

4. BASIC RESPONSES

Jump raises - minors	GF inverted criss cross (step replies to 2m to show strength/shortage)
Jump raises - Majors	pre-emptive
Jump shifts after minor opening	invite 6 card suit
Jump shifts after Major opening	splinter (min/mega/maxi style)
Responses to strong 2 suit open.	2D (no kokish etc)
Responses to 2NT opening	Simple stay, M transfer (accept shows fit), 3S=mm, 4m=nat

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Top	Top
Four or more with an honour	4th	Reverse Attitude
From 4 small	usually 2nd, maybe 4th	usually 4th
From 3 cards (no honour)	2nd	2nd
<u>In partner's</u> suit	low	low
Discards	1. rev att, 2 rev orig count	1. rev att, 2 rev orig count
Count	low high = odd	low high=odd
Signal on partner's lead:	low enc, (A=att, K=count (5+att))	low enc, (A=att, K=count (5+att))
Signal on declarer's lead:	rev count (or not)	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB	1430	4♣ Gerber <input type="checkbox"/>	NO WAY
Asking Bids <input checked="" type="checkbox"/>	Cue Bids <input checked="" type="checkbox"/>			

7. OTHER CONVENTIONS

Swedish enquiries in lots of places where we show or imply a fit (steps any min, low shortage, medium shortage, high shortage)



AUSTRALIAN BRIDGE FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos. 736 465 Susan Humphries
 & Names: 586358 Laura Ginnan
 Basic System: 2/1

Brown Sticker Classification: Green Blue Red Yellow

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

1♣ 3+ clubs, (10) 11+ points 1♥ 5+ hearts, (10) 11+ points
 1♦ 3+ diamonds, (10) 11+ points 1♠ 5+ spades, (10) 11+ points
 1NT 15-17 (rare 14s) balanced or semi balanced may contain 5 card Major

1NT Responses 2♣ Simple Stayman (smolen applies)
 2♦ transfer 5+ hearts 2♠ 6+ clubs (3 clubs then shows 3+ C)
 2♥ transfer 5+ spades 2NT 6+ diamonds (3D then shows 3+ D)
 (Dbl) system on, xx bid 2C other

2♣ GF or 23+ balanced
 2♦ weak 2, usually 6 card suit
 2♥ weak 2, usually 6 card suit
 2♠ weak 2, usually 6 card suit
 2NT 20-22 bal/semi bal 3NT 6 hearts, 5 spades, 9-13
 other

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Doubles support Xs and redoubles, some game invite doubles Negative DBL thru 4S
 in many GF auctions X penalty Responsive DBL thru 4S
 Jump overcalls 11-15 Vul, weak if not vul Unusual NT 5+/5+ LUBS weak/strong
 1NT overcall: (immediate) 15-18 bal/semi bal (re-opening) 15-18 bal/semi bal
 Immediate cue: (minor) 5+/5+ M/M weak/strong (Major) 5+OM5=m weak/strong
Over: Weak Twos X T/o, 2NT leb style Opening Threes
 Opponent's transfers X=
 Opponent's 1NT 2C Majors, other natural, 2NT minors

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8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+ D, 6(4)+	2♦ 9-11 5+ C	3♦ void D, 5+ clubs no M
1♥ 4+H, 6(4)+	2♥ 6 H, 10-12	3♥ void H, 5+ clubs no M
1♠ 4+S, 6(4)+	2♠ 6S, 10-12	3♠ void, 5+C, no M
1NT 6-9 (10) no 4 D,H,S	2NT (10)11-12 no 4D,H,S	3NT 13-15(16) bal
2♣ GF, 5+ clubs	3♣ weak 5+ clubs	4♣ Pre-emptive
other 4S, 4H to play, 4D exclusion		
1♦ 1♥ 4+ H, 6(4)+	2♥ 6H, 10-12	3♥ void H, 5+D
1♠ 4+S, 6(4)+	2♠ 6S, 10-12	3♠ void S, 5+D
1NT 6-9 (10) no 4M	2NT (10) 11-12 no 4M	3NT 13-15(16) bal
2♣ Nat game force	3♣ 9-11, 5+D	4♣ void club
2♦ game force 5+ D	3♦ weak 5+ D	4♦ Pre-emptive
other		
1♥ 1♠ 4+S 6(4)+	2♥ 6-9ish raise	3♦ spl, weak or slam try
1NT 6-11 (12) no fit or 4S	2♠ spl weak or slam try	3♥ pre-emptive
2♣ nat game force	2NT 10-12 or 16+ balish H ₁₂	3♠ GF only splinter
2♦ nat game force	3♣ spl, weak or strong	3NT GF only H raise balish
other		
1♠ 1NT 6-11(12) no 3S	2♠ 6-9ish raise	3♥ spl, weak or slam try
2♣ nat game force	2NT invite or slam try bal S	3♠ pre-emptive
2♦ nat game force	3♣ spl, weak or strong	3NT GF only S raise balish
2♥ nat game force	3♦ spl, weak or strong	4♣ spl, GF only
other 4H Min GF splinter		
1NT 3♣ nat slam try	3♠ nat slam try	4♦ Spades (then RKCB)
3♦ nat slam try	3NT to play	4♥ to play
3♥ nat slam try	4♣ Hearts (then RKCB)	4♠ to play
other		
2♣ 2♦ waiting almost all hands	2NT non existant	3♥ H setting slam try
2♥ H slam try	3♣ C slam try	3♠ S setting slam try
2♠ S slam try	3♦ D slam try	3NT non existant
other		
2♦ 2♥ Nat forcing	3♣ nat forcing	3♠ sets spades (cue ask)
2♠ Nat forcing	3♦ to play	3NT to play
2NT enq (min, xtra, NLHM)	3♥ sets hearts (cue ask)	4♣ sets clubs (cue ask)
other		

Notes

2♥ 2♠ nat forcing	3♦ nat forcing	3NT to play
2NT enq (min, xtra, NLHM)	3♥ to play	4♣ sets clubs (cue ask)
3♣ nat forcing	3♠ sets spades (cue ask)	4♥ to play
other 4S to play		
2♠ 2NT enq (min, xtra, NLHM)	3♥ nat forcing	4♣ sets clubs (cue ask)
3♣ nat forcing	3♠ to play	4♥ to play
3♦ nat forcing	3NT to play	4♠ to play
other 4H to play		
2NT 3♣ simple stayman (smo ₁₂)	3♠ minors	4♦ nat slam try
3♦ H's (accept=3)	3NT to play	4♥ to play
3♥ S's (accept=3)	4♣ nat slam try	4♠ to play
other		

9. CONVENTIONS

Unusual NT: Lowest unbid 5+, 5+ weak or strong

4th Suit Forcing One round Game force

NT Checkback Priorities: 2 way, then 3NT choice of game

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦ X = 13-15 balanced

RCO style 2-s

Other 2-s

Defence (1♠) : 2C majros

to

strong (2♠) :

1♣ / 2♣

Over 1NT Interference yes

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦

4♥

4♠

10. OTHER NOTES

3D - 4C