

## 4. BASIC RESPONSES

|                                  |   |
|----------------------------------|---|
| Jump raises - minors             | Preempt   |
| Jump raises - Majors             | Preempt   |
| Jump shifts after minor opening  | 1♣-2♦/1♦-3♣: 9-11 raise; 2♥/♠: NAT 4-7, 6+ suit; 3 level SPL      |
| Jump shifts after Major opening  | Bergen: 1♥-2♠/1♠-3♥ = 3 card SUPP, other 3-lvl bids = 4 card SUPP |
| Responses to strong 2 suit open. | 2♦: negative or waiting; 2M/3m: 8+ HCP 5+ suit with honour        |
| Responses to 2NT opening         | 3♣ puppet stayman; 3♦/3♥=TRF to ♥/♠; 3♠=5/4 m's; 3NT=5♠+4♥        |

## 5. PLAY CONVENTIONS Show priorities

|                                   | Versus Suit (or both)                | Versus NoTrump (if different) |
|-----------------------------------|--------------------------------------|-------------------------------|
| <b>Leads</b> Sequences:           | Overlead, A-Attitude K-Count         | Q asks partner to unblock J   |
| Four or more with an honour       | 4th highest                          |                               |
| From 4 small                      | 2nd highest                          |                               |
| From 3 cards (no honour)          | Middle                               |                               |
| In partner's suit                 | low from 3; attitude if length known |                               |
| <b>Discards</b>                   | Odd=Enc., Even=McKenney              |                               |
| <b>Count</b>                      | Low-High = Even                      |                               |
| <b>Signal</b> on partner's lead:  | Odds & evens; reverse count          |                               |
| <b>Signal</b> on declarer's lead: | Reverse count if appropriate         |                               |
| <b>Notes</b>                      |                                      |                               |

After partner's m pre-empt, Om at 4-lvl: asks partner to start cueing (1st or 2nd round)

Exclusion RKCB: Ace Ask (excluding suit bid): steps 0, 1 w/o Q, 1 with, 2 w/o, 2 with

## 6. SLAM CONVENTIONS

4NT: Blackwood  RKCB 1430 exc. ♣ 4♣ Gerber  when? Std BI when no suit agreed

**Slam Notes** DOPI/ROPI; 4NT quant: over NT bid or after 1NT - 2♣ - 2♦/♥/♠

Cue Bids  1st or 2nd round control; after RCKB resp: 1st step Q ask, 5NT spfc K ask

Asking Bids  Asking bids - opponents' suit (if oppo's have 2 suits = stopper show)

## 7. OTHER CONVENTIONS

|  |                                     |
|--|-------------------------------------|
| Bergen + Jacoby raises                       | Inverted minor raises               |
| Cue raises; 2NT: 4 card raises M + m         | Fit showing jumps in competition    |
| Support X / XX; Good/bad 2NT                 | 4th suit forcing to game            |
| Splinters + mini Splinters; Long suit trials | PH: 2♣ Drury SUPP; 2♦ no SUPP       |
| 2-way Checkback after opener's 1NT rebid     | 1NT - 2♣ - 2M - 3OM = slam try in M |

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Smolen + puppet over 1NT/ Puppet over 2NT

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Lebensohl

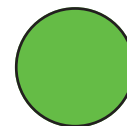
Leaping Michaels in minor also shows other M (if oppo's

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M suit known (not over multi 2♦)



# AUSTRALIAN BRIDGE FEDERATION INC.



## STANDARD SYSTEM CARD

|               |                          |  |
|---------------|--------------------------|--|
| ABF Nos.      | 268410                   | Helene Pitt  |
| & Names:      | 61409                    | Ruth Tobin   |
| Basic System: | Standard                 |  |
| 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

1♣ (10)11-20 HCP 3+♣ 1♥ (10)11-20 HCP 5+♥

1♦ (10)11-20 HCP 3+♦ 1♠ (10)11-20 HCP 5+♠

1NT (14)15-17 HCP BAL (can be 5422) may contain 5 card Major

**1NT Responses** 2♣ Simple Stayman (opener bids 3♥/♠ with 5-card ♥/♠ + max)

2♦ TRF to ♥ 2♠ TRF to ♣ (then new suit = shortage)

2♥ TRF to ♠ 2NT TRF to ♦ (then new suit = shortage)

other 3♣ puppet; Smolen 5/4 M's; super-accept M's: 3M min 4c, 2NT max 4-card SUPP

2♣ 23-24 HCP BAL or GF

2♦ <11 HCP 6 card ♥ or 6 card ♠

2♥ <11 HCP 5+♥ & 5+ any other suit (non-vul can be 4-card m)

2♠ <11 HCP 5+♠ & 5+ minor (non-vul can be 4-card m)

2NT 20-22 HCP BAL 3NT Sound preempt in either m

other 3♣ puppet stayman; 1NT - 4♣/4♦ = Texas TRF to 4♥/4♠; Retransfers

## 2. PRE-ALERTS

Support X / XX; 2♣ Drury (passed hand) 4NT by opener: both m's, extreme shape

Change of suit F; SPL + Mini SPL Leaping Michaels (jump O/C m also shows oM)

