

4. BASIC RESPONSES

Jump raises - minors	Preempt 5-8 HCP, 5+ cards
Jump raises - Majors	Preempt 5-8 HCP, 5+ cards
Jump shifts after minor opening	weak jumps in Major, 1♣-2♦ or 1♦-3♣ = 7-9 with 5+ support
Jump shifts after Major opening	Bergen raises 1♥ - 2♠ = weak 1♠ - 3♥ = 9-11 ♥
Responses to strong 2 suit open.	2♦ weak or waiting
Responses to 2NT opening	Modified Puppet stayman

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All	Overlead, A/Q-Attitude K-Count
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	see note	
Discards	Natural count	
Count	High-Low = Even	
Signal on partner's lead:	Count	
Signal on declarer's lead:	Count	
Notes	If partner has bid a suit, from 3 small, lead top if supported, lead bottom if not supported	

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 3041 4♣ Gerber when? 1NT - 4♣

Slam Notes

Cue Bids

Asking Bids

7. OTHER CONVENTIONS

3rd suit forcing over opener's rebid of 1♣/1♥	
opening	
Lebensohl	

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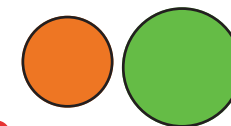
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**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	131792	Margaret Bourke
& Names:	256986	Brad Coles
Basic System:	2/1	
Brown Sticker	<input checked="" 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♣	11+ HCP, 3+♣	1♥	11+ HCP 5+♥
1♦	11+ HCP, 3+♦	1♠	11+ HCP 5+♠
1NT	15-17 Balanced		may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ Simple Stayman

2♦	Transfer ♥	2♠	TRF ♣
2♥	TRF ♠	2NT	TRF ♦
other			

2♣ 23+ BAL or any game force

2♦ weak Major

2♥ weak 5-5 Majors or minors

2♠ weak with odd suits 5/5, ♣&♥ or ♦&♠

2NT 20-22 balanced

3NT Gambling, solid minor, no side A or K

other

2. PRE-ALERTS

2♣ over 1M is 3-way, 3 cd LR, nat, bal GF

Bergen raises over 1M opening

2♥ = Majors, 2♠ = odds

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4♠ Jump overcalls weak

Responsive doubles through 4♠ Unusual NT lower suits

1NT overcall - immediate 15-18 BAL Immediate cue of minor Michaels 5/5 Majors

1NT overcall - re-opening 11-14 Immediate cue of Major 5 other Major & 5 minor

Over weak twos 2NT 16-18, T/O X with leb. Over opening threes X for takeout

Over opponent's 1NT 2♣ = Majors, 2♦ = long Major, 2♥/♠ = 5+Major and 4+ minor

X of weak NT = penalty X of strong NT = 4M and 5+m

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+ hcp,	4+♦	2♦ 5+♣, 7- 9 hcp	3♦ splinter
1♥ 5+ hcp ,	4+♥	2♥ weak	3♥ splinter
1♠ 5+ hcp	4+♠	2♠ weak	3♠ splinter
1NT 5-11 (12) hcp		2NT 10-12, bal, no Major	3NT 13-15 bal
2♣ 5+♣, 11+ hcp		3♣ 5+♣, 5-8 hcp	4♣ pre-empt
other			
1♦ 1♥ 4+ ♥, 5+hcp		2♥ weak	3♥ splinter
1♠ 4+ ♠, 5+hcp		2♠ weak	3♠ splinter
1NT 5-11 (12) hcp		2NT 10-12 bal, no Major	3NT 13-15 bal
2♣ 5+♣, 11+ hcp		3♣ 4+♦, 7-9 hcp	4♣ splinter
2♦ 4+♦, 11+ hcp		3♦ 4+♦, 5-8 hcp	4♦ preempt
other			
1♥ 1♠ 4+♠, 5+hcp		2♥ 3+♥, 5-9hcp	3♦ 4+♥, 6-9 hcp
1NT 6-11 bal		2♠ weak	3♥ 4+♥, 3-5 hcp
2♣ 3 way-3 cd LR, nat,bal		2NT 4+♥, 13+hcp	3♠ splinter, 10-14 hcp
2♦ 5+♦, 11+hcp		3♣ 4+♥, 9-11hcp	3NT 3♥, 13-15 bal
other 1♥ - 4♣/4♦ = splinter 10-14 hcp			
1♠ 1NT 6-11 bal		2♠ 3=♠, 5-9 hcp	3♥ weak 9-11 hcp
2♣ 3 way-3 cd LR,nat,bal		2NT 4+♠, 13+ hcp	3♠ 4+♠, 3-5 hcp
2♦ 5+♦, 11+ hcp		3♣ 4+♠, 9-11 hcp	3NT 3♠, 13-15 bal
2♥ 5+♥, 11+ hcp		3♦ 4+♠, 6-9 hcp	4♣ splinter 10-14 hcp
other 1♠ = 4♦/4♥ = splinter 10-14 hcp			
1NT 3♣ 6+♣, 14+ hcp		3♠ 6+♠, 14+ hcp	4♦ 6+♠, 9+hcp
3♦ 6+♦, 14+ hcp		3NT to play	4♥ 6+♥, 3-12 hcp
3♥ 6+♥, 14+ hcp		4♣ 6+♥, 9+ hcp	4♠ 6+♠ 3-12 hcp
other			
2♣ 2♦ weak or waiting		2NT 10+ bal	3♥ 6+♥, solid suit
2♥ 5+♥, 8+ hcp		3♣ 5+♣, 8+ hcp	3♠ 6+♠, solid suit
2♠ 5+♠, 8+ hcp		3♦ 5+♦, 8+ hcp	3NT
other 3♣ = 2nd negative after opener's suit rebid			
2♦ 2♥ correctable		3♣ 6+♣, forcing	3♠ correctable
2♠ correctable		3♦ 6+♦, forcing	3NT to play
2NT forcing enquiry		3♥ correctable	4♣ 6+♣, Minorwood
other 4♦ = 6+♦, Minorwood; 4♥ = correctable			

Notes

2♥ 2♠ correctable	3♦ correctable	3NT to play
2NT forcing enquiry	3♥ to play	4♣ correctable
3♣ correctable	3♠ correctable	4♥ correctable
other		
2♠ 2NT forcing enquiry	3♥ correctable	4♣ correctable
3♣ correctable	3♠ correctable	4♥ correctable
3♦ correctable	3NT to play	4♠ correctable
other		
2NT 3♣ Puppet stayman	3♠ Minors, slam interest	4♦ 6+♠, 5+ hcp
3♦ 5+♥	3NT to play	4♥ 6+♣, 9+ hcp
3♥ 5+♠	4♣ 6+♥, 5+ hcp	4♠ 6+♦, 9+ hcp
other		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 3 card support, other Major

Defence to 3NT opening X = values, bids natural

Defence to Opening Twos

Multi 2♦ X = 14+ hcp then 2nd X = takeout, 3rd X = penalty

RCO style 2-s X = 14+ hcp " "

Other 2-s X = takeout

Defence (1♣) : X= Majors, 1NT = minors, jumps = weak

to

strong (2♣) : X = majors, 2NT = minors, jumps weak

1♣ / 2♣

Over 1NT Interference lebensohl

Lebensohl - other uses after a weak 2 is doubled for takeout

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

4♥ X = takeout 4♠ X = takeout

10. OTHER NOTES

Puppet stayman - modified:

3♥response = no 4-5 card Major 3NT response = 5+♥