

4. BASIC RESPONSES

Jump raises - minors	barrage	Other:	
Jump raises - Majors	barrage	Other:	
Jump shifts after minor opening	4-6 hcp, 6+ suit if major, limit raise if minor		
Jump shifts after Major opening	Bergen		
Responses to strong 2 suit open.	2♦ -ve		
Responses to 2NT opening	puppet Stayman		

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Journalist	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	same	
Discards	Low Encourage	
Count	Low-High = Even	
Signal on partner's lead:	Low encourage	
Signal on declarer's lead:	Reverse count	
Notes	Continuations of a suit previously led tend to be top from small	

6. SLAM CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB 3041	4♣ Gerber <input checked="" type="checkbox"/>	when?
Slam Notes	Q ask No/Y no K/bid lowest K Voidwood			
Cue Bids <input checked="" type="checkbox"/>	First or second round control			
Asking Bids <input type="checkbox"/>	Q ask: no next step otherwise lowest K, 5NT no other kings			

7. OTHER CONVENTIONS

Lebensohl over 1NT int and opp 2 level opening	support doubles
ROPI, DOPI	Bergen raises
minor suit keycard	Cue raises - limit raise or better
long suit trials	Opening 4NT - specific Ace ask
Multi-Landy, Kickback RKBW	Voidwood - above 4 of the suit.

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Blackout after reverse

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Reverse Drury

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4♣/4♦ transfer to ♥/♠ solid suit

Q ask- no next step, otherwise lowest K, 5NT no kings



AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	118966	Cynthia Belonogoff
& Names:	764914	Deana Wilson
Basic System:	Standard 2/1	
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♣ 11-20 (3)	1♥ 11-20(5)													
1♦ 11-20 (3)	1♠ 11-20(5)													
1NT 15-17	may contain 5 card Major <input checked="" type="checkbox"/>													
<table border="1"> <tr> <td>1NT Responses</td> <td>2♣ Lavings</td> <td>Other:</td> </tr> <tr> <td>2♦ transfer to ♥</td> <td>2♠ transfer to ♣</td> <td></td> </tr> <tr> <td>2♥ transfer to ♠</td> <td>2NT transfer to ♣</td> <td></td> </tr> <tr> <td colspan="3">other 3 suit: strong slam interest, 4 minor:MSK, 4 major to play</td> </tr> </table>			1NT Responses	2♣ Lavings	Other:	2♦ transfer to ♥	2♠ transfer to ♣		2♥ transfer to ♠	2NT transfer to ♣		other 3 suit: strong slam interest, 4 minor:MSK, 4 major to play		
1NT Responses	2♣ Lavings	Other:												
2♦ transfer to ♥	2♠ transfer to ♣													
2♥ transfer to ♠	2NT transfer to ♣													
other 3 suit: strong slam interest, 4 minor:MSK, 4 major to play														
2♣	Game Force													
2♦	weak 6-card major or 22-23 flat													
2♥	5♥ 6-10 hcp may have second suit													
2♠	5♠ 6-10 hcp may have second suit													
2NT	20-21hcp balanced	3NT Minor preempt												
other														

2. PRE-ALERTS

Inverted minors	Cue bids, cue raises, spinters
Bergen raises, inverted minors	Transfer responses to 1C
1M - 1NT 6-11 NF denies 3-card support	Kickback