Bergen raises; Inverted minor raises Kokish to 2♣ (2♣ - 2♦ - 2♥ - 2♠ = relay)

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4♥ Jump overcalls pre-emptive

Responsive doubles through 4♥ Unusual NT over M: m's; over m: ♥ + om 5+/5+ WK or STR

1NT overcall - immediate 15-18 HCP Immediate cue of minor Michaels - M's 5+/5+ WK or STR

1NT overcall - re-opening 10-14 HCP Immediate cue of Major Michaels - OM +1m 5+/5+ WK/STR

Over weak twos T/O + LEB; 2NT: 15-18 HCP Over opening threes X T/O

Over opponent's 1NT X = PEN (weak NT) / single-suiter (strong NT); 2♣ = minors; 2♦ = majors

2♥ = ♥ + m; 2♠ = ♠ + m; 2NT = 2-suiter strong / extreme shape

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

|  |  |   |
|--|--|---|
| 1♣ 1♦ 5+ HCP, 4+ ♦<br>1♥ 5+ HCP, 4+ ♥<br>1♠ 5+ HCP, 4+ ♠<br>1NT 6-10 HCP<br>2♣ inverted, 12+ HCP, 4+ ♣<br>other After inverted raise: stopper show; PH: 1♣-2♣: simple raise; 1♣-3♣: invit raise  | 2♦ 9-11 HCP, 5+ ♣<br>2♥ 4-7 HCP, 6+ ♥<br>2♠ 4-7 HCP, 6+ ♠<br>2NT 11-12 HCP, no 4 cd M<br>3♣ pre-emptive, 5+ ♣<br>3♦ pre-emptive, 5+ ♦<br>3♥ pre-emptive, 5+ ♥<br>3♠ pre-emptive, 5+ ♠<br>3NT 13-15 HCP, 3343<br>4♣ pre-emptive<br>4♦ pre-emptive<br>4♥ pre-emptive<br>4♠ pre-emptive | 3♦ SPL 9-11+ HCP<br>3♥ SPL 9-11+ HCP<br>3♠ SPL 9-11+ HCP<br>3NT 13-15 HCP, 3343<br>4♣ pre-emptive<br>4♦ pre-emptive<br>4♥ pre-emptive<br>4♠ pre-emptive |
| 1♦ 1♥ 5+ HCP, 4+ ♥<br>1♠ 5+ HCP, 4+ ♠<br>1NT 6-10 HCP<br>2♣ 10+ HCP, 4+ ♣<br>2♦ inverted, 12+ HCP, 4+ ♦<br>other After inverted raise: stopper show; PH: 1♦-2♦: simple raise; 1♦-3♦: invit raise | 2♥ 4-7 HCP, 6+ ♥<br>2♠ 4-7 HCP, 6+ ♠<br>2NT 11-12 HCP, no 4 cd M<br>3♣ 9-11 HCP, 5+ ♦<br>3♦ pre-emptive, 5+ ♦<br>3♥ pre-emptive, 5+ ♥<br>3♠ pre-emptive, 5+ ♠<br>3NT 13-15 HCP, 3334<br>4♣ SPL 9-11+ HCP<br>4♦ pre-emptive   | 3♥ SPL 9-11+ HCP<br>3♠ SPL 9-11+ HCP<br>3NT 13-15 HCP, 3334<br>4♣ SPL 9-11+ HCP<br>4♦ pre-emptive   |
| 1♥ 1♠ 5+ HCP, 4+ ♠<br>1NT 6-10 HCP<br>2♣ 10+ HCP, 4+ ♣<br>2♦ 10+ HCP, 4+ ♦<br>other 4♣/4♦ SPL 9-11+ HCP; PH: Bergen off (Drury on), 1♥-2NT: max 4-card SUPP                                      | 2♥ 5-9 HCP, 3 card SUPP<br>2♠ limit raise or better, 3c ♥<br>2NT GF raise, 4+ ♥<br>3♣ Bergen, 6-9 HCP, 4c ♥<br>3♦ Bergen, 10-12 HCP, 4c ♠<br>3♥ limit raise or better, 3c ♠<br>3♠ pre-emptive raise, 4+ ♠<br>3NT 12-15 HCP, 33(43)<br>4♣ SPL 9-11+ HCP                               | 3♦ Bergen, 10-12 HCP, 4c ♥<br>3♥ pre-emptive raise, 4+ ♥<br>3♠ SPL 9-11+ HCP<br>3NT 12-15 HCP, 33(43)<br>4♣ SPL 9-11+ HCP                               |
| 1♠ 1NT 6-10 HCP<br>2♣ 10+ HCP, 4+ ♣<br>2♦ 10+ HCP, 4+ ♦<br>2♥ 10+ HCP, 5+ ♥<br>other 4♦/4♥ SPL 9-11+ HCP; PH: Bergen off (Drury on), 1♠-2NT: max 4-card SUPP                                     | 2♠ 5+ HCP, 3 card SUPP<br>2NT GF raise, 4+ ♠<br>3♣ Bergen, 6-9 HCP, 4c ♠<br>3♦ Bergen, 10-12 HCP, 4c ♠<br>3♥ limit raise or better, 3c ♠<br>3♠ pre-emptive raise, 4+ ♠<br>3NT 12-15 HCP, 33(43)<br>4♣ SPL 9-11+ HCP  | 3♥ limit raise or better, 3c ♠<br>3♠ pre-emptive raise, 4+ ♠<br>3NT 12-15 HCP, 33(43)<br>4♣ SPL 9-11+ HCP   |
| 1NT 3♣ puppet stayman<br>3♦ 5/5 minors GF<br>3♥ 3145/3154 shape GF<br>other 1NT - 2♣ - 2♦: 4♣ 5/5 M's (slam invit), 4♦ 5/5 M's (game only)   | 3♠ 1345/1354 shape GF<br>3NT to play<br>4♣ TRF to 4♥<br>4♦ TRF to 4♠   | 4♦ TRF to 4♠<br>4♥ to play<br>4♠ to play  |
| 2♣ 2♦ weak or waiting<br>2♥ 8+ HCP, 5+ ♥<br>2♠ 8+ HCP, 5+ ♠<br>other Kokish after 2♣-2♦-2♥: relay to 2♠: 2NT = 25+ BAL; 3 of suit = ♥ + 2nd suit   | 2NT<br>3♣ 8+ HCP, 6+ ♣<br>3♦ 8+ HCP, 6+ ♦<br>3♥ self supporting suit<br>3♠ self supporting suit<br>3NT   | 3♥ self supporting suit<br>3♠ self supporting suit<br>3NT   |
| 2♦ 2♥ pass or correct<br>2♠ P/C (shows better ♥)<br>2NT strong enquiry<br>other 4♦ asks partner to bid their M; X over M suit overcall = P/C   | 3♣ natural, NF<br>3♦ natural, forcing<br>3♥ pass or correct  | 3♠ P/C (shows better ♥)<br>3NT to play<br>4♣ asks partner to TRF to M   |

