

## 4. BASIC RESPONSES

Jump raises - minors	Inverted 1m - 3m = 5-9 HCP
Jump raises - Majors	Preemptive 1M-3M=3-7 HCP
Jump shifts after minor opening	1♣-2♦ & 1♦-3♣=10-11 raise. Jump shift in M = 3-7, 6 card suit
Jump shifts after Major opening	1♥ - 2♠ = 6♠ 3-7; 1♠-3♥=6♥ INV; Others Modified Bergen Raises
Responses to strong 2 suit open.	2♦=Waiting; 2♥/2♠=5+; 3♣/3♦=6+. Suits are Nat and >= 1/3 Hrs
Responses to 2NT opening	3♣=Puppet Stayman; 3♦/3♥=TRF; 3♠=MSS; 4♣ to 4♠=TFR

## 5. PLAY CONVENTIONS Show priorities

	Versus <b>Suit</b> (or both)	Versus <b>NoTrump</b> (if different)
<b>Leads</b> Sequences:	Overlead, A-Attitude K-Count	Journalist - 0 or 2 higher
Four or more with an honour	4th highest	4th highest
From 4 small	2nd highest	2nd highest
From 3 cards (no honour)	Middle	Top
In partner's suit	Overlead; 4th; Xx	Overlead; 4th; Xx
<b>Discards</b>	High Encourage	McKenney
<b>Count</b>	High-Low = Even	High-Low = Even
<b>Signal</b> on partner's lead:	High Encourage	
<b>Signal</b> on declarer's lead:	Natural Count	
<b>Notes</b> Suit preference where obvious		

## 6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 3041	4♣ Gerber <input type="checkbox"/> when?
<b>Slam Notes</b>	Minorwood; King Ask - Show Specific	
Cue Bids <input checked="" type="checkbox"/>	1st or 2nd below game	
Asking Bids <input checked="" type="checkbox"/>	5 level raise of trump suit asks for 1st or 2nd round control in Opp's suit	

## 7. OTHER CONVENTIONS

Blackout after a Reverse by Opener	X of Splinter equal Vul asks for lead of lower suit
Lebensol 2NT over interference of 1NT opening	X of Splinter Not Vul v Vul = suggests a sacrifice
Lebensol 2NT over X of weak 2	Splinters
DOPI over low level interference of RKCB	
DOPE over high level interference of RKCB	

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Blackout: Rebid of responder's suit is F1 and 5+.

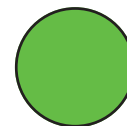
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Otherwise, cheaper of 2NT or 4th suit promises only 4 in first bid suit and a minimum hand

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# AUSTRALIAN BRIDGE FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	790443	Eileen Li
& Names:	264997	Pele Rankin
Basic System:	2 over 1 (semi-forcing 1NT response)	
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♣ 2+ 11+	1♥ 5+ 11+
1♦ 4+ 11+	1♠ 5+ 11+
1NT (14) 15-17	may contain 5 card Major <input checked="" type="checkbox"/>
<b>1NT Responses</b> 2♣ Simple Stayman (Smolen following 2♦ response: 3M=4M/5OM) 2♦ TRF ♥ 2♠ Range Probe or TRF ♣ 2♥ TRF ♠ 2NT TRF ♦ (3♣ = Superaccept) other 3♦=5/5 ♣/♦ FG; 3M=Singleton (31)(54), 4♣=TRF ♥; 4♦=TRF ♠; 4NT=Quantitative	
2♣ 23+ Balanced or FG	
2♦ 5-(10) ♥/♠ 5+/4+ either way	
2♥ 6 5-10; 2NT response = Feature Ask - Ace or King	
2♠ 6 5-10; 2NT response = Feature Ask - Ace or King	
2NT 20-22	3NT ♣/♦ AKQxxxx
other 4NT = ♣/♦ 5+/6+	

## 2. PRE-ALERTS

Inverted minor GF, Criss-Cross minor limit raise	3 & 4 lvl resp to 1NT & 2NT opening
2♣ Resp=Rev Drury to 3rd/4th seat M opening	2♣ over 1M = ♣'s or Bal, FG
Resp to 1♣ (2+) may be light if short in ♣'s	2♦ opening Support X/XX

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	6(7), Weak
Responsive doubles through	4♠	Unusual NT	5/5 - 2 lower unbid suits
1NT overcall - immediate	15-18	Immediate cue of minor	♥/♠ 5/5 Unlimited
1NT overcall - re-opening	11-14	Immediate cue of Major	Other M/Minor 5/5 Unlimited
Over weak twos	X=T/O; Lebensol 2NT	Over opening threes	X=T/O
Over opponent's 1NT	X=Penalty; 2♣=5/4 ♥/♠; 2♦=1 Major; 2M=5M/4+minor; 2NT=5/5 ♣/♦		
X by passed hand = 10-11 balanced, non passed = 12+.	Partner may pass or bid suit to play		

