

4. BASIC RESPONSES

Jump raises - minors	PRE (0-6 HCP)	Other:
Jump raises - Majors	PRE (0-6 HCP)	Other: Bergen
Jump shifts after minor opening	NAT 6 card suit PRE 0-6 HCP in M and 6-9 5 card support in minors	
Jump shifts after Major opening	Bergen 3♣ = 4 card raise 6-9 HCP, 3♦ = 4 card limit raise	
Responses to strong 2 suit open.	2♦ = Negative, 2♥ = Positive, others 5-8	
Responses to 2NT opening	5 Card Stayman and TRF	

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	A-Attitude K-Count	A-Attitude K-Count
Four or more with an honour	3rd/5th	4th highest
From 4 small	3rd highest	2nd highest
From 3 cards (no honour)	Bottom	Middle
In partner's suit	As above	As above
Discards	Low Encourage	Low Encourage
Count	Low-High = Even	Low-High = Even
Signal on partner's lead:	Rev ct and att with some suit pref	Rev ct and att with some suit pref
Signal on declarer's lead:	Rev ct with some suit pref	

Notes We give reverse count on kings and reverse attitude on aces and queens; when dummy has shortness or where a switch is obvious we give suit preference; when leading a suit partner has bid in the auction, partner gives odd encourage even suit pref if leader may hold the lead.

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430 exc.C	4♣ Gerber <input type="checkbox"/>	when? Never
Slam Notes			
Cue Bids <input checked="" type="checkbox"/>			
Asking Bids <input checked="" type="checkbox"/>			

7. OTHER CONVENTIONS

4th suit forcing to game except XYZ	RCO over Strong 1♣, Strong 2♣, and Strong 2♦
Splinters (9-11HCP)	2 way chckbck over 1NT; TRF over jump to 2NT
Help suit trial bids, Cue raises;	No negative free bids
Inverted minors except after interference	Lebensohl; Scrambling 2NT; Support X & XX
Fit showing jumps in competition	Over interference to RKCB X=1/4,P=0/3, etc.

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XYZ

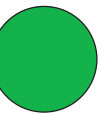
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**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	186181	Robert KROCHMALIK
& Names:	35092	Paul LAVINGS
Basic System:	Standard American	
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+, 3 with transfer responses	1♥ 11+ 5 (4)	
1♦ 11+ 4 (3)	1♠ 11+ 5 (4)	
1NT 15-17	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses	2♣ Simple Stayman	Other:
2♦ TRF ♥	2♠ TRF ♣	
2♥ TRF ♠	2NT TRF ♦	
other 3♥ = 3154 or 3145 SPL and 3♠ = 1345 or 1354 SPL		

2♣ Game force or 23-24 HCP BAL	
2♦ 6 card M 6-10 HCP	
2♥ Exactly 5♥ and 4+ minor 6-10 HCP	
2♠ Exactly 5♠ and 4+ minor 6-10 HCP	
2NT 20-22 HCP BAL	3NT 7 card solid minor with no outside A or K
other	

2. PRE-ALERTS

2♦ = 6 card M 6-10 HCP	3NT = Solid 7 card minor with no outside A or K
Transfer responses to 1♣	1M-2♣ = 4 way option incl 3 card limit raise
Gazzilli 1M-1NT-2♣ = NAT 5+/4+ or ART 16+	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	6♠	Jump overcalls	Weak
Responsive doubles through	4♥	Unusual NT	Lowest unbid suits
1NT overcall - immediate	15-18 System ON	Immediate cue of minor	Michaels 5+/5+ (except STR ♣)
1NT overcall - re-opening	11-14 System OFF	Immediate cue of Major	Michaels 5/5+
Over weak twos	DBL for tko then 2NT scrambling	Over opening threes	DBL for takeout
Over opponent's 1NT	ASPRO (2♣ = ♥ & another 5+/4+ either way, 2♦ = ♠ + minor 5+/4+ either way)		
DBL = Penalties			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♥ (6+HCP)*see below	2♦ 5+♣ (6-9 HCP)	3♦ 7+♦ PRE
1♥ 4+♠ (6+HCP)*see below	2♥ 6♥ (0