

## 4. BASIC RESPONSES

Jump raises - minors 7-11 HCP, 4+ cards

Jump raises - Majors 7-11 HCP, 4+ cards

Jump shifts after minor opening 1m-2M weak with long Major. 1C-2D or 1D-3C 4-card GF raise

Jump shifts after Major opening 1M-3C 4-card GF raise. 1H-2S weak with long S. Other: splinter

Responses to strong 2 suit open. 2 C - 2 D waiting

Responses to 2NT opening Puppet Stayman, transfer to Majors, 3 S = minors, 3NT terminal

## 5. PLAY CONVENTIONS

Show priorities	Versus	Suit (or both)	Versus	NoTrump (if different)
Leads Sequences:	Overlead	All except AK stiff		
Four or more with an honour	4th highest			
From 4 small	2nd highest/another suit			
From 3 cards (no honour)	Middle/another suit			
In partner's suit	Standard or top			
<b>Discards</b>	Reverse attitude, natural count			
Count	High-Low = Even			
Signal on partner's lead:	Reverse attitude, natural count			
Signal on declarer's lead:	Reverse attitude, natural count			
Notes	McKenneys if/when appropriate.			

## 6. SLAM CONVENTIONS

4♣ Gerber  Response to 1 NT

4NT: Blackwood  RKCB 3041 Quantitative after NT openings

Asking Bids  Cue Bids  First cue usually first round control, others 1st or 2nd

Cheapest non-trump suit after RKCB response asks for trump queen.

5 NT followup asks for Kings - Sesame Street - (bid the King you have or don't have)

## 7. OTHER CONVENTIONS

We like to go for a drink after the session.

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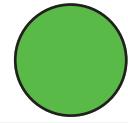
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AUSTRALIAN BRIDGE  
FEDERATION LTD.  
STANDARD SYSTEM CARD



ABF Nos. 75469 Michael Courtney

& Names: 856347 Chris Depasquale

Basic System: Goren (4 card suits)

Brown Sticker  Classification: Green  Blue  Red  Yellow

**1. OPENING BIDS** Describe strength, min.length, or specific meaning Canapé

1♣ 11 + HCP 4+ Clubs 1♥ 11+ HCP 4+ Hearts

1♦ 11+ HCP, 4+ Diamonds 1♠ 11+ HCP 4+ Spades

1NT 15-17 (semi-)balanced may contain 5 card Major

1NT Responses 2♣ Simple Stayman

2♦ Transfer to Hearts 2♠ Transfer to Clubs

2♥ Transfer to Spades 2NT Transfer to Diamonds

(Dbl) Same other 3-level: RKCB in suit bid

2♣ (22)23+ balanced or any game forcing hand

2♦ Weak 2 in either major

2♥ 5 Hearts and a 4+ card minor with 6-10 HCP

2♠ 5 Spades and a 4+ card minor with 6-10 HCP

2NT 20-21(22) (semi-)balanced 3NT Long solid minor, nothing outside

other 4NT = Specific Ace Ask. 5 C = none, 6 C = C, 5 NT = 2.

## 2. PRE-ALERTS

Hearts preferred. Open 1 H with 4-4 Maj

## 3. COMPETITIVE BIDS / OVERCALLS

Doubles Penalty after we have both bid Negative DBL thru 4 S

Other doubles are for takeout Responsive DBL thru 4 S

Jump overcalls Roman, 2 suited Unusual NT Strong demanding Baron

1NT overcall: (immediate) 15-18 BAL systems on (re-opening) 10-14 systems on

Immediate cue: (minor) Strong single suited (Major) Strong single suited

**Over:** Weak Twos 2NT 16-18(19) X Takeout Opening Threes X = T/O, 3 NT to play

Opponent's transfers Double = T/O of suit shown by the transfer bid

Opponent's 1NT 2 C = both majors, 2 D = single suited Major 2 H = Hearts and Minor

2 S = Spades and minor. X (immediate) is strong and penalty oriented. X (passout) is 10+ balanced with an honour card in each suit.