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+, 5+ (3+ if 3334 6-7)	2♦ 5+♣, 10-11	3♦ Splinter
1♥ 4+, 5+	2♥ Weak, 6♥ 3-7HCP	3♥ Splinter
1♠ 4+, 5+	2♠ Weak, 6♠ 3-7HCP	3♠ Splinter
1NT 8-10	2NT 10 - (Bad 12)	3NT (Good 12) -14
2♣ 5+♣, FG	3♣ 5+♣, 5-9	4♣ Weak
other 4♥/4♠/5♦ = To Play		
1♦ 1♥ 4+, 5+	2♥ Weak, 6♥ 3-7HCP	3♥ Splinter
1♠ 4+, 5+	2♠ Weak, 6♠ 3-7HCP	3♠ Splinter
1NT 6-9	2NT 10 - (Bad 12)	3NT (Good 12) -14
2♣ 4+♣, FG	3♣ 4+♦, 10-11	4♣ Splinter
2♦ 4+♦, FG	3♦ 4+♦, 5-9	4♦ Weak
other 4♥/4♠/5♣ = To Play		
1♥ 1♠ 4+, 5+	2♥ 3, 5-9	3♦ 4+♥, 10-11
1NT (0)5-12, Semi-forcing	2♠ Weak, 6♠	3♥ 4+♥, 3-7
2♣ ♣'s or Balanced, FG	2NT 4+♥, FG	3♠ 10-12, Splinter
2♦ 5+, FG	3♣ 4+♥, 7-9 OR 3♥, 10-11	3NT 33(34) 12-14
other 4♣/4♦ = 10-12, Splinter; 4♠/5♣/5♦ = To Play		
1♠ 1NT (0)5-12, Semi-forcing	2♠ 3, 5-9	3♥ 6♥, INV
2♣ ♣'s or Balanced, FG	2NT 4+♠, FG	3♠ 4+♠, 3-7
2♦ 5+, FG	3♣ 4+♠, 7-9 OR 3♠, 10-11	3NT 33(34) 12-14
2♥ 5+, FG	3♦ 4+♠, 10-11	4♣ 4♦/4♥ = 10-12, Splinter
other 5♣/5♦ = To Play		
1NT 3♣ 5 Card Major Enquiry	3♠ Singleton 13(54)	4♦ TRF ♠, to play or RKCB
3♦ 5/5 ♣/♦ FG	3NT To Play	4♥ To Play
3♥ Singleton 31(54)	4♣ TRF ♥, to play or RKCB	4♠ To Play
other 4NT = INV		
2♣ 2♦ Waiting	2NT 33(34) 8-(10) rarely used	3♥ Sets Suit
2♥ 5+♥, good suit	3♣ 6+♣, good suit	3♠ Sets Suit
2♠ 5+♠, good suit	3♦ 6+♦, good suit	3NT AKQxxx+ any suit
other Suit responses will be good suits - at worst headed by 1 of the top 3 honours with texture		
2♦ 2♥ To play	3♣ Natural, F1	3♠ To play
2♠ To play	3♦ Natural, F1	3NT To Play
2NT Enquiry	3♥ To play	4♣
other		

**Notes** 1♣ - 1♦ - 1♥ - 1♠ = Forth suit forcing to game

1♣- 1♦ - 2♥/2♠ = Natural and FG as with 1♣- 1♥ - 2♠ = Natural and FG

2♥ 2♠ NAT, INV. Raise with fit	3♦ Natural, Forcing	3NT To Play
2NT Asks for Ace or King	3♥ To Play	4♣
3♣ Natural, Forcing	3♠ 6+♠, FG	4♥ To Play
other Opener bids suit with values opposite responder's change of suit		
2♠ 2NT Asks for Ace or King	3♥ 5+♥, FG	4♣
3♣ Natural, Forcing	3♠ To Play	4♥ To Play
3♦ Natural, Forcing	3NT To Play	4♠ To Play
other Opener bids suit with values opposite responder's change of suit		
2NT 3♣ Puppet Stayman	3♠ Minor Suit Stayman	4♦ TRF ♠; 4♥ Interest
3♦ TRF ♥	3NT To Play	4♥ TRF ♣; 4♠ = RKCB
3♥ TRF ♠	4♣ TRF ♥; 4♦ Interest	4♠ TRF ♦; 5♣ = RKCB
other		

## 9. CONVENTIONS

**Unusual NT:** Lower 2 unbid suits

**4th Suit Forcing** One round  Game force

**NT Checkback**  Priorities: 2 Way Checkback; 2♣ = Forces 2♦ or INV. 2♦ = ART FG

**Defence to 3NT opening** XXX

**Defence to Opening Twos** Natural weak 2 - X=T/O (Lebensohl). Others - XXX

Multi 2♦ XXX

RCO style 2-s XXX

Other 2-s XXX

**Defence** 1♣: X=Majors, 1NT=Minors, Others=Natural, Jumps=Natural & weak

to

strong

♣

**Over 1NT Interference** Lebensohl

**Lebensohl - other uses** X of Natural weak 2

**Take out of 4 level pre-empts** 4♣/4♦ X = T/O

4♥ X = T/O

4♠ X = T/O; 4NT = 2 Suited T/O

## 10. OTHER NOTES

System on over X of opener's 1 level opening but off after simple overcall

2 way checkback over 1NT or 2NT rebid by opener applies after any 1 level interference

Defence to 2NT or 2♠ showing 5♣/5♦: XXX; 3♣ = ♥/♠ longer ♥; 3♦ = ♥/♠ longer ♠