

4. BASIC RESPONSES

Jump raises - minors	6-9 points
Jump raises - Majors	3-6 points, 4+ support
Jump shifts after minor opening	Natural, very strong
Jump shifts after Major opening	Bergen 3C/3D, Jacoby 2NT, 1S:3H 1H : 2S = 3-card limit raise
Responses to strong 2 suit open.	2C : 2D = waiting
Responses to 2NT opening	5-card major puppet Stayman

5. PLAY CONVENTIONS

Show priorities

Versus **Suit** (or both) Versus **NoTrump** (if different)

Leads	Sequences:	Top	
	Four or more with an honour	4th	
	From 4 small	2nd	
	From 3 cards (no honour)	Middle-Up-Down	
	In partner's suit	Bottom from 3	
Discards		High encourage	
Count		Natural, bottom from odd no,	
Signal	on partner's lead:	High encourage or McKenney	
Signal	on declarer's lead:	Natural count if appropriate, suit-preference possible	
Notes			

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 03/14 4♣ Gerber when? after 1NT or rebid of 2NT

Slam Notes

Cue Bids 1st or 2nd round control
 Asking Bids after reply to RKCB, new suit asks for king in that suit

7. OTHER CONVENTIONS

Jacoby 2NT	2C Checkback
Bergen Raises	1H : 2S and 1S : 3H = 3-card limit raise
Support doubles, but only at the 1-level	DOPI

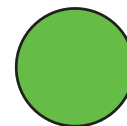
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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos. 33642 Ron Klinger
 & Names: 232637 Avi Kanetkar
 Basic System:

Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 10-21, 3+ 1♥ 10-21, 5+ (4)

1♦ 10-21, 3+ 1♠ 10-21, 5+ (4)

1NT 15-17 (good 14 or offshape possible) may contain 5 card Major

1NT Responses 2♣ Simple Stayman

2♦ 5+ hearts 2♠ 5+ clubs

2♥ 5+ spades 2NT 5+ diamonds

other 3-suit bid = natural, slam interest

2♣ Game-force

2♦ 6-10 6 (5) card suit

2♥ 6-10 6 (5) card suit

2♠ 6-10 6 (5) card suit

2NT (1) 20-22 3NT 5 Ss, 6 Hs, minimum opening

other

2. PRE-ALERTS

5 Ss, 6 Hs, minimum opening

Bergen Raises

Lebensohl

Jacoby 2NT

Splinters

Opener's change of suit is forcing

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4S Jump overcalls Weak

Responsive doubles through 4S Unusual NT 2 lowest unbid suits

1NT overcall - immediate 15-18 Immediate cue of minor Michaels

1NT overcall - re-opening 10-14 Immediate cue of Major Michaels

Over weak twos X = takeout Over opening threes X = takeout

Over opponent's 1NT 2C = some 1-suiter, 2D = majors, 2H/2S = major + minor

2NT = minors or any game-force 2-suiter

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ Natural	2♦ strong, 16+, 6+ suit	3♦ splinter
1♥ Natural	2♥ strong, 16+, 6+ suit	3♥ splinter
1♠ Natural	2♠ strong, 16+, 6+ suit	3♠ splinter
1NT 6-10	2NT 11-12 NF	3NT 12-14, 4-card raise
2♣ 4+ Cs, limit or better	3♣ weak, 6-9	4♣ pre-emptive
other 4 bids = pre-emptive		
1♦ 1♥ Natural	2♥ strong, 16+, 6+ suit	3♥ splinter
1♠ Natural	2♠ strong, 16+, 6+ suit	3♠ splinter
1NT 6-10	2NT 11-12 NF	3NT 12-14, 4-card raise
2♣ 11+, 4+ Cs	3♣ strong, 16+, 6+ suit	4♣ natural, pre-emptive
2♦ 4+ Ds, limit or better	3♦ weak, 6-9	4♦ pre-emptive
other 4H/4S/5C = pre-emptive		
1♥ 1♠ Natural	2♥ 6-9, 3-card raise	3♦ 6-9, 4+ hearts
1NT 6-10	2♠ 3-card limit raise	3♥ 3-6, 4+ hearts
2♣ 11+, 4+ Cs	2NT FG, 4+ Hs	3♠ 3-card limit raise
2♦ 11+, 4+ Ds	3♣ 10-12, 4+ Hs	3NT 12-14, 4-card raise
other 4C/4D = splinters		
1♠ 1NT 6-10	2♠ 6-9, 3-card raise	3♥ 3-card limit raise
2♣ 11+, 4+ Cs	2NT FG, 4+ Ss	3♠ 3-6, 4+ spades
2♦ 11+, 4+ Ds	3♣ 10-12, 4+ Ss	3NT 12-14, 4-card raise
2♥ 11+, 5+ Hs	3♦ 6-9, 4+ spades	4♣ splinter
other 4D/4H = splinters		
1NT 3♣ Natural, slammish	3♠ Natural, slammish	4♦ N/A
3♦ Natural, slammish	3NT to play	4♥ To play
3♥ Natural, slammish	4♣ Gerber 03/14	4♠ To play
other		
2♣ 2♦ Waiting	2NT 8-10, balanced	3♥ Very strong suit
2♥ Natural, positive	3♣ Natural, positive	3♠ Very strong suit
2♠ Natural, positive	3♦ Natural, positive	3NT N/A
other		
2♦ 2♥ Natural, F1	3♣ Natural, F1	3♠ Sets suit, slammish
2♠ Natural, F1	3♦ Natural, NF	3NT To play
2NT Asking re range	3♥ Sets suit, slammish	4♣ Sets suit, slammish
other		

Notes

2♥ 2♠ Natural, F1	3♦ Natural, F1	3NT To play
2NT Asking re range	3♥ Natural, NF	4♣ Sets suit, slammish
3♣ Natural, F1	3♠ Sets suit, slammish	4♥ To play
other 4D Sets suit, slammish		
2♠ 2NT Asking re range	3♥ Natural, F1	4♣ Sets suit, slammish
3♣ Natural, F1	3♠ Natural, NF	4♥ To play
3♦ Natural, F1	3NT To play	4♠ To play
other		
2NT 3♣ 5CM Puppet Stayman	3♠ Minor suit Stayman	4♦ Natural, slammish
3♦ 5+ hearts	3NT To play	4♥ To play
3♥ 5+ spades	4♣ Natural, slammish	4♠ To play
other		

9. CONVENTIONS

Unusual NT: Two lowest unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 2D minimum, others natural, game-force

Defence to 3NT opening X = penalties, 4C = takeout for majors

Defence to Opening Twos X = takeout, 2NT = 15-18, 4C/4D = leaping Michaels

Multi 2♦ X = 15+, takeout; 2NT = 15-18, 4C/4D = leaping Michaels

RCO style 2-s X = values

Other 2-s X = values

Defence (1C) X = majors, 1NT = minors, 1-level suit = sound, jump-suit = weak

to

strong (2C) : X = clubs, 2NT = minors, jumps = weak

♣

Over 1NT Interference X = strong, bids = weak

Lebensohl - other uses after weak twos and 1M : P : 2M : X

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

4♥ X = takeout, 4NT = minors 4♠ X = takeout, 4NT = 2-suiter

10. OTHER NOTES

1NT opening or overcall may contain a singleton. If so, it is usually ace or a king.