

## 4. BASIC RESPONSES

Jump raises - minors	Preempt	Other: 5+cd SUPP dist hand
Jump raises - Majors	Preempt	Other:
Jump shifts after minor opening	1♣ -2♦ LIMIT 5+♦; 2M 4-7HCP 6+ suit, 3 level SPL; 1♦-3♣ LIMIT 5+♦	
Jump shifts after Major opening	1♥-2♠ LIMIT 3cd SUPP; 3 level Bergen raises with 4 cd SUPP	
Responses to strong 2 suit open.	2♦ WK or waiting; 2M or 3m 5+ suit with 3+CTRLS	
Responses to 2NT opening	3♦ enquiry, other correctable	

## 5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead, A or Q-ATT, K-Count	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	as above	
<b>Discards</b>	Low Encourage	
<b>Count</b>	Low-High = Even	
<b>Signal</b> on partner's lead:	Low Encourage	
<b>Signal</b> on declarer's lead:	NAT count	
<b>Notes</b>		

## 6. SLAM CONVENTIONS

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

## 7. OTHER CONVENTIONS

Jacoby	Lebensohl
Puppet Stayman over 2NT rebid	Support X/XX
mini splinters	cue raise with values
long suit trials	PODI
Blackout	4NT opening: specific Ace ask

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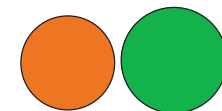
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**AUSTRALIAN BRIDGE  
FEDERATION INC.**



## STANDARD SYSTEM CARD

ABF Nos.	61395	Judith Tobin
& Names:	157635	Julia Hoffman
Basic System:	Standard 2/1 forcing to 2NT	
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♣ (10)11-20HCP 3+	1♥ (10)11-20HCP 5+	
1♦ (10)11-20HCP 3+	1♠ (10)11-20HCP 5+	
1NT 14-17HCP	may contain 5 card Major <input checked="" type="checkbox"/>	
<b>1NT Responses 2♣</b>		
2♦ TRF to ♥	2♠ TRF to ♣	Other: Lavings
2♥ TRF to ♠	2NT TRF to ♦	
other		
2♣ 23-24 HCP BAL, or GF		
2♦ <11HCP 6+ ♥ or ♠ or 20-22 BAL		
2♥ <11HCP 5+-5+ same rank		
2♠ <11HCP 5+-5+ same colour		
2NT <11HCP 5+-5+ odd suits	3NT Sound preempt in either M	
other		

## 2. PRE-ALERTS

Support X/XX	RCO Two openings
Change of Suit F	K for count throughout
Mini SPL	Bergen raises

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	WK
Responsive doubles through	4♥	Unusual NT	over M: ms; over 1m: om + 1M 5+/5+ WK or STR
1NT overcall - immediate	15-18HCP	Immediate cue of minor	Both Ms 5+/5+WK or STR
1NT overcall - re-opening	11-14HCP (FOC)	Immediate cue of Major	5+/5+OM +1m WK or STR
Over weak twos	X T/O + LEB; 2NT:15-18HCP	Over opening threes	X for T/O
Over opponent's 1NT	mod. CAPPILLETTI		

