

## BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Weak 3-6
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Weak 3-6
Jump shifts after minor opening	1d 3c 9-11 clubs, 1m 2M raises		
Jump shifts after major opening	Bergen style, 2nt splinter		
Responses to strong 2 suit opening	2d 0-4 or 9+, 2h bal, 2s-3d transfers 5+ suits		
Responses to 2NT opening	3c puppet stayman, 3d/3h transfers, 3s minors		

## PLAY CONVENTIONS

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

## CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: 1430
4♣	Gerber <input type="checkbox"/>	when? _____	

### Other Conventions

Transfers over 1c	Some relays after 1M - 2C
Blackout	4m Keycard on some auctions
2 way checkback	
Support Xs/XXs	
4th suit Forcing to game	



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AUSTRALIAN BRIDGE FEDERATION

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## STANDARD SYSTEM CARD

Names:	Paul Gosney	Matthew Thomson
ABF Nos:	600393	61107
Basic System:	2 over 1	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♣	2	1♦	4	1♥	5	1♠	5
1 NT	15-17 (14)			may contain 5 card major			<input type="checkbox"/>
2♣ Stayman:	simple <input checked="" type="checkbox"/>	extended <input type="checkbox"/>	Other: _____				
Transfers	2♦ ->2H	2♥ ->2S	2♠ ♣ or weak ♦				
2 NT	Invitational to 3NT		Other: _____				
2♣	GF or 23-24 Bal						
2♦	Weak 2 in a major 3-9 points (can be 5 Non Vul) Vul vs Not: 6-9 6+ ♦						
2♥	4♥ 5+ minor			Vul vs Not 6-9 6+ ♥			
2♠	4♠ 5+ minor			Vul vs Not 6-9 6+ ♠			
2 NT	(20)21-22 Bal						
3 NT	6♥ 5♠ 9-13						

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

	Jump overcalls: intermediate over 1M
	over 1c 2c Ms, 2d 1M, 2H/S Aspro (but->)
	intermediate over 1d and 1c at unfav.

## COMPETITIVE BIDDING

Negative doubles through	4♥	Responsive doubles through	4♥
Jump overcalls	See above	Unusual NT	Lower 2 unbid suits
1NT overcall (immediate)	15-18	(re-opening)	11-14 over m 12-16 o M
Immed cue of minor	5/4+ Majors 10-14		
Immed cue of major	4 OM 5+ minor 9-14		
Over opponent's 1NT (weak)	X 5/4♥+m or 16+ 2c Both M, 2d 5/4♠+m		
Over opponent's 1NT (strong)	X 5/4♥+m or 16+ 2c Both M, 2d 5/4♠+m		
Over weak twos	X T/O Lebensohl		
Over opening threes	X T/O		

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+ ♥	2NT	balanced 13+ GF
	1♥/♠	1h 4+ ♠, 1s No M 5-11	3♣	6+♣ 3-6
	1NT	11-12 bal no M	3♦	6+♦ 3-6
	2♣	2 over 1 GF 5+	3♥	4♥333 13-14
	2♦	2 over 1 GF 5+	3♠	4♠333 13-14
	2♥	6+♣ 7-9	3NT	4333 on a minor
	2♠	6+♦ 7-9	4 bids	4M to play

1♦	1♥/♠	4+	3♣	6♣ 9-11
	1NT	6-10	3♦	5♦ 3-6
	2♣	2 over 1 GF 5+ (occas 4)	3♥	4♥333 13-14
	2♦	inverted raise, GF	3♠	4♠333 13-14
	2♥	5♦ 10-11	3NT	4333 on a minor
	2♠	5♦ 7-9	4♦	pre-emptive
	2NT	bal, no M 11-12	4 Other	4M to play

1♥/♠	1NT	6-11	3♣	4 (1♥) or 3 card raise 10-13
	2♣	GF bal or clubs, often relays follow	3♦	4 card raise 8-9 (1♥) or 10-13
	2♦	GF 5+ diamonds	3♥/♠	3-6 4 card raise
	2♥/♠	5-10, 1h 2s 10-13 3	3NT	splinter in ♦ or ♥
	2NT	4 card raise with a splinter	4♣/♦	splinters

2♣	2♦	0-4 or 9+	2♥/♠	2h 5-8 bal, 2s 5-8 clubs
	other			

2♦	2♥	Pass or correct	3♣/♦	Natural non forcing
	2♠	Pass or correct	3♥/♠	Pass or correct
	2NT	strong inquiry	3NT	To Play

2♥/♠	2NT	Inquiry over 2s, 5+♠ over 2h	3NT	To Play
	3♣/♦	3c p/c, 3d NNF o 2h, ♥s o 2s	4♣/♦	4c pass or correct
	3♥/♠	To Play	4♥/♠	To Play

2NT	3♣	Puppet Stayman	4♣	6+ ♣ slam try
	3♦	5+ ♥	4♦	6+ ♦ slam try
	3♥	5+ ♠	4♥	To play
	3♠	5+4+ minors	4♠	To play
	3NT	To Play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	3c invite+ in ♦, Strong 3d asking for Queen Points
3♥/3♠	Fragment in major, 5/4+ minors
4♣	6+ ♥
4♦	6+ ♠
4♥	To play
4♠	To play

Unusual NT: minors  other suits  lower 2 unbid suits   
 other Lowest unbid, wide (sensible) ranging

Other slam bidding Cue Bids  Asking Bids

4th Suit Forcing One round  Game force

NT Checkback  Priorities Up the line majors

Defence to 3NT opening

Defence to opening Two's: Multi 2♦ X 13-15 Bal or strong, 4c/4d leaping Michaels with ♥

RCO style 2-s

Other 2-s

Defence to strong ♣ aggressive overcalls, X Majors, 1nt minors

Lebensohl Over NT interference

Other uses after weak 2s

Take out of 4 level pre-empts 4♣/4♦ X  
 4♥ X 4♠ 4nt

## OTHER NOTES