

4. BASIC RESPONSES

Jump raises - minors	Limit
Jump raises - Majors	Limit
Jump shifts after minor opening	Splinter: 0-1 cards, 4+ card support
Jump shifts after Major opening	Splinter: 0-1 cards, 4+ card support
Responses to strong 2 suit open.	Step cntnl (2♥=0/1, 2♠=2, 2NT=3, 3♣=4, 3♦=5+), 3♥/♠ = 7+, 0/1
Responses to 2NT opening	3♣= mod pup. stay., 3♦ = TRF♥, 3♥=TRF♠, 3S=minor stay

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A-Attitude K-Count	Overlead, A-Attitude K-Count
Four or more with an honour	4th highest	4th highest
From 4 small	2nd highest	2nd highest
From 3 cards (no honour)	Middle	Middle
In partner's suit	as above	as above
Discards	Odd=Enc., Even=McKenney	Odd=Enc., Even=McKenney
Count	Low-High = Even	Low-High = Even
Signal on partner's lead:	Count	Count
Signal on declarer's lead:	Count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
Slam Notes	Also Kickback - Suit above trumps is RKC in some cases	
Cue Bids <input checked="" type="checkbox"/>	Italian (1st or 2nd)	
Asking Bids <input type="checkbox"/>		

7. OTHER CONVENTIONS

After 1NT:X:?	
xx = to play	
2suit = nat	
/ = bid 5-card suit or xx (usually 2 suited)	

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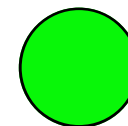
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**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	229342	Nicolas Croft
& Names:	94625	Joe Haffer
Basic System:	Weak NT	
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 <input type="checkbox"/>
1♣	11+ HCP, 3+♣	1♥	11+ HCP, 4+♥	
1♦	11+ HCP, 4+♦	1♠	11+ HCP, 5+♠	
1NT	(11)12-14 Balanced			may contain 5 card Major <input checked="" type="checkbox"/>
1NT Responses 2♣ Simple stayman				
2♦ TRF♥		2♠ TRF♣		
2♥ TRF♠		2NT TRF♦		
other				

2♣	4+♥, 4+♠ weak		
2♦	Strong - 23+ Bal or 20+ Unbal or 8+ PT		
2♥	Weak, 6-10 HCP, 6♥		
2♠	Weak, 6-10 HCP, 6♠		
2NT	20-22 balanced	3NT	5+♠/6+♥, 9-14 1st/2nd, To play 3rd/4th
other			

