

4. BASIC RESPONSES

Jump raises - minors	Forcing
Jump raises - Majors	Limit
Jump shifts after minor opening	5+ cards, 15-18
Jump shifts after Major opening	6+ cards, 15-18
Responses to strong 2 suit open.	2C - 2D = waiting. 2D - 2H = <8 HCP
Responses to 2NT opening	Puppet Stayman and transfers

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead all	Overlead all except AK
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	Top
In partner's suit	As above	
Discards	Odd encourage, even McKenny	
Count	Natural	
Signal on partner's lead:	Natural attitude	
Signal on declarer's lead:	Natural count	
Notes	Underlead J 10 or 10 9 with a higher non touching honour	

6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB	4♣ Gerber <input checked="" type="checkbox"/>	when? In NT auctions
Slam Notes			
Cue Bids <input checked="" type="checkbox"/>	First round controls.		
Asking Bids <input type="checkbox"/>			

7. OTHER CONVENTIONS

Jacoby 2NT	Ogust
Lebensohl	4th suit forcing
DOPI, ROPI	Leaping and non leaping Michaels
Positive slam X	
Texas transfers	

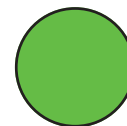
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	162639	Jane Tyson
& Names:	162647	Robert Tyson
Basic System:	Standard 4 card majors	
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♣	3, 11+	1♥	4, 11+
1♦	4, 11+	1♠	4, 11+
1NT	15-17	may contain 5 card Major <input checked="" type="checkbox"/>	

1NT Responses 2♣ Stayman			
2♦	Transfer - H	2♠	Transfer - C
2♥	Transfer - S	2NT	Invitational
other	3C = Transfer - D		

2♣	8 P.T. any suit or 22-23 bal.		
2♦	Game Force.		
2♥	Weak H, 6-10 May be 5 cards		
2♠	Weak S, 6-10 May be 5 cards		
2NT	20-21 bal.	3NT	Gambling
other			

2. PRE-ALERTS

Weak jump shifts in competition	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	2S	Jump overcalls	Weak
Responsive doubles through	4H	Unusual NT	Minors or H+Minor
1NT overcall - immediate	15-18	Immediate cue of minor	Majors 5/4+, 5-11 or 18+
1NT overcall - re-opening	12-15	Immediate cue of Major	Maj.+ Minor 5/4+, 5-11 or 18+
Over weak twos	X = Takeout with Lebensohl	Over opening threes	X = Takeout
Over opponent's 1NT			
Over weak NT	X = pen., 2C = any single suit, 2D = Majors, 2M = M+m, 5/4+, 2N = 18-19		
Over strong NT	X = any single suit, 2m = m+H, 2H = H+S, 2S = S+m, 5/4+, 2N = minors		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+, 4 cards	2♦ 5+ cards 15-18	3♦ Splinter
1♥ 6+, 4 cards	2♥ 5+ cards 15-18	3♥ Splinter
1♠ 6+, 4 cards	2♠ 5+ cards 15-18	3♠ Splinter
1NT 6-9	2NT 13-15 bal	3NT 16-18 bal
2♣ 6-9	3♣ Forcing	4♣ Pre-emptive
other		
1♦ 1♥ 6+, 4 cards	2♥ 5+ cards 15-18	3♥ Splinter
1♠ 6+, 4 cards	2♠ 5+ cards 15-18	3♠ Splinter
1NT 6-9	2NT 13-15 bal	3NT 16-18 bal
2♣ 10+, 4 cards	3♣ 6+ cards 15-18	4♣ Splinter
2♦ 6-9	3♦ Forcing	4♦ Pre-emptive
other		
1♥ 1♠ 6+, 4 cards	2♥ 6-10	3♦ 6+ cards 15-18
1NT 6-9	2♠ 5+ cards 15-18	3♥ Limit raise
2♣ 10+, 4 cards	2NT GF raise	3♠ Splinter
2♦ 10+, 4 cards	3♣ 6+ cards 15-18	3NT 16-18 bal
other		
1♠ 1NT 6-9	2♠ 6-10	3♥ 6+ cards 15-18
2♣ 10+, 4 cards	2NT GF raise	3♠ Limit raise
2♦ 10+, 4 cards	3♣ 6+ cards 15-18	3NT 16-18 bal
2♥ 10+, 5 cards	3♦ 6+ cards 15-18	4♣ Splinter
other		
1NT 3♣ Transfer to D	3♠ Forcing with S	4♦ Transfer to H
3♦ Forcing with D	3NT To play	4♥ Transfer to S
3♥ Forcing with H	4♣ Gerber	4♠ Minors
other		
2♣ 2♦ Waiting	2NT 8+, 6+ D	3♥ NA
2♥ 8+, 5+ H	3♣ 8+, 6+ C	3♠ NA
2♠ 8+, 5+ S	3♦ NA	3NT NA
other		
2♦ 2♥ Negative <8 hcp	3♣ 8+, 6+ C	3♠ NA
2♠ 8+, 5+S	3♦ 8+, 6+ D	3NT 11-13 bal.
2NT 8-10 bal.	3♥ 8+, 5+ H	4♣ NA
other		

Notes

2♥ 2♠ Natural, forcing	3♦ Natural, forcing	3NT To play
2NT Ogust	3♥ To play	4♣ Splinter
3♣ Natural, forcing	3♠ Splinter	4♥ To play
other		
2♠ 2NT Ogust	3♥ Natural, forcing	4♣ Splinter
3♣ Natural, forcing	3♠ To play	4♥ Splinter
3♦ Natural, forcing	3NT To play	4♠ To play
other		
2NT 3♣ Puppet Stayman	3♠ 5S, 4H	4♦ Transfer to H
3♦ Transfer	3NT To play	4♥ Transfer to S
3♥ Transfer	4♣ Gerber	4♠ Minors
other		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: After 2NT jump rebid, 3C= enquiry about Majors.

Defence to 3NT opening X = Penalties, 4C Takout better H, 4D Takeout better S

Defence to Opening Twos X = Takeout, with Lebensohl

Multi 2♦ 2H = Takeout of H, X = Takeout of S, with Lebensohl

RCO style 2-s X = 16+, with Lebensohl

Other 2-s X = Takeout if suit(s) are known, otherwise X = 16+

Defence 1C : X = Any sound overcall, 1 level bids are weak 2 suited, 1NT = minors,
to 2C += weak
strong 2C : As for strong 1C
 ♣

Over 1NT Interference Lebensohl

Lebensohl - other uses If the Opponents compete after we X their weak NT.

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ X

10. OTHER NOTES