

4. BASIC RESPONSES

Jump raises - minors	Pre-empt	Other: unless passed hand, when LIMIT RAISE
Jump raises - Majors	Pre-empt	Other:
Jump shifts after minor opening	weak, approx 3-7 HCP (unless PH, when FIT SHOWING JUMP)	
Jump shifts after Major opening	Bergen, except 1H - 2S = weak jump; 1S - 3H = heart invite	
Responses to strong 2 suit open.	2D = any 0-3 or 10+ HCP; 2H = any 4-6 HCP; others = 7-9 HCP transfer	
Responses to 2NT opening	3C = Stayman, 3D/H = transfers, 3S = trf to 3NT => minor slam try	

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A-Attitude 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	depends if support shown	
Discards	High Encourage	
Count	High-Low = Even	
Signal on partner's lead:	Some 'natural' attitude or count =>	what we think partner needs
Signal on declarer's lead:	Some count, Suit preference with trumps, Smith Peter v. NT	
Notes	Smith Peter v. NT	

6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB YES	4♣ Gerber <input type="checkbox"/> when?
Slam Notes	1430 Majors, 0314 minors; 1NT/2NT - 4S = ace ask	
Cue Bids <input checked="" type="checkbox"/>	1st / 2nd round controls	
Asking Bids <input type="checkbox"/>		

7. OTHER CONVENTIONS

Fourth suit = game forcing (except 1S = natural)	Transfers after opener's 2NT jump rebid
Long suit game tries	Lebensohl
Blackout after reverses (lower of 4th suit/2NT)	2C Drury by passed hand
2-way checkback after opener's 1NT rebid	Support doubles and redoubles (not mandatory)
Splinters	Transfers after opponents open Multi 2D

Transfers after 1MX (opening or overcall) - 2M = weaker raise
 1NT (X penalty): XX = single-suited, bid = lower of 2 suits
 1NT (X artificial): system ON

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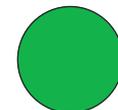
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**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	313092	Candice Ginsberg
& Names:	199567	Barbara Travis
Basic System:	2 OVER 1 GAME FORCING	
Brown Sticker <input 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♣	3+ cards, approx 11+ HCP	1♥ 5+ cards, approx 11+ HCP
1♦	3+ cards, approx 11+ HCP	1♠ 5+ cards, approx 11+ HCP
1NT	1st/2nd hand: 14 to 16.5 HCP. 3rd/4th hand: (14+) 15-17 HCP may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses	2♣ Stayman/Smolen	Other:
2♦	Transfer: hearts	2♠ Range probe or transfer clubs (2NT min)
2♥	Transfer: spades	2NT Transfer: diamonds
other	3C = 5 card Major enquiry	
2♣	any GF or 22+ HCP balanced	
2♦	1st/2nd: 3-7 HCP, weak 2 in hearts or spades. 3rd: weak 2 diamonds. 4th: intermed. 2D	
2♥	1st/2nd/3rd hand: 8-11 HCP, 6 hearts 4th: intermediate 2H, 10-13 HCP	
2♠	1st/2nd/3rd hand: 8-11 HCP, 6 spades 4th: intermediate 2S: 10-13 HCP	
2NT	(19+) 20-21 HCP, bal or semi-bal	3NT Gambling: solid 7 card minor
other		

2. PRE-ALERTS

*** Intermediate jump overcalls to 3-minor ***	Transfers after 1MX (opening or overcall)
Fit showing jumps in competition or passed hand	Transfers after opener's 2NT jump rebid
2C Drury after 1-Major by passed hand	Transfers after opponents open Multi 2D