2. PRE-ALERTS

2♣ = both majors and weak	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	Weak
Responsive doubles through	4♠	Unusual NT	Lower 2 unbid suits
1NT overcall - immediate	15-18	Immediate cue of minor	Both majors
1NT overcall - re-opening	11-14	Immediate cue of Major	Other major + minor
Over weak twos	2NT 16-18, T/O X with leb.	Over opening threes	x = t/o
Over opponent's 1NT	2♣ (by non passed hand) = both majors		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ HCP, 4+♦	2♦ Splinter, 6-9 or 13-15	3♦ Splinter, 10-12
1♥ 6+ HCP, 4+♥	2♥ Splinter, 6-9 or 13-15	3♥ Splinter, 10-12
1♠ 6+ HCP, 4+♠	2♠ Splinter, 6-9 or 13-15	3♠ Splinter, 10-12
1NT 6-9 HCP	2NT 16+ HCP, 4+♣	3NT 13-15, 4+♣
2♣ 6-9, 4+♣	3♣ 10-12 HCP, 4+♣	4♣ 0-7, 6+♣
other		
1♦ 1♥ 6+ HCP, 4+♥	2♥ Splinter, 6-9 or 13-15	3♥ Splinter, 10-12
1♠ 6+ HCP, 4+♠	2♠ Splinter, 6-9 or 13-15	3♠ Splinter, 10-12
1NT 6-9 HCP	2NT 16+ HCP, 4+♦	3NT 13-15, 4+♦
2♣ 9/10+ HCP, 4+♣	3♣ Splinter, 6-9 or 13-15	4♣ Splinter, 10-12
2♦ 6-9, 4+♦	3♦ 10-12 HCP, 4+♦	4♦ 0-7, 6+♦
other		
1♥ 1♠ 6+ HCP, 4+♠	2♥ 6-9 HCP, 3/4+♥	3♦ Splinter, 6-9 or 13-15
1NT 6-9 HCP	2♠ Splinter, 6-9 or 13-15	3♥ 10-12 HCP, 4+♥
2♣ 9/10+ HCP, 4+♣	2NT 16+ HCP, 4+♥	3♠ Splinter, 10-12
2♦ 9/10+ HCP, 4+♦	3♣ Splinter, 6-9 or 13-15	3NT 13-15, 4+♥
other		
1♠ 1NT 6-9 HCP	2♠ 6-9 HCP, 3+♠	3♥ Splinter, 6-9 or 13-15
2♣ 9/10+ HCP, 4+♣	2NT 16+ HCP, 4+♠	3♠ 10-12 HCP, 3/4+♠
2♦ 9/10+ HCP, 4+♦	3♣ Splinter, 6-9 or 13-15	3NT 12-15, 4+♠, no short.
2♥ 9/10+ HCP, 4+♥	3♦ Splinter, 6-9 or 13-15	4♣ Splinter, 10-12
other		
1NT 3♣ 6+♣, slam try	3♠ 6+♠, slam try	4♦ RKB in ♦
3♦ 6+♦, slam try	3NT To play	4♥ To play
3♥ 6+♥, slam try	4♣ RKB in ♣	4♠ To play
other		
2♣ 2♦ Relay, enquiry	2NT Nat, invit	3♥ To play
2♥ To play	3♣ Nat, nf	3♠ To play
2♠ To play	3♦ Nat, nf	3NT To play
other		
2♦ 2♥ 0/1 controls	3♣ 4 controls	3♠ 0-2 controls, 7+♠
2♠ 2 controls	3♦ 5+ controls	3NT 0-2 controls, 10+ HCP
2NT 3 controls	3♥ 0-2 controls, 7+♥	4♣ 0-2 controls, 7+♣
other		

Notes

2♥ 2♠ Nat, non-forcing	3♦ Nat, non-forcing	3NT To play
2NT Shortage enquiry	3♥ To play	4♣ Splinter, slam try
3♣ Nat, non-forcing	3♠ Splinter, slam try	4♥ To play
other		
2♠ 2NT Shortage enquiry	3♥ Nat, non-forcing	4♣ Splinter, slam try
3♣ Nat, non-forcing	3♠ To play	4♥ Splinter, slam try
3♦ Nat, non-forcing	3NT To play	4♠ To play
other		
2NT 3♣ Modified puppet stay.	3♠ Minor suit stayman	4♦ Slam try, 6+D
3♦ TRF ♥	3NT To play	4♥ To play
3♥ TRF ♠	4♣ Slam try, 6+♣	4♠ To play
other		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 2♣=TRF to 2♦, 2♦=GF checkback

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦ x = 15+ HCP

RCO style 2-s x = 15+ HCP

Other 2-s

Defence 1♣ / 2♣: X = ♦ or both majors, ♦bid = ♥ or ♠ + ♣, ♥bid = ♠ or both minors,
to ♠bid = ♣ or ♦ + ♥, ♣bid = ♦ or both majors, NT bid = ♣+♥ or ♦+♠
strong Applies to any bid up to 7♠ and also over negative response (1♦/2♦)
♣

Over 1NT Interference lebensohl

Lebensohl - other uses Weak 2lvl openings

Take out of 4 level pre-empts 4♣/4♦
4♥ 4♠

10. OTHER NOTES

Hands often re-evaluated so may not always be strictly within HCP ranges

1NT rebid = 15-17, then 2♣ TRF 2♦ (likely any inv hand), 2♦ GF checkback