

4. BASIC RESPONSES

Jump raises - minors	♦=limit (9-11 HCP), ♣=9+ HCP 4414
Jump raises - Majors	limit, 9-11 HCP
Jump shifts after minor opening	after1 ♦=limit (8-11 HCP), after 1♣=GF(flat)
Jump shifts after Major opening	limit, 9-11 HCP, 6+
Responses to strong 2 suit open.	n/a
Responses to 2NT opening	3♦=relay, other suits = pass or correct

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A-Attitude K-Count	
Four or more with an honour	attitude	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	Top
In partner's suit	As above	
Discards	Odd/Even (1st)	
Count	Low-High = Even	
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:	Count	
Notes suit pref if applic		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 3041	4♣ Gerber <input type="checkbox"/> when?
Slam Notes		
Cue Bids <input checked="" type="checkbox"/>		
Asking Bids <input checked="" type="checkbox"/>		

7. OTHER CONVENTIONS

PODI	
transfer preempts	

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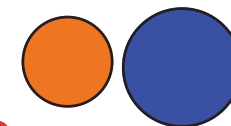
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**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	145742	Lindsey Robinson
& Names:	140422	Stan Klofa
Basic System:	Honeymoon Moscito	
Brown Sticker	<input checked="" type="checkbox"/>	Classification: Green <input type="checkbox"/> Blue <input checked="" type="checkbox"/> Red <input type="checkbox"/> Yellow <input type="checkbox"/>

1. OPENING BIDS

Describe strength, minimum length, or specific meaning		Canape <input checked="" type="checkbox"/>
1♣ STRONG, 15+ HCP, any shape	1♥ 10-14HCP, 4+♥, <4♠	
1♦ 10-14HCP, 2+♦, <4♥♠	1♠ 10-14HCP, 4+♠, <4♥	
1NT 10-14 HCP, 4+/4+ MAJORS	may contain 5 card Major	<input checked="" type="checkbox"/>
1NT Responses 2♣ Relay, 12+ HCP, (rebids 2♦ min 4/4M, 2M min 5/4)		
2♦ asks for best M	2♠ to play	
2♥ to play	2NT	
other 3m 6+ 9-11, 3M 4+ 9-11		
2♣ 10-14 HCP, 5+♣, no 4M		
2♦ Weak Major, 6-9 HCP, 5+M		
2♥ Weak, 6-9 HCP, 5/5 same Rank		
2♠ Weak, 6-9 HCP, 5/5 same Colour		
2NT Weak, 6-9 HCP, 5/5 Odd	3NT C pre-empt - standard	
other 3♠ any solid 7 cd suit		

2. PRE-ALERTS

frequent relay & asking bids	NAMYATS
transfer preempts	RCO 2-bids
1NT = both majors	1♣-2♣ openers +2 hcp in 3/4 position