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4H	Jump overcalls	Weak, except jumps to 3-minor = intermediate
Responsive doubles through	3S	Unusual NT	Lower 2 unbid suits
1NT overcall - immediate	15+ to 18- HCP	Immediate cue of minor	5/5+ in Majors
1NT overcall - re-opening	13-16 HCP	Immediate cue of Major	5/5 in other Major + minor
Over weak twos	X = takeout, Leaping Michaels	Over opening threes	X = takeout, L/Michaels over 3m
Over opponent's 1NT	Weak 1NT double = penalty; strong (14+) 1NT double = 4 Major + longer minor		
2C = 5/4+ Majors; 2D = one Major (2NT = enquiry); 2M = 5/4+ Major + minor; 3m = intermediate			
3M = pre-emptive; 2NT = pre-empt in one minor (3C = pass/correct)			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+ cards, F	2♦ 10+ HCP, clubs, F	3♦ splinter, 10-13 HCP
1♥ 4+ cards, F	2♥ ~3-7 HCP, 6+ cards	3♥ splinter, 10-13 HCP
1♠ 4+ cards, F	2♠ ~3-7 HCP, 6+ cards	3♠ splinter, 10-13 HCP
1NT 6-11 HCP, NF	2NT GF, clubs, slam interest	3NT 13-15 HCP, clubs, no M
2♣ 6-9 HCP, NF	3♣ ~3-6 HCP, weak	4♣ pre-emptive
other		
1♦ 1♥ 4+ card, F	2♥ ~3-7 HCP, 6+ cards	3♥ splinter, 10-13 HCP
1♠ 4+ cards, F	2♠ ~3-7 HCP, 6+ cards	3♠ splinter, 10-13 HCP
1NT 6-11 HCP, NF	2NT GF, diamonds, slam int.	3NT 13-15 HCP, diamonds
2♣ Natural, GF	3♣ 10+ HCP, diamonds, F	4♣ splinter, 10-13 HCP
2♦ 6-9 HCP, NF	3♦ ~3-6 HCP, weak	4♦ pre-emptive
other		
1♥ 1♠ 4+ cards, F	2♥ 7-9 HCP, 3 hearts	3♦ 4+ cards, 10-11/12 HCP
1NT 5-11 HCP, NF (incl LR)	2♠ ~3-7 HCP, 6+ cards	3♥ pre-emptive
2♣ Natural, GF	2NT GF raise, non-splinter	3♠ splinter, 10-13 HCP
2♦ Natural, GF	3♣ 4+ cards, 6-9 HCP	3NT Bal game raise (COG)
other 4-minor: splinter, 10-13 HCP		
1♠ 1NT 5-11 HCP, NF (incl. LR)	2♠ 7-9 HCP, 3 spades	3♥ heart invite (HHxxxx)
2♣ Natural, GF	2NT GF raise, non-splinter	3♠ pre-emptive
2♦ Natural, GF	3♣ 4+ cards, 6-9 HCP	3NT Bal game raise (COG)
2♥ Natural, GF	3♦ 4+ cards, 10-11/12 HCP	4♣ splinter, 10-13 HCP
other 4-level: splinter, 10-13 HCP		
1NT 3♣ 5 card Major ask	3♠ GF splinter on spades	4♦ hearts (weak or slam)
3♦ 5/5+ minors, slam try+	3NT to play	4♥ spades (weak or slam)
3♥ GF splinter on hearts	4♣ 5/5+ Majors, game only	4♠ Ace ask
other		
2♣ 2♦ any 0-3 or 10+ HCP	2NT 7-9 HCP, 5+ clubs	3♥ 7-9 HCP, 5+ spades
2♥ any 4-6 HCP	3♣ 7-9 HCP, 5+ diamonds	3♠ 7-9 HCP, 5S + 4H
2♠ 7-9 HCP, bal or semi-bal	3♦ 7-9 HCP, 5+ hearts	3NT 7-9 HCP, 5D + 4C
other (5+ suits must be Q10xxx or better)		
2♦ 2♥ Pass or correct	3♣ Natural NF	3♠ Natural F
2♠ Pass or correct	3♦ asks for 3M or diam, F	3NT to play
2NT Asks suit and range	3♥ Natural F	4♣ asks for suit below Major
other 4D: asks for 4-Major to be bid		

Notes

2♥ 2♠ Natural F	3♦ Natural F	3NT to play
2NT Range / feature ask	3♥ pre-emptive	4♣ splinter
3♣ Natural F	3♠ splinter	4♥ to play
other		
2♠ 2NT Range / feature ask	3♥ Natural F	4♣ splinter
3♣ Natural F	3♠ pre-emptive	4♥ splinter
3♦ Natural F	3NT to play	4♠ to play
other		
2NT 3♣ Stayman/Smolen	3♠ forces 3NT rebid (minor..)	4♦ hearts (weak or slam)
3♦ hearts	3NT to play	4♥ spades (weak or slam)
3♥ spades	4♣ 5/5+ Majors, game only	4♠ Ace ask
other 4NT = quantitative		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: Majors first; 2NT = any 4-3-3-3

Defence to 3NT opening X = strong; 4m = Majors, longer in relative Major

Defence to Opening Twos

Multi 2♦ X = hearts or strong; 2NT = natural; others = transfers; 3M = stopper ask

RCO style 2-s X = strong (3rd double = penalties); 2NT = natural

Other 2-s X = strong (3rd double = penalties); 2NT = natural

Defence to strong ♣ 1♣ : X = Majors, 1NT = minors, 1-level to 2C = natural, 2D = one Major, 2M = 5/5+ Major + minor
2♣ : X = Majors, 2NT = minors, 2D = one Major, 2M = 5/5+ Major + minor

Over 1NT Interference Lebensohl X = takeout, Leaping Michaels

Lebensohl - other uses after takeout doubles at 2-level (2-openings or 1x P 2x X)

Take out of 4 level pre-empts 4♣/4♦ X
4♥ X 4♠ 4NT (X = general values)

10. OTHER NOTES

1-any: first response is 4NT = Blackwood (0 1 2 3)

1NT X (penalty): XX = single-suiter, Bid = lower of 2+ suits, 2S = pre-emptive (spades)

1NT X (artificial): system ON, XX = penalty interest (good hand)