

4. BASIC RESPONSES

Jump raises - minors	Inverted	Other:
Jump raises - Majors	Preempt	Other:
Jump shifts after minor opening	1♣ -2♦=GF, 1♣-2♥/♠=weak, 1♦-2♥/♠=weak, 1♦-3♣=Bergen	
Jump shifts after Major opening	Bergen	
Responses to strong 2 suit open.	2♦=0-3 or 10+ any, 2♥=4-6, other bids show 7-9 pts and are txfr bids	
Responses to 2NT opening	3♥ = relay, other bids are pass or correct, 3NT is to play	

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All	Journalist
Four or more with an honour	4th highest	4th highest
From 4 small	2nd highest	2nd highest
From 3 cards (no honour)	Middle	Middle
In partner's suit	low	low
Discards	Low Encourage	Low Encourage
Count	Low-High = Even	Low-High = Even
Signal on partner's lead:	Attitude or MeKenney	A/Q=unblock/count, other=attitude
Signal on declarer's lead:	count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
Slam Notes		
Cue Bids <input checked="" type="checkbox"/>		
Asking Bids <input checked="" type="checkbox"/>		

7. OTHER CONVENTIONS

Long suit game tries	4th suit is GF
2-way Checkback	Specific Ace Ask
Bergen raises	Drury (2♣ = 3 trumps, 2♦ = 4 trumps)
Inverted minors	DOPI (X=0/3, pass=1/4)
Lebensohl	ROPU (XX=0/3, pass=1/4)

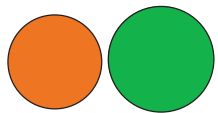
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**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	497916	Nevena Djurovic
& Names:	164844	Giselle Mundell
Basic System:	Standard	
Brown Sticker	<input checked="" 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♣ 11+ pts, 1+	1♥ 11+ pts, 5+	
1♦ 11+ pts, 5+	1♠ 11+ pts, 5+	
1NT 14-17	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses	2♣ 5 card Major enquiry	Other:
2♦ txfr to ♥	2♠ txfr to ♣	
2♥ txfr to ♠	2NT txfr to ♦	
other 3-level bids are Splinters, super accepts (4 trumps in M, Hxx in m), 4♣/♦ are Texas txfrs		
2♣	GF, or 20-21 balanced, or 8/9 playing tricks hand	
2♦	Weak major, or 22-23 balanced	
2♥	Weak, 5♥ and 4+ in a minor (vul, it is always 5-5)	
2♠	Weak, 5♠ and 4+ in a minor (vul, it is always 5-5-)	
2NT	Weak, majors or minors, 5-5	3NT 4-level minor suit pre-empt
other	4♣ is Specific Ace Ask, 4♦ = 7♦ + 4♠ preemptive	

2. PRE-ALERTS

Transfer responses over 1♣	Drury after we open 1M in the 3rd or 4th seat
Bergen raises	
Inverted minors	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak. In the 4th seat when they are intermediate
Responsive doubles through	4♥	Unusual NT	Weak or strong, two lowest unbid suits
1NT overcall - immediate	15-17, system ON	Immediate cue of minor	Weak or strong, top + another
1NT overcall - re-opening	11-14, system ON	Immediate cue of Major	Weak or strong, top + another
Over weak twos	X = t/o, Lebensohl after X	Over opening threes	X = t/o
Over opponent's 1NT	X = upper range of their NT opening, other bids are TWERB at ALL levels (bid of a suit shows either a suit above or two suits below, NT bids are showing odd suits)		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+pts, 4+♥	2♦ GF, 5+♣	3♦ preemptive
1♥ 6+pts, 4+♠	2♥ Weak, long ♥	3♥ Weak, long ♥
1♠ 6+pts, 5+♦	2♠ Weak, long ♠	3♠ Weak, long ♠
1NT 6-11pts, no 4-card M	2NT Good 6-9 ♣ raise	3NT To play
2♣ Inverted	3♣ Inverted	4♣ Minorwood
other		
1♦ 1♥ 6+ pts, 4+♥	2♥ Weak, long ♥	3♥ Weak, long ♥
1♠ 6+pts, 4+♠	2♠ Weak, long ♠	3♠ Weak, long ♠
1NT 6-11pts, no 4-card M	2NT GF with 1D	3NT To play
2♣ 10+, 4+♣	3♣ Good 6-9 ♦ raise	4♣ Preemptive
2♦ Inverted	3♦ Inverted	4♦ Minorwood
other		
1♥ 1♠ 6+pts, 4+♠	2♥ 6-9pts, 3♥	3♦ 10-12pts, 4+♥
1NT 6-11pts, < 3♥, < 4♠	2♠ Limit raise in ♥	3♥ Preemptive
2♣ Natural, forcing	2NT 15+pts, 3+♥	3♠ Splinter
2♦ Natural, forcing	3♣ 6-9pts, 4♥	3NT 13-14pts, 4+♥
other		
1♠ 1NT 6-11 pts	2♠ 6-9pts, 3♠	3♥ Limit raise in ♠
2♣ Natural, forcing	2NT 15+pts, 3+♠	3♠ Preemptive
2♦ Natural, forcing	3♣ 6-9pts, 4♠	3NT 13-14pts, 4+♠
2♥ Natural, forcing	3♦ 10-12pts, 4+♠	4♣ splinter
other		
1NT 3♣ Splinter	3♠ Splinter	4♦ Texas txft
3♦ Splinter	3NT To play	4♥ To play
3♥ Splinter	4♣ Texas txfr	4♠ To play
other		
2♣ 2♦ 0-3 or 10+ pts, any	2NT 7-9pts, 5+♣	3♥ 7-9 pts, 5+♠
2♥ 4-6 pts, any	3♣ 7-9 pts, 5+♦	3♠ 7-9 pts, 5♠ + 4♥
2♠ 7-9 pts, balanced	3♦ 7-9 pts, 5+♥	3NT 7-9 pts, 5♦ + 4+♣
other		
2♦ 2♥ POC	3♣ Natural, forcing	3♠ POC
2♠ POC	3♦ Natural, forcing	3NT To play
2NT Forcing enquiry	3♥ POC	4♣ N/A
other		

Notes

2♥ 2♠ Natural, forcing	3♦ Natural, forcing	3NT To play
2NT Forcing enquiry	3♥ Preemptive	4♣ Splinter
3♣ POC	3♠ Splinter	4♥ To play
other		
2♠ 2NT Forcing enquiry	3♥ Natural, forcing	4♣ Splinter
3♣ POC	3♠ Preemptive	4♥ Splinter
3♦ Natural, forcing	3NT To play	4♠ To play
other		
2NT 3♣ POC	3♠ POC	4♦ POC
3♦ POC	3NT To play	4♥ POC
3♥ Forcing enquiry	4♣ POC	4♠ POC
other		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities:

Defence to 3NT opening X = 16+pts, 4♣/♦ = Non-leaping Michaels

Defence to Opening Twos X = t/o (Lebensohl applies)

Multi 2♦ X = 16+ pts (Lebensohl applies), 2NT = 15-18 with stopper in both Ms

RCO style 2-s X = 16+ pts

Other 2-s X = t/o (Lebensohl applies)

Defence 1♣ : TWERB

to

strong 2♣ : TWERB

♣

Over 1NT Interference lebensohl

Lebensohl - other uses After partner Xs weak 2 openings

Take out of 4 level pre-empts 4♣/4♦ X = t/o

4♥ X = t/o 4♠ 4NT = t/o, X = penalty

10. OTHER NOTES