

4. BASIC RESPONSES

Jump raises - minors	Inverted	Other:
Jump raises - Majors	Bergen	Other:
Jump shifts after minor opening	Weak 6+ suit, 1C 2D = distributional limit raise in ♣s	
Jump shifts after Major opening	Bergen raises	
Responses to strong 2 suit open.	2D = semi-waiting	
Responses to 2NT opening	3♣ = puppet stayman, 3♦/3♥ = transfers, 3S = minor suit stayman	

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	A-Attitude K-Count	A,K both attitude
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	Top	Top
Discards	Low Encourage	Low Encourage
Count	Low-High = Even	Low-High = Even
Signal on partner's lead:	Low Encourage	Low Encourage
Signal on declarer's lead:	Reverse Count if not inappropriate	
Notes	Suit Preference where switch anticipated, Coded 9s and 10s, Reverse Smith's Echo	

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 3041 4♣ Gerber when? Last bid NTs, no minor agree

Slam Notes

Cue Bids

Asking Bids

7. OTHER CONVENTIONS

Blackout	Reverse Drury, Unusual over unusual
4th suit forcing	Splinters and Splimits
Good/Bad 2NT	Minorwood, Exclusion Blackwood
Jacoby, New Minor Forcing	Unassuming Cuebid
Rosenkrantz Xs and XXs	Wolff Signoff

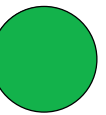
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**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	705284	Tony Treloar
& Names:	213527	Peter Evans
Basic System:	2/1	
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+, rule of 20	1♥ 5+, rule of 20	
1♦ 3+, rule of 20	1♠ 5+, rule of 20	
1NT 15-17	may contain 5 card Major <input type="checkbox"/>	
1NT Responses 2♣ Pseudo Other:		
2♦ Transfer to ♥s	2♠ Transfer to ♣s	
2♥ Transfer to ♠s	2NT Transfer to ♦s	
other Superaccepts, Smolen		
2♣	Game Force, or 22-23/26-27 Balanced	
2♦	Weak 2 in either major, 8.5-9 Playing Tricks in any suit, 24-25/28-29 Balanced	
2♥	6-9 5+ ♥s, 5+(4) another. 4th seat minimum opening 6+ suit	
2♠	6-9 5+ ♠s, 5+(4) minor. 4th seat minimum opening 6+ suit	
2NT 20-21	3NT Gambling, No outside A or K	
other		

2. PRE-ALERTS

Support Xs and XXs	May respond light to 1C/D openings
Ghestem (See 10. Other Notes for explanation)	Walsh Style
Modified Bergen raises	Coded 9s and 10s