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♦	Jump overcalls	good interm, 13-16 HCP, 5+
Responsive doubles through	4♦	Unusual NT	Lower 2 unbid suits
1NT overcall - immediate	15-18 BAL	Immediate cue of minor	Michaels 5/5 MM, 6-10
1NT overcall - re-opening	15-18	Immediate cue of Major	5 other Major & 5 minor 6-10
Over weak twos	2NT 16-18, T/O X with leb.	Over opening threes	T/O X
Over opponent's 1NT	DONT		
v strong NT(15<):	X=sgl suit, 2m=2 suits (m+highr), 2H=MM, 2S=6S		
v weak NT(<15):	x=top, 2D=D+, 2H=H+, 2S=S+C		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 0-8 HCP, 0+♦	2♦ 9-11 HCP, flat, 2+ cnt	3♦ 9+ HCP, 4144
1♥ 9+ HCP, 5+♥	2♥ 12-14HCP, flat, 3+cnt	3♥ 9+ HCP, 1444
1♠ 9+ HCP, 5+♠	2♠ 15+ HCP, flat, 4+ cnt	3♠
1NT 9+ HCP, 5+♣	2NT 9+ HCP, 4441	3NT
2♣ 9+ HCP, 5+♦	3♣ 9+ HCP, 4414	4♣
other		
1♦ 1♥ 12+ HCP, relay, 0+♥	2♥ 8-11 HCP, 5+♥	3♥ 9-11, 6+ good ♥
1♠ 6-11 HCP, 4+♠, NF	2♠ 8-11 HCP, 5+♠	3♠ 9-11, 6+ good ♠
1NT 8-11 HCP, flat, NF	2NT 6-11, 44m, F1	3NT to play
2♣ 8-11 HCP, 5+♣	3♣ 9-11, 6+ good ♣	4♣
2♦ 8-11 HCP, 5+♦	3♦ 9-11, 6+ good ♦	4♦
other		
1♥ 1♠ 12+ HCP, relay, 0+♠	2♥ 6-11 HCP, 3H/4♥	3♦ 9-11, 6+ good ♦
1NT 8-11 HCP, NF	2♠ 8-11 HCP, <3♥, 5+♠	3♥ 9-11 HCP, 4♥, bal
2♣ 8-11 HCP, 5+♣, <3♥	2NT 10-11HCP, 3♥, inv	3♠ 9-11 HCP, 6+ good ♠
2♦ 8-11 HCP, 5+♦, <3♥	3♣ 9-11, 6+ good ♣	3NT to play
other 4m = splinter		
1♠ 1NT 8-11 HCP, NF	2♠ 6-11 HCP, 3H/4♠	3♥ 9-11 HCP, 6+ good ♥
2♣ 12+ HCP, relay, 0+♣	2NT 10-11HCP, 3♠, inv	3♠ 9-11 HCP, 4♠, bal
2♦ 8-11 HCP, 5+♦, <3♠	3♣ 9-11, 6+ good ♣	3NT to play
2♥ 8-11 HCP, <3♠, 5+♥	3♦ 9-11, 6+ good ♦	4♣ splinter
other 4♦=splinter		
1NT 3♣ 9-11 HCP, 6+♣	3♠ 9-11 HCP, 4♠, flat	4♦
3♦ 9-11 HCP, 6+♦	3NT to play	4♥ to play
3♥ 9-11 HCP, 4♥, flat	4♣	4♠ to play
other		
2♣ 2♦ 12+ HCP, relay	2NT 8-11HCP, flat, M stops	3♥ 9-11 HCP, 6+♥
2♥ 8-11 HCP, 5+♥	3♣ 8-11 HCP, 3+♣	3♠ 9-11 HCP, 6+♠
2♠ 8-11 HCP, 5+♠	3♦ 9-11 HCP, 6+♦	3NT to play
other		
2♦ 2♥ pass or correct	3♣ preempt	3♠ pass or correct
2♠ pass or correct	3♦ preempt	3NT to play
2NT relay, game try	3♥ pass or correct	4♣ preempt
other		

Notes

2♥ 2♠ pass or correct	3♦	3NT
2NT relay, game try	3♥	4♣
3♣ pass or correct	3♠	4♥
other		
2♠ 2NT relay, game try	3♥	4♣
3♣ pass or correct	3♠	4♥
3♦ pass or correct	3NT	4♠
other		
2NT 3♣ pass or correct	3♠ pass or correct	4♦
3♦ relay, game try	3NT	4♥
3♥ pass or correct	4♣	4♠
other		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities:

Defence to 3NT opening

Defence to Opening Twos 2NT=16-18 BAL

Multi 2♦ X = ♠ t/o, 2♥ = ♥ t/o

RCO style 2-s

Other 2-s

Defence (1♣) : X = MM, 1NT = ♣, DONT

to

strong (2♣) : X = ♣, natural

1♣ / 2♣

Over 1NT Interference lebensohl, DONT

Lebensohl - other uses

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

4♥ opt X 4♠ opt X

10. OTHER NOTES

3/4 seat openings: add 2 HCP for 1♣-2♣, add 1 HCP for 2♦-2NT

PODI: pass=0-2, X=pen, 1 step = 3 cntrls...