

BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Inverted
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Bergen
Jump shifts after minor opening	Weak, long suit		
Jump shifts after major opening	Bergen or limit raise		
Responses to strong 2 suit opening	Over 2♣ 2♦ = 0-3 or 10+, 2♥ = 4-6, 2♠ = 7-9		
Responses to 2NT opening	3♥ = Relay, 4♣♦ = Minorwood, other bids = to play		

PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	✓ = Both
Sequence leads:	Overlead all <input checked="" type="checkbox"/>	All except AK x (x) <input type="checkbox"/>
Underlead <input type="checkbox"/>	Other: Journalist leads against NT	
Four or more with an honour	4th highest <input checked="" type="checkbox"/>	attitude <input type="checkbox"/>
3rd/5th <input type="checkbox"/>	Other:	
From 4 small	2nd highest <input checked="" type="checkbox"/>	Other:
From 3 cards (no honour)	top <input type="checkbox"/>	middle <input checked="" type="checkbox"/> bottom <input type="checkbox"/>
Signal on partner's lead:	high encourage <input type="checkbox"/>	low encourage <input checked="" type="checkbox"/>
Other:		
Signal on declarer's lead	Smith Peter or reverse count	
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/> low encourage <input checked="" type="checkbox"/>
odd/even <input type="checkbox"/>	Other:	
Count	natural <input type="checkbox"/>	reverse <input checked="" type="checkbox"/>

CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: RKB = 1430
4♣	Gerber <input type="checkbox"/>	when? After 1NT opening 4♣ is Ace ask.	

Other Conventions

Long suit game tries	4th suit forcing to game
2-Way Checkback	Leaping and Non-leaping Michaels
Bergen raises	Minorwood
Inverted minors	DOPI, ROPI, DEPO
Lebensohl	Control Asking Bids



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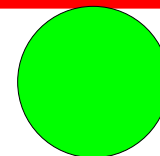


AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names:	Nevena Djurovic	Elizabeth Havas
ABF Nos:	497916	157351
Basic System:	Standard American	Brown Sticker <input type="checkbox"/>
Classification:	Green <input checked="" type="checkbox"/>	Blue <input type="checkbox"/> Red <input type="checkbox"/> Yellow <input type="checkbox"/>



OPENING BIDS

Describe strength, minimum length, or specific meaning					Canape <input type="checkbox"/>		
1♣	11+ hcp, 3+ ♣	1♦	11+ hcp, 3+ ♦	1♥	11+ hcp, 5+ ♥	1♠	11+ hcp, 5+ ♠
1 NT	14-17				may contain 5 card major		<input checked="" type="checkbox"/>
2♣ Stayman:		simple <input type="checkbox"/>	extended <input type="checkbox"/>		Other: 5-card enquiry		
Transfers		2♦	♥	2♥	♠	2♣	♣
2 NT	♦	Other:		Superacc (in : 4 trumps min/max, in m: Hxx)			
2♣	Strong (8 or 9 playing tricks hand, 20-21 balanced, or any GF)						
2♦	Weak major or strong balanced hand (22-23)						
2♥	Weak, 5♥ and 4+ in a minor (5-5+ when vul)						
2♠	Weak, 5♠ and 4+ in a inor (5-5+ when vul)						
2 NT	Weak, both minors (5-5 or better)						
3 NT	Gambling (solid minor, no outside King)						

PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED MEANING/S OR REQUIRE SPECIAL DEFENCE

Negative free bids	Leaping and Non-leaping Michaels
Inverted minors	2-Way Checkback
Bergen raises	

COMPETITIVE BIDDING

Negative doubles through	4♥	Responsive doubles through	4♥
Jump overcalls	Wk (not in 4th)	Unusual NT	2 lowest unbid suits (any strength)
1NT overcall (immediate)	15-18	(re-opening)	11-14
Immed cue of minor	Top unbid suit + another (any strength)		
Immed cue of major	Ditto		
Over opponent's 1NT (weak)	X = upper range of their NT, 2♣ = both Ms,		
Over opponent's 1NT (strong)	2♦ = long M, 2♥/♠ = ♥/♠ + a minor, 2NT = minors		
Over weak twos	X = t/o (Lebensohl applies)		
Over opening threes	X = t/o		