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak
Responsive doubles through	4♥	Unusual NT	2 Lowest unbid suits, weak or strong
1NT overcall - immediate	(15)16-18	Immediate cue of minor	Ghestem - see 10. Other Notes
1NT overcall - re-opening	11-14	Immediate cue of Major	Ghestem - See 10. Other Notes
Over weak twos	X = T/O, Lebensohl replies	Over opening threes	X = T/O
Over opponent's 1NT	Multi-Landy, X = penalty oriented		
2♣=majors, 2♦=single suited major, 2♥=♥+m, 2♠=♠+m, 2NT=minors			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+ suit, 6+pts	2♦ Distrib. limit ♣ raise	3♦ Splinter
1♥ 4+ suit, 6+pts	2♥ 6+ suit, 0-4pts	3♥ Splinter
1♠ 4+ suit, 6+pts	2♠ 6+ suit, 0-4pts	3♠ Splinter
1NT 6-9(10)pts	2NT 11-12pts, no 4 card major	3NT 12-15pts, no 4 card major
2♣ 5+ suit, 11+pts	3♣ 5+ suit, 6-9(10)pts	4♣ ♦ void splinter
other 4♦/♥/♠ = Exclusion Blackwood		
1♦ 1♥ 4+ suit, 6+pts	2♥ 6+ suit, 0-4pts	3♥ Splinter
1♠ 4+ suit, 6+pts	2♠ 6+ suit, 0-4pts	3♠ Splinter
1NT 6-9(10)pts	2NT 11-12pts, no 4 card major	3NT 12-15, no 4 card major
2♣ 4+ suit, 10+pts	3♣ Distrib. limit ♦ raise	4♣ Splinter
2♦ 5(4)+ suit, 10+pts	3♦ 5(4)+ suit, 6-9(10)pts	4♦ Excl. Blackwood in ♣s
other 4♥/♠ = Exclusion Blackwood		
1♥ 1♠ 4+ suit, 6+pts	2♥ 1st/2nd 8-10, 3/4 6-9	3♦ 4+♥s limit raise
1NT 1st/2nd force, 3/4 6-9(10)	2♠ 8 loser splinter	3♥ 4+♥s 0-5
2♣ 1st/2nd 4+ suit, GF	2NT Jacoby	3♠ 7 loser splinter
2♦ 1st/2nd 4+ suit GF	3♣ 4+♥s 6-9(10)	3NT 6 loser splinter in ♠s
other 4♣/♦ = 6 loser splinters		
1♠ 1NT 1st/2nd force, 3/4 6-9(10)	2♠ 1st/2nd 8-10 3/4 6-9(10)	3♥ 4+♠s limit raise
2♣ 1st/2nd 4+ suit GF	2NT 8 loser splinter	3♠ 4+♠s 0-5
2♦ 1st/2nd 4+ suit GF	3♣ Jacoby	3NT 7 loser splinter
2♥ 1st/2nd 5+ suit GF	3♦ 4+♠s 6-9(10)	4♣ 6 loser splinter
other 4♦/♥ = 6 loser splinter		
1NT 3♣ GF, initiate cuing	3♠ GF, initiate cuing	4♦ Texas transfer
3♦ GF, initiate cuing	3NT To play	4♥ Texas transfer
3♥ GF, initiate cuing	4♣ Gerber	4♠
other		
2♣ 2♦ Semi-waiting	2NT 10-12 flat, no 4 card M	3♥
2♥ 5+ suit, 8+pts	3♣ 5+ suit, 8+pts	3♠
2♠ 5+ suit, 8+pts	3♦ 5+ suit, 8+pts	3NT
other		
2♦ 2♥ Pass or correct	3♣ 6+ suit, forcing	3♠ Pass or correct
2♠ Invite if suit ♥s	3♦ 6+ suit, forcing	3NT To play
2NT Inquiry	3♥ Pass or correct	4♣
other		

Notes

2♥ 2♠ Pass or correct	3♦	3NT To play
2NT Inquiry	3♥ Preemptive	4♣
3♣	3♠	4♥
other		
2♠ 2NT Inquiry	3♥	4♣ Pass or correct
3♣ Pass or correct	3♠ Preemptive	4♥
3♦	3NT To play	4♠ To play
other		
2NT 3♣ Puppet Stayman	3♠ Minor suit stayman	4♦ Texas Transfer
3♦ Transfer to ♥s	3NT To play	4♥ Texas Transfer
3♥ Transfer to ♠s	4♣ Gerber	4♠
other		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: ♥s

Defence to 3NT opening

Defence to Opening Twos X = T/O, Lebensohl replies

Multi 2♦ X = 16+ with Lebensohl style replies, Suit call = 12-15,

RCO style 2-s

Other 2-s

Defence 1♣ : X=♣s, 1NT=minors, 2C = majors, other suits are natural

to

strong 2♣ : X = lead direct, 2NT = minors

♣

Over 1NT Interference rubinsohl

Lebensohl - other uses In reply to the X of Opp weak 2

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

4♥ X = T/O, 4NT - minors 4♠ X = T/O, 4NT = 2 places to play

10. OTHER NOTES

Ghestem - Cue of bid suit = top and bottom unbid suits, 3♣ = 2 highest suits,

2NT = 2 lowest unbid suits. All bids are 5-5 minimum and can be weak or strong but not

intermediate