner's lead:	low encourage on AQ or REO	
Signal on declarer's lead:	REO count, suit preference where obvious	
Notes	REO count; odd pip= odd number suit; even pip = even; with wrong pips to show play high then low, to show opposite parity	

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 1430 4♣ Gerber when? 4m= minorwood

Slam Notes

Cue Bids 1st and 2nd
 Asking Bids minorwood, outside suit asks, exclusion

7. OTHER CONVENTIONS

Gazilli	Smolen
Jacoby	TWERB
Bergen	2 under tfs after 3nt overcall
New minor forcing after minor opening	Drury
2 way check back after 1H-1S-1NT	

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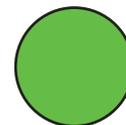
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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos. Jill Magee
 & Names: Terry Strong
 Basic System: standard american
 Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3/11 hcp 1♥ 5/11 (rarely 10 count)

1♦ 3/11 hcp 1♠ 5/11 "

1NT 15-17 may contain 5 card Major

1NT Responses 2♣ stayman

2♦ transfer H 2♠ transfer clubs

2♥ transfer S 2NT transfer diamond

other superacc in minor by bidding the suit; in M by jump

2♣ 8.5 tricks major; 9 minor 23+balanced; droppable rebids 2nt, 3M, 3minor

2♦ both Majors, weak 6-10 at least 4-4 shape NV, 5-4 vul

2♥ weak 6-10

2♠ weak 6-10

2NT 20-22 bal may have 5 cd M

3NT gambling minor

other

2. PRE-ALERTS

2d overall after opps 1C is 5H and 4S

could be weak or opening plus pts

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4H Jump overcalls weak except over preempts

Responsive doubles through 3D Unusual NT 5-5 lowest 2 suits

1NT overcall - immediate 15-18 Immediate cue of minor S and another 5-5

1NT overcall - re-opening 10-14 Immediate cue of Major oM and minor

Over weak twos X take out; Leb Over opening threes x TO

Over opponent's 1NT 2C= Majors; 2D= 1 M; 2H, S = M and minor; 2NT = minors

X= values at upper end of their NT

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ hcp; 4+ D	2♦ wk 6 H or GF D (rare)	3♦ splinter GF
1♥ 6+ hcp; 4+ H	2♥ wk 6S or GF H (rare)	3♥ "
1♠ 6+ hcp; 4+ S	2♠ 6-9 with 4+ clubs	3♠ "
1NT 6-9 no M	2NT 16+ with 4+ clubs	3NT 3334 13-15
2♣ 10-15 w/clubs or weak other with 6 D (0-5 hcp)	3♣ 0-5 with 5(4) clubs	4♣ preemptive
1♦ 1♥ 6+ HCP 4 + H	2♥ wk 6S or GF H (rare)	3♥ splinter GF
1♠ 6+ HCP 4 +S	2♠ wk 6C or GF S (rare)	3♠ "
1NT 6-9 no M	2NT 16+ D raise	3NT 3343 13-15
2♣ 10+ with 4+ c;ubs	3♣ 6-9 with 4+ D	4♣ splinter GF
2♦ 10-15 with D or weak other with 6 H (0-5 hcp)	3♦ 0-5 with 4+ D	4♦ Preemptive
1♥ 1♠ 6+ hcp; 4+ spade	2♥ 6-9 hcp; 3 H	3♦ 10-12 with 4H
1NT 6-9 no 4S, no 3H	2♠ 10-12 with 3H bal	3♥ 0-5 with 4H
2♣ 10+ with 4+ C	2NT GF with 4H	3♠ splinter GF
2♦ 10+ with 4+ D	3♣ 6-9 with 4H	3NT 13-15 with 3H bal
other 4minor splinter 7-11 hcp		
1♠ 1NT 6-9 hcp no 3S	2♠ 6-9 with 3 S	3♥ 10-12 bal, w/3S
2♣ 10+ hcp; 4+C	2NT GF with 4S	3♠ 0-5 with 4 S
2♦ 10+ hcp, 4+D	3♣ 6-9 with 4S	3NT 13-15 with 3S bal
2♥ 10+ hcp 5+ H	3♦ 10-12 with 4S	4♣ splinter 7-11 hcp
other 4D and 4H, splinter 7-11 hcp		
1NT 3♣ both minor game	3♠ singleton, 3H, 4-5 mino	4♦ rkcb in D
3♦ both minor slam	3NT to play	4♥
3♥ singleton, 3S, 4-5 min	4♣ rkcb in club	4♠
other Smolen-- all responder hands with both M go via 2C		
2♣ 2♦ at least a K or A	2NT balanced positive	3♥ Positive hand with H
2♥ no ace not king	3♣ 5 card+ with AK in hand	3♠
2♠ 5+ suit, w/ AK in hand	3♦ " "	3NT
other		
2♦ 2♥ natural fcg 1 round	3♣ to play	3♠
2♠ natural, fcg 1 round	3♦ to play	3NT to play
2NT range ask c=min d=ma	3♥	4♣ rkcb in clubw
other 4d = rkcb in D		

Notes over 1m -2m and 1m- transfer bid opener takes transfer unless 19+ stayman and 4 oM = rkcb 4NT= quant; same after tfr;

Over 2NT and transfer opener bids NT with 2, takes trf with 3, jumps for super acc

2♥ 2♠ natural fcg 1 round	3♦ ask range	3NT to play
2NT ask outside A or K	3♥ raise preempt	4♣ splinter
3♣ ask shortage	3♠ splinter	4♥ to play
other		
2♠ 2NT ask outside A or K	3♥ natural fcg 1 round	4♣ splinter
3♣ ask shortage	3♠ raise preempt	4♥ splinter
3♦ ask range	3NT to play	4♠ to play
other		
2NT 3♣ puppet stayman	3♠ both minors	4♦ rkcb in D
3♦ tfr H; bid 3H shows 3+	3NT to play	4♥ to play
3♥ tfr S; bid 3S shows 3+	4♣ rkcb in C	4♠ to play
other transfer and 4nt is quant. trans 3H- 4S=kc; trans 3S- 5C is kc		

9. CONVENTIONS

Unusual NT: Lowest 2 unbid suits 5-5

4th Suit Forcing One round Game force

NT Checkback Priorities: up the line; NMF over 1m; 2 way after 1H-1S-1NT

Defence to 3NT opening 4C= both M better H, 4D both M better S

Defence to Opening Twos

Multi 2♦ 2H= TO of H, X= TO of spade; 2NT natural, other natural

RCO style 2-s 1-2-3 doubles

Other 2-s X take out, lebensohl

Defence TWERB Suit bid shows suit above or the other 2 suits: NT shows

to 2 non touching suits

strong (2♣):

1♣ / 2♣

Over 1NT Interference slow show Lebensohl

Lebensohl - other uses after X of weak 2

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ 4NT

10. OTHER NOTES

If we make a preempt or 2 suited overcall and subsequently double opps in a contested auction, it shows extra shape and is asking partner to bid on, unless they want to pass for penalty. it is sacrifice oriented but optional to partner

If opps bid preempt and we bid 3NT over it, we play 2 under transfers with step response being key card in implied suit; taking transfer min with fit; 4NT to play.