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+HCP, 4+ Diamonds	2♦ GF Club raise	3♦ Support short diamond
1♥ 6+ HCP, 4+ Hearts	2♥ 4-7 HCP, 6 Hearts	3♥ Support, short Heart
1♠ 6+ HCP, 4+ Spades	2♠ 4-7 HCP, 6 Spades	3♠ Support, short Spade
1NT 9-11 bal, no major	2NT GF Balanced	3NT To play
2♣ 7-11 HCP 3 Clubs	3♣ 7-11 HCP 4+ clubs	4♣ RKCB in clubs
other		
1♦ 1♥ 6+ HCP, 4+ Hearts	2♥ 4-7 HCP, 6 Hearts	3♥ Support, short Heart
1♠ 6+ HCP, 4+ Spades	2♠ 4-7 HCP, 6 Spades	3♠ Support, short Spade
1NT 6-10 bal, no major	2NT GF Balanced	3NT To play
2♣ 10+ HCP, 5+ Clubs	3♣ GF Diamond raise	4♣ Support, short club
2♦ 7-11 HCP 3 diamonds	3♦ 7-11 HCP 4+ diamonds	4♦ RKCB in diamonds
other		
1♥ 1♠ 6+ HCP, 4+ Spades	2♥ 7-11 HCP, 3 Hearts	3♦ Support, short D
1NT 6-10 HCP, <4 Spades	2♠ 4-7 HCP, 6 Spades	3♥ 7-11 HCP, 4 Hearts
2♣ 10+ HCP, 5+ Clubs	2NT GF Balanced	3♠ Support, short spade
2♦ 10+HCP 5+ diamonds	3♣ GF Heart raise	3NT To play
other 4 C - splinter, 4 H - shapely pre-empt		
1♠ 1NT 6-10 HCP, <3 spades	2♠ 7-11 HCP, 3 spades	3♥ Support short Heart
2♣ 10+ HCP, 5+ Clubs	2NT GF Balanced	3♠ 7-11 HCP, 4 spades
2♦ 10+HCP 5+ diamonds	3♣ GF Spade raise	3NT To play
2♥ 10+HCP 5+ Hearts	3♦ Support, one diamond	4♣ Support, short club
other 4 S - shapely pre-empt		
1NT 3♣ RKCB in clubs	3♠ RKCB in spades	4♦ Majors no slam interest
3♦ RKCB in diamonds	3NT To play	4♥ To play
3♥ RKCB in hearts	4♣ Ace ask (0, 1, 2, 3)	4♠ To play
other 4 NT Quantitative		
2♣ 2♦ No suitable response	2NT Bal 8-10	3♥ 7+ H, weak
2♥ 5+H, 2 Top Honours	3♣ 5+C, 2 Top Honours	3♠ 7+ S, weak
2♠ 5+S, 2 Top Honours	3♦ 5+D, 2 Top Honours	3NT Bal 11+ HCP
other Without an honour card in each suit 2 D is preferred to a NT response		
2♦ 2♥ Pass or correct	3♣ Natural not forcing	3♠ Pass or correct
2♠ Pass or correct	3♦ Natural not forcing	3NT To play
2NT Asks suit (C=H, D=S)	3♥ Pass or correct	4♣
other If opponents overcall a major a double is pass or correct		

Notes We like to go for a drink after the session.

2♥ 2♠ Natural not forcing	3♦ Natural not forcing	3NT To play
2NT Asks for minor	3♥ Not forcing	4♣
3♣ Natural not forcing	3♠	4♥ To play
other		
2♠ 2NT Asks for minor	3♥ Natural not forcing	4♣
3♣ Natural not forcing	3♠ Not forcing	4♥
3♦ Natural not forcing	3NT To play	4♠ To play
other		
2NT 3♣ Puppet Stayman	3♠ Minors, at least 5-4	4♦ RKCB in clubs
3♦ Transfer to Hearts	3NT Terminal	4♥ To play
3♥ Transfer to Spades	4♣ RKCB in diamonds	4♣ To play
other 4 NT Quantitative		

## 9. CONVENTIONS

Unusual NT: Strong two-suiter, partner gives Baron responses

4th Suit Forcing One round  Asks for further description of the hand Game force

NT Checkback  Priorities:

Defence to 3NT opening Take first 5 tricks

Defence to Opening Twos 2 NT = 16-19 bal; after T/O X 2 NT requires Baron responses

Multi 2♦

RCO style 2-s 2 NT = 16-19 bal; after T/O X 2 NT requires Baron responses

Other 2-s 2 NT = 16-19 bal; after T/O X 2 NT requires Baron responses

Defence (1 C) 2 C = H+S, 2 D = H or S, 2 H = H + minor, 2 S = S + minor, 2 NT = minors to All other bids are natural single suiters (X = Clubs)

strong (2 C) : X = H+S, 2 D = H or S, 2 H = H + minor, 2 S = S + minor, 2 NT= minors.

1♣ / 2♣ All 3 level or higher bids are natural single suiters

Over 1NT Interference Lebensohl

Lebensohl - other uses

Take out of 4 level pre-empt 4♣/4♦ Double for takeout

4♥ Double for takeout; 4 NT = minors 4♠ Double for takeout; 4 NT = minors

## 10. OTHER NOTES

Did I mention we like to go for a drink after the session?