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	3♠	Jump overcalls	weak
Responsive doubles through	3♠	Unusual NT	lower 2 suits
1NT overcall - immediate	15 - 18 hcp	Immediate cue of minor	♠ + ♥ weak or strong
1NT overcall - re-opening	11-14 hcp	Immediate cue of Major	other major + weak or strong
Over weak twos	X t/o with Lebensohl	Over opening threes	X t/o 3NT to play
Over opponent's 1NT	X 16+(weak NT), 4M+5m(Strong NT), 2♣: ♥&♠, 2D:6♥ or ♠,		
2 major : that major + minor, 2NT: minors, 3 suit preemptive			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+hcp 4+ H	2♦ 10-12 5+ ♣	3♦ splinter
1♥ 6+hcp, 4+ S	2♥ 0-5 hcp, 6+♥	3♥ splinter
1♠ 6+hcp, 5+ D	2♠ 0-5 hcp, 6+♠	3♠ splinter
1NT 6-10 hcp, no major	2NT 10-12 hcp, no 4-card maj	3NT 12-14 hcp
2♣ 13+ 5 +♣ GF	3♣ 5+♣, 6-9hcp	4♣ Preempt
other 1♣ - 2♣ - 4D Kickback		
1♦ 1♥ 6+hcp, 4+ cards	2♥ 0-6 hcp, 6+♥	3♥ splinter
1♠ 6+hcp, 4+ cards	2♠ 0-6 hcp, 6+♠	3♠ splinter
1NT 6-10hcp, no major	2NT 10-12 hcp, no 4-card maj	3NT 12-14 hcp
2♣ 5+♣, 10+hcp	3♣ 10-12 5+ ♦	4♣ cue
2♦ 13+ 5 card support	3♦ 4+♦, 6-9hcp	4♦ Preempt
other 1♦ - 2♦ - 4♥ Kickback		
1♥ 1♠ 6+hcp, 4+ cards	2♥ 6-9 hcp, 3+♥	3♦ 9-11 hcp, 4+♥
1NT 6-11 hcp, nf with min	2♠ 9-11 hcp, 3♥	3♥ 0-6 hcp, 4+♥
2♣ 4+♣, 10+ hcp	2NT 4-card supp, GF	3♠ splinter
2♦ 4+♦, 10+ hcp	3♣ 6-9 hcp, 4+♥	3NT 12-15 3+♥
other 1♥ - 2NT - 3♣ /3♦(,3♥(6card),3♠(sing),3NT(flat non min), 4♥ to play		
1♠ 1NT 6-11 hcp, nf with min	2♠ 6-9 hcp, 3+♠	3♥ 9-11 hcp 3 ♠
2♣ 4+♣, 10+ hcp	2NT 4-card supp, GF	3♠ 0-6 hcp, 4+♠
2♦ 4+♦, 10+ hcp	3♣ 6-9 hcp, 4+♠	3NT 12-15 3♠
2♥ GF	3♦ splinter	4♣ splinter
other 1♠ - 2NT - 3♣ /3♦/3♥(sing) 3♠(6card),3NT(flat non min), 4♣ to play		
1NT 3♣ Slam interest	3♠ Slam interest	4♦ preemptive
3♦ Slam interest	3NT to play	4♥ to play
3♥ Slam interest	4♣ Gerber	4♠ to play
other 1NT - 2♦/2♥ - 2NT max, 3♥/3♠ min 4-card fit 1NT - 2S - 2NT dblton hon or 4 small		
2♣ 2♦ waiting A or K	2NT +ve ♥Q10xxx or better	3♥ na
2♥ -ve no A or K	3♣ +ve ♣Q10xxx or better	3♠ na
2♠ +ve ♠Q10xxx or better	3♦ +ve ♦Q10xxx or better	3NT na
other 2♣-2♦-2NT 24-25 2♣-2♦-2♥-2♠-2NT 26-27		
2♦ 2♥ P/C	3♣ 6-card ♣ suit, inv	3♠ P/C
2♠ P/C	3♦ 6-card ♦ suit, inv	3NT
2NT Inq. at least inv.	3♥ P/C	4♣
other 4♥ P/C, 4♠ to play 2♦ - 3♥ POC 2♠ - 2NT -3♣/3♦ max, 3♥/3♠ min		

Notes

2♦ - 2NT - 3♣(better ♥) - 3♦(better ♠)

2♦ - 2♠ bid shortness with max, 2NT with max no shortage

2♥ 2♠ 12-15 NF	3♦ natural and fnf	3NT
2NT asking	3♥ preemptive	4♣
3♣ natural and nf	3♠ splinter slam interest	4♥ to play
other 2♥ - 2NT - 3♣(min) 3♦(max,flat)		
2♠ 2NT asking	3♥ natural and forcing	4♣ splinter slam interest
3♣ POC	3♠ preemptive	4♥ splinter slam interest
3♦ natural and forcing	3NT	4♠ to play
other 2♥ - 2NT - 3♣(min) 3♦(max,flat) 3♥=♥&♠ 3♠=♠&♣ 3NT ♠&♦		
2NT 3♣ puppet Stayman	3♠ 5♠/4♥	4♦ MSKC
3♦ transfer to ♥	3NT to play	4♥ to play
3♥ transfer to ♠	4♣ MSKC	4♠ to play
other		

9. CONVENTIONS

Unusual NT:	Lower 2 unbid suits	weak or strong
4th Suit Forcing	One round <input type="checkbox"/>	Game force <input checked="" type="checkbox"/>
NT Checkback	<input type="checkbox"/>	Priorities: 2♣ forces 2♦
Defence to 3NT opening	4♣ 5/5 majors, 4NT minors, X 16+hcp	
Defence to Opening Twos	X: strong t/o with Lebensohl	
Multi 2♦	ditto	
RCO style 2-s	VTP	
Other 2-s	X t/o otherwise VTP	
Defence	strong 1♣ : 2♣ Ms, 1NT :5m 4M, 2NT ms	
to		
strong	2♣ : X- strong , suit natural	
♣		

Over 1NT Interference lebensohl

Lebensohl - other uses over multi 2 and weak 2 openings an a X

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

10. OTHER NOTES

1NT(X) P forces XX by opener and invites 4-card suit bids or bid own 5-card suit.

XX to play, suit bids natural 5-card . Over 1 level overcalls for opps system is on.

1NT (suit) X is penalty oriented

Blackout after reverse: 2 of responder's major 1RF, cheaper of 4th suit or 2NT is -ve or waiting.

anything else GF

Drury after 2rd/4th suit opening: 2♣ 3-card limit raise, 2♦ 4-card limit raise over 1♥/♠,

then 2M min, others full opening