

## 4. BASIC RESPONSES

Jump raises - minors	GF Splinter	Other:
Jump raises - Majors	Preempt	Other:
Jump shifts after minor opening	2 Major = fit showing NF. 1♣-2♦ = GF natural. 1♦-3♣ = GF splinter.	
Jump shifts after Major opening	Fit showing, 1RF.	
Responses to strong 2 suit open.	N/A	
Responses to 2NT opening	Puppet Stayman, transfers, 3♠ = both minors.	

## 5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead All	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle, with / without honour.	
In partner's suit	Same	
<b>Discards</b>	Reverse attitude / rev orig count	
<b>Count</b>	Low-High = Even	
<b>Signal</b> on partner's lead:	Reverse attitude	
<b>Signal</b> on declarer's lead:	Reverse Smith echo if applicable, rev original count.	
<b>Notes</b>	LEAD BOTTOM OF 2 SMALL. Lead of 10 suggests shortage or interior sequence.	

## 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
<b>Slam Notes</b>	Exclusion RKCB. DOPI / ROPI.	
Cue Bids <input checked="" type="checkbox"/>	Cue 1st or 2nd round controls up the line.	
Asking Bids <input type="checkbox"/>		

## 7. OTHER CONVENTIONS

After 2 level overcall, 2NT = 2-way:	Lebensohl, or limit raise.
Drury	

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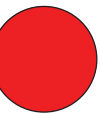
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AUSTRALIAN BRIDGE  
FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	45632	Bruce Neill
& Names:	590835	Richard Jedrychowski
Basic System:	1♣ forcing 3 way. 5 card major, strong NT.	
Brown Sticker <input type="checkbox"/>	<b>Classification:</b>	Green <input type="checkbox"/> Blue <input type="checkbox"/> Red <input checked="" type="checkbox"/> Yellow <input type="checkbox"/>

## 1. OPENING BIDS

Describe strength, minimum length, or specific meaning		Canape <input type="checkbox"/>
1♣	4+♣ unbal, or any 18-19 bal, or any GF	1♥ 5+♥ 12+
1♦	4+♦ unbal 12+, or any 12-14 bal	1♠ 5+♠ 12+
1NT	15-17	may contain 5 card Major <input checked="" type="checkbox"/>
<b>1NT Responses</b>	2♣ Simple Stayman	Other:
2♦	Transfer to ♥	2♠
2♥	Transfer to ♠	2NT
other	Jump to 3x is GF splinter, typically 4441 or 5431. In major, denies 4 of other major.	
2♣	Both majors, usually at least 5-4, 6-11.	
2♦	Multi. 6 card major, 6-11; or 22-23 balanced; or 8-9 playing tricks in major.	
2♥	5♥ 4+minor, 6-11.	
2♠	5♠ 4+minor, 6-11.	
2NT	20-21	3NT Solid minor, little else.
other		

## 2. PRE-ALERTS

Lead low from a small doubleton.	1♦ -1major sometimes 3.
Negative free bids at 2 level in majors.	1♣ opening forcing, 3 way.
1♦ opening 2+.	Transfer responses to 1♣

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak, except 1♣-2♦ = 5-5 in red suits.
Responsive doubles through	4♥	Unusual NT	Two lowest unbid suits.
1NT overcall - immediate	15-18, system on.	Immediate cue of minor	5-5 in ♠ + another
1NT overcall - re-opening	11-14, system on.	Immediate cue of Major	5-5 in OM + minor.
Over weak twos	normal.	Over opening threes	normal.
Over opponent's 1NT	X of weak NT=14+. X of strong NT=4Major, 5+minor.	2♣=both majors.	
Over the 1NT opening:	2♦ = 1 major. 2♥ = 5♥ 4+ minor. 2♠ = 5♠ 4+ minor.		
Under the 1NT opening:	2♦ / 2♥ / 2♠ = natural.		

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♥, any strength.	2♦ Natural GF 5+♦, no 4M.	3♦ Natural weak.
1♥ 4+♠, any strength.	2♥ 7-11, 5♥ 3+♣	3♥ Natural weak.
1♠ No 4M: 0+, 4+♣ if 6-11.	2♠ 7-11, 5♠ 3+♣	3♠ Natural weak.
1NT Natural 6-11. No M, 4+♦.	2NT Natural 15+, no 4M.	3NT
2♣ 6-11 5+♦, no 4M.	3♣ Natural weak.	4♣ 4
other		
1♦ 1♥ Nat.	2♥ 7-11, 5♥ 4+♦	3♥ GF splinter.
1♠ Nat.	2♠ 7-11, 5♠ 4+♦	3♠ GF splinter.
1NT 6-11.	2NT Natural 12+.	3NT
2♣ Natural GF.	3♣ GF splinter.	4♣
2♦ Natural GF.	3♦ GF splinter.	4♦
other		
1♥ 1♠ Nat.	2♥ 6-9.	3♦ Fit showing.
1NT 6-11.	2♠ Fit showing.	3♥ Weak raise.
2♣ GF 2+♣. Drury by PH.	2NT Invitational raise.	3♠ GF splinter.
2♦ GF.	3♣ Fit showing.	3NT GF ♦ splinter.
other		
1♠ 1NT 6-11.	2♠ 6-9.	3♥ Fit showing.
2♣ GF 2+♣. Drury by PH.	2NT Invitational raise.	3♠ Weak raise.
2♦ GF.	3♣ Fit showing.	3NT GF ♥ splinter.
2♥ GF.	3♦ Fit showing.	4♣ GF splinter.
other		
1NT 3♣ GF ♣ splinter.	3♠ GF ♠ splinter not 4♥.	4♦ ♠
3♦ GF ♦ splinter.	3NT	4♥
3♥ GF ♥ splinter not 4♠.	4♣ 6+♥	4♠
other		
2♣ 2♦ Ask.	2NT Minor ask.	3♥ To play.
2♥ To play.	3♣ Major suit invite.	3♠ To play.
2♠ To play.	3♦ Major suit invite.	3NT
other		
2♦ 2♥ Pass/correct.	3♣ To play.	3♠ Pass/correct.
2♠ Pass/correct.	3♦ Major suit invite.	3NT
2NT	3♥ Pass/correct.	4♣ Transfer to your major.
other 4♦ = bid your major.		

Notes

2♥ 2♠ Nat NF.	3♦ Nat NF.	3NT Nat NF.
2NT Ask.	3♥ Nat NF.	4♣
3♣ Nat NF.	3♠	4♥
other		
2♠ 2NT Ask.	3♥ Nat NF.	4♣
3♣ Nat NF.	3♠ Nat NF.	4♥
3♦ Nat NF.	3NT	4♠
other		
2NT 3♣ Puppet Stayman.	3♠ Minors.	4♦ Nat invites slam.
3♦ Transfer to ♥	3NT	4♥ Nat invites slam.
3♥ Transfer to ♠	4♣ Nat invites slam.	4♠ Nat invites slam.
other		

## 9. CONVENTIONS

**Unusual NT:** Lower 2 unbid suits

**4th Suit Forcing** One round  Game force

**NT Checkback**  Priorities: 2♣ = puppet to 2♦, usually invitational. 2♦ = GF.

**Defence to 3NT opening**

**Defence to Opening Twos** Normal.

Multi 2♦ X = T/O of ♠

RCO style 2-s

Other 2-s

**Defence** Double = majors. 1NT = minors.

to

strong

♣

**Over 1NT Interference**

**Lebensohl - other uses**

**Take out of 4 level pre-empts**

4♣/4♦

4♥

4♠

## 10. OTHER NOTES