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+HCP 4+♦	2♦ LIMIT 5+♣	3♦ SPL 10-14 HCP
1♥ 5+HCP 4+♥	2♥ 6+♥, 4-7HCP	3♥ SPL 10-14 HCP
1♠ 5+HCP 4+♠	2♠ 6+♠, 4-7HCP	3♠ SPL 10-14 HCP
1NT 6-10 HCP	2NT 11-12HCP no 4 M	3NT 13-15HCP BAL no 4 M
2♣ 6-9HCP 5+♣	3♣ PRE 5+♣	4♣ PRE
other		
1♦ 1♥ 5+HCP 4+	2♥ 6+♥, 4-7HCP	3♥ SPL10-14 HCP
1♠ 5+HCP 4+	2♠ 6+♠, 4-7HCP	3♠ SPL 10-14 HCP
1NT 6-10HCP	2NT 10-12HCP no 4 M	3NT 13-15HCP no 4 M
2♣ 10+HCP 3+♣	3♣ LIMIT 5+♦	4♣ SPL 10-14 HCP
2♦ 6-9HCP 5+♦	3♦ PRE 5+♦	4♦ PRE
other		
1♥ 1♠ 5+HCP 4+♠	2♥ 5+HCP 3♥	3♦ 6-9HCP 4+♥
1NT 6-10HCP	2♠ LIMIT 3♥	3♥ PRE 4+♥
2♣ 10+HCP 3+♣	2NT GF raise, 4+ SUPP	3♠ SPL 10-14 HCP
2♦ 10+HCP 3+♦	3♣ 10-11HCP 4+♥	3NT 12-15HCP BAL3♥
other 4♣ and 4♦ SPL 10-14HCP		
1♠ 1NT 6-10HCP	2♠ 5+HCP 3♠	3♥ LIMIT 3♠
2♣ 10+HCP 3+♣	2NT GF raise, 4+ SUPP	3♠ PRE 4+♠
2♦ 10+HCP 3+♦	3♣ 10-11HCP 4+♠	3NT 12-15HCP BAL3♠
2♥ 10+HCP 5+♥	3♦ 6-9HCP 4+♠	4♣ SPL 10-14HCP
other 4♦ and 4♥ SPL 10-14HCP		
1NT 3♣ Mis 5/5 INV	3♠ sing ♠ in 31(54) GF	4♦ NAT GF
3♦ Mis 5/5 GF	3NT to play	4♥ to play
3♥ sing ♥ in 31(54) GF	4♣ NAT GF	4♠ to play
other		
2♣ 2♦ WK or waiting	2NT 8-12<3CTRLs (Baron foll)	3♥ 5+♥+5+mi 3+ CTRLs
2♥ GF 6+♥ with 3+ CTRLs	3♣ GF 6+♣ with 3+ CTRLs	3♠ 5+♠+5+mi 3+ CTRLs
2♠ GF 6+♠ with 3+ CTRLs	3♦ GF 6+♦ with 3+ CTRLs	3NT 5+/5+ both mi 3+ CTRLs
other		
2♦ 2♥ P/C	3♣ NAT, INV	3♠ P/C
2♠ P/C (shows better ♥)	3♦ NAT, INV	3NT to play
2NT STR enquiry	3♥ P/C	4♣ asks part to TRF to thier
other 4♥ P/C		

### Notes

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2♥ 2♠ P/C	3♦ P/C	3NT to play
2NT STR enquiry	3♥ P/C	4♣ P/C
3♣ P/C	3♠ P/C	4♥ P/C
other 4♦ P/C, 4♠ P/C		
2♠ 2NT STR enquiry	3♥ P/C	4♣ P/C
3♣ P/C	3♠ P/C	4♥ P/C
3♦ P/C	3NT to play	4♠ P/C
other		
2NT 3♣ P/C	3♠ P/C	4♦ P/C
3♦ STR enquiry	3NT to play	4♥ P/C
3♥ P/C	4♣ P/C	4♠ P/C
other		

## 9. CONVENTIONS

<b>Unusual NT:</b> ms over 1M	after 1m shows om + a M
<b>4th Suit Forcing</b> One round <input type="checkbox"/>	Game force <input checked="" type="checkbox"/>
<b>NT Checkback</b> <input checked="" type="checkbox"/>	Priorities: Over 1NT and 2NT rebid, bid out shape up the line
<b>Defence to 3NT opening</b>	DBL=values, 4♣ T/O better ♥, 4♦ T/O better ♠,
<b>Defence to Opening Twos</b>	X=15+, NAT overcalls
Multi 2♦	X=15+with LEB, NAT overcalls
RCO style 2-s	X=15+with LEB, NAT overcalls
Other 2-s	X=15+, 2 anchor T/O, NAT overcalls
<b>Defence to</b>	1♣ : DBL=Ms; 1♦ = mis, 1NT: odd suits; 1M or 2m NAT, 2M WJO
<b>strong</b>	2♣ : DBL=Ms; 2♦ = mis, 2M or 3m NAT
<b>♣</b>	

**Over 1NT Interference** lebensohl

**Lebensohl - other uses** over weak 2s

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

## 10. OTHER NOTES

CAPPILETTI: 2♣=Ms; 2♦ 6 card M, 2♥=♥ and ♣or♦ (5+/4+)

2♠=♠ and ♣or♦ (5+/4+), 2NT=ms

(1x)- P-(1y)-1NT = 2 suited T/O (5+/5+) even if not passed hand

1-2-3 style after pen DBL of 1NT or T/O DBL of weak twos