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	6+ hcp, 4+♦	2NT	15+ pts, 5+♣
	1♥♠	6+ hcp, 4+♥/♠	3♣	0-5 pts, 5+♣
	1NT	6-9 hcp	3♦	Pre-emptive
	2♣	10-12 bal or 10-14 unbal, 5+♣	3♥	Pre-emptive
	2♦	6-9 pts, 5+♣	3♠	Pre-emptive
	2♥	Weak	3NT	To play
	2♠	Weak	4 bids	4♣ = Minorwood

1♦	1♥/♠	6+ hcp, 4+♥/♠	3♣	6-9 pts, 4+♦
	1NT	6-9 (10) hcp	3♦	0-5 pts, 4+♦
	2♣	10+ hcp, 4+♣	3♥	Pre-emptive
	2♦	10-12 bal or 10-14 unbal, 4+♦	3♠	Pre-emptive
	2♥	Weak	3NT	To play
	2♠	Weak	4♦	4♦ = Minorwood
	2NT	15+ pts, 4+♦	4 Other	

1♥/♠	1NT	6-10 hcp	3♣	6-9 pts, 4 trumps
	2♣	10+ hcp, 4+♣	3♦	10-12 pts, 4 trumps
	2♦	10+hcp, 4+♦	3♥/♠	0-6 pts, 4 trups
	2♥/♠	6-9 pts, 3 trumps	3NT	13-14 pts, 4 trumps
	2NT	15+ pts, 3+ trumps	4♣♦	10-14 pts, Splinter

2♣	2♦	0-3 or 10+ hcp	2♥/♠	2♥ = 4-6 hcp, 2♠ = 7-9 bal
	other	7-9 hcp. 2NT=5+♣, 3♣/♦/♥=5+♦/♥/♠, 3♠=5♣/4♥, 3N=5♦/4♣		

2♦	2♥	POC	3♣♦	Natural, forcing
	2♠	POC	3♥♠	POC
	2NT	Forcing enquiry	3NT	To play

2♥/♠	2NT	Forcing enquiry	3NT	To play
	3♣♦	POC	4♣♦	POC
	3♥/♠	To play	4♥/♠	To play

2NT	3♣	To play	4♣	Forcing relay agreeing ♣
	3♦	To play	4♦	Forcing relay agreeing ♦
	3♥	Forcing enquiry	4♥	To play
	3♠	Natural, forcing	4♠	To play
	3NT	To play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Slam try. After that cue bidding, RKB, or sign-off in 3NT
3♥/3♠	Slam try. After that cue bidding, RKB or sign-off in a major game.
4♣	Ace ask
4♦	N/A
4♥	To play
4♠	To play

Unusual NT: minors ☐ other suits ☐ lower 2 unbid suits ☒

Other slam bidding Cue Bids ☒ Asking Bids ☒

4th Suit Forcing One round ☐ Game force ☒

NT Checkback ☐ Priorities

Defence to 3NT opening $X = 16+$, $4\clubsuit = \heartsuit > \spadesuit$ (or 5-5), $4\diamondsuit = \spadesuit > \heartsuit$, $4\heartsuit/\spadesuit$ = to play

Defence to opening Two's: Multi 2♦ X = 16+, 2NT = 15-18 bal (both Ms stopped),

$$4\spadesuit/\heartsuit = \spadesuit/\heartsuit + \heartsuit$$

RCO style 2-s	1-2-3 doubles
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Other 2-s	
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Defence to strong ♣ Same as after 1NT opening, at the 1 and 2 level. For example, both 1♦ and 2♦ is showing long M, 2-level is more pre-emptive.

Lebensohl	Over NT interference	<input checked="" type="checkbox"/>	
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Other uses	
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Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ 4NT

OTHER NOTES