

4. BASIC RESPONSES

Jump raises - minors	Weak
Jump raises - Majors	Four Card Support w 6-9 HCPs
Jump shifts after minor opening	Weak Jump Shift Over 1♦
Jump shifts after Major opening	1M:3♣ = Limit Raise 1M:3♦=Slam Try
Responses to strong 2 suit open.	N/A
Responses to 2NT opening	3♣ and 3♦ = To Pplay: 3♥=Game Enquiry

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead	Overlead
Four or more with an honour	H-x-x-X-(x...)	H-x-x-X-(x...)
From 4 small	x-X-x-x	x-X-x-x
From 3 cards (no honour)	x-X-x	x-X-x
In partner's suit	Same as Above	Same as Above
Discards	Natural Count	Natural Count
Count	Natural	Natural
Signal on partner's lead:	Natural Count	Natural Count
Signal on declarer's lead:	Natural Count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 0-3 and 1-4	4♣ Gerber <input checked="" type="checkbox"/> when?	Jump over NT
Slam Notes			
Cue Bids <input checked="" type="checkbox"/>			
Asking Bids <input type="checkbox"/>			

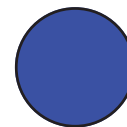
7. OTHER CONVENTIONS

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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	36951	Gabi Lorentz
& Names:	51581	Stephen Burgess
Basic System:	Strong Club	
Brown Sticker <input type="checkbox"/>	Classification:	Green <input type="checkbox"/> Blue <input checked="" 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♣ 16+ HCPs with 0+ ♣s	1♥ 11-15 HCPs with 5(4)+♥s	
1♦ 11-15 HCPs with 2+♦s	1♠ 11-15 HCPs with 5(4)+♠s	
1NT 13-15 Possible 5 or 6 card minor	may contain 5 card Major <input type="checkbox"/>	
1NT Responses 2♣ Simple Stayman		
2♦ Transfer to 2♥	2♠ Transfer to ♣s	
2♥ Transfer to 2♠	2NT Invitational	
other 3♣ Transfer to 3♦		
2♣ 11-15 HCPs and either 5+♣s AND 4 Card Major OR 6+♣s		
2♦ Weak Two Opening 6 Card suit in EITHER MAJOR 6-10 HCPs		
2♥ 8-11 HCPs and 5♥s		
2♠ 8-11 HCPs and 5♠s		
2NT BOTH Minors 8-11 HCPs	3NT 8-11HCPs with 5♠s AND 6♥s	
other		

2. PRE-ALERTS

Strong 1♣ Opening	After 1♣ Jumps to 2 Level show 2 Suiters
2♦ Open WEAK two opening either MAJOR	
1♣:1♠ 0-8 Typically Bal No 5 Major	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	NV=7-10 Vul 9-12 +2 for each Vul/P Part/3's
Responsive doubles through	4♠	Unusual NT	Lowest Unbid Suits
1NT overcall - immediate	15-18	Immediate cue of minor	Michaels Any Point Range
1NT overcall - re-opening	15-18	Immediate cue of Major	Michaels Any Point Range
Over weak twos	Takeout Doubles	Over opening threes	Takeout Doubles
Over opponent's 1NT	Over WEAK and STRONG		
2♣=♥s and another			
2♦=♠ and minor		OTHERS NATURAL	

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 9+ HCPs and GF	2♦ 5+♦s+4♥s 0-8 HCPs	3♦ 6♦s 5-8 HCPs
1♥ 5+♠ and 0-8 HCPs	2♥ 5+♣s and 4♥s 0-8 HCPs	3♥ Pre-Empt 3-7 HCPs
1♠ ART 0-8 HCPs	2♠ 5+♦s+4♠s 0-8 HCPs	3♠ Pre-Empt 3-7 HCPs
1NT 5+♥s 0-8 HCPs	2NT Both Minors 5-8 HCPs	3NT N/A
2♣ 5+♣s 0-8 HCPs	3♣ 6♣s 5-8 HCPs	4♣ N/A
other		
1♦ 1♥ Natural	2♥ ♥s Weak 4-7 HCPs	3♥ Pre-Emptive
1♠ Natural	2♠ ♠s Weak 4-7 HCPs	3♠ Pre-Emptive
1NT 7-10 HCPs	2NT 11=12 Balanced	3NT Natural to Play
2♣ Natural Forcing	3♣ Pre-Emptive	4♣ Natural
2♦ Natural and Forcing	3♦ Weak w ♦s 4-7 HCPs	4♦ Weak w ♦s
other		
1♥ 1♠ Natural	2♥ Raise=7-10 HCPs w 3	3♦ Slam Try Raise
1NT 7-10 HCP's NF	2♠ ♠ Pre-Empt 3-7 HCPs	3♥ Raise=6-9 HCPs w 4
2♣ Natural	2NT 12-15 Balanced GF	3♠ ♠ Pre-Empt
2♦ Natural	3♣ 4 card Limit Raise	3NT 12-15 Bal w 4♥s raise
other		
1♠ 1NT 7-10 HCP's NF	2♠ Raise=7-10 HCPs w 3	3♥ Natural Pre-Empt
2♣ Natural	2NT 12-15 Balanced GF	3♠ Raise=6-9 HCPs w 4
2♦ Natural	3♣ 4 card Limit Raise	3NT 12-15 Bal w 4 raise
2♥ Natural	3♦ Slam Try Raise	4♣ /4♦/4♥ = Splinters
other		
1NT 3♣ TFR to 3♦s	3♠ Natural and GF	4♦ Natural GF
3♦ Natural and F	3NT Natural to Play	4♥ Natural to Play
3♥ Natural and GF	4♣ Gerber	4♠ Natural to Play
other		
2♣ 2♦ Game Interest Enquiry	2NT Invitational Enquiry	3♥ NNF
2♥ NNF	3♣ NNF	3♠ NNF
2♠ NNF	3♦ NNF	3NT Natural to Play
other		
2♦ 2♥ Pass or Correct	3♣ Natural to Play	3♠ Pass or Correct
2♠ G Interest Pass/Corr	3♦ Natural to Play	3NT Natural to Play
2NT Game Interest Enquiry	3♥ Pass or Correct	4♣ /4♥/4♠=Natural
other		

Notes

2♥ 2♠ NNF	3♦ NNF	3NT Natural to Play
2NT Game Interest Enquiry	3♥ Natural Raise	4♣ /4♦=Splinter
3♣ NNF	3♠ NNF	4♥ Natural to Play
other		
2♠ 2NT Game Interest Enquiry	3♥ NNF	4♣ /4♦=Splinter
3♣ NNF	3♠ Natural Raise	4♥ Natural to Play
3♦ NNF	3NT Natural to Play	4♠ Natural to Play
other		
2NT 3♣ Natural to Play	3♠ Natural & F	4♦ RKCB ♦s=0/3 5♦=1/4
3♦ Natural to Play	3NT Natural to Play	4♥ Natural to Play
3♥ Natural & F	4♣ RKCB ♣s=0/3 5♦=1/4	4♠ Natural to Play
other		

9. CONVENTIONS

Unusual NT: Lowest Unbid Suits

4th Suit Forcing One round Game force

NT Checkback Priorities: **DO NOT PLAY**

Defence to 3NT opening Double = Takeout of a Minor

Defence to Opening Twos Double=Takeout: 2NT=15-18 HCPs

Multi 2♦ Double = any 13+

RCO style 2-s Double=Takeout: 2NT=15-18 HCPs

Other 2-s Double=Takeout: 2NT=15-18 HCPs

Defence Double Shows ♥s and Another

to 1♦ Shows ♠s and minor

strong 1NT Shows minors

♣ Others Natural

Over 1NT Interference

Lebensohl - other uses NO

Take out of 4 level pre-empts 4♣/4♦ Double=Takeout

4♥ Double=Takeout 4♠ Double=Takeout

10. OTHER NOTES

1♣:1♥/1S/1NT then 2♣ shows any 19+ then 2♦=0-5 HCPs Others Nat GF

1♣:2 Suit:2NT=19+any then 3♣ 0-5 others Nat GF

1♣:1♠= Denies 5 Major / 4M+5m / 6m 5-8 HCPs / 5+m/5+m 5-8 HCPs

2♦:2NT then 3♣=♥s and 3♦s=♠