**Notes** System on over X and off by PH or over interference, except Bergen still on after 1♥ (1♠). Jacoby 2NT: 3-lvl shortage, 3M: good hand 14+; 4-lvl: good 2nd suit 5/5; 4M: poor hand; next bids cues 1st or 2nd

|   |   |   |
|---|---|---|
| 2♥ 2♠ pass or correct<br>2NT enquiry for 2nd suit<br>3♣ natural, to play<br>other X of ♠/♣/♦ suit overcall = PEN                          | 3♦ natural, to play<br>3♥ pre-emptive<br>3♠ pass or correct | 3NT to play<br>4♣ pass or correct<br>4♥ to play |
| 2♠ 2NT enquiry for 2nd suit<br>3♣ natural, to play<br>3♦ natural, to play<br>other X of ♣/♦/♥ suit overcall = PEN                         | 3♥ natural, to play<br>3♠ pre-emptive<br>3NT to play        | 4♣ pass or correct<br>4♥ to play<br>4♠ to play  |
| 2NT 3♣ puppet stayman<br>3♦ TRF to ♥<br>3♥ TRF to ♠<br>other 2NT - 3♣ puppet: 3♦: at least one 4-card M, responder bids M they don't have | 3♠ minors 5/4<br>3NT 5♠ + 4♥<br>4♣ NAT                      | 4♦ NAT<br>4♥<br>4♠                              |

## 9. CONVENTIONS

**Unusual NT:** (1M) 2NT: minors; (1m) 2NT: ♥ + om 5+/5+ WK or STR

**4th Suit Forcing** One round  forcing to game Game force

**NT Checkback**  Priorities: 2♣ forces 2♦, then show shape up the line

**Defence to 3NT opening** X = values, 4♣ T/O for M's, better ♥, 4♦ T/O for M's better ♠

**Defence to Opening Twos** X = 12+ with LEB, NAT overcalls

Multi 2♦ X = 12+ with LEB, NAT overcalls

RCO style 2-s X = 15+ with LEB, NAT overcalls

Other 2-s X = 12+ with LEB, NAT overcalls (incl over 2M: 5-card M + 4-card m)

**Defence** Over 1♣ strong: X = both Ms; 1NT = both m's

to

**strong** Over 2♣ strong: X = both Ms; 2NT = both m's

♣

**Over 1NT Interference** Lebensohl

**Lebensohl - other uses** Over opponents' weak 2's

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

4♥ X

4♠ 4NT

## 10. OTHER NOTES

Over transfer responses: X = shows that suit, bid of opponent's suit = T/O

Cue bids = 1st or 2nd round control

3♣ puppet stayman: 3♦: at least one 4-card M, 3♥ / 3♠ = 5 card suit; 2NT - 3♣ - 3♦:

responder bids M they don't have or 4♣: both M's, better ♥, 4♦: both M's, better ♠

Passed hand: 2♣ Drury: good raise 3 or 4 card SUPP; 2♦: max pass, denies SUPP

PH: 2NT: 4-card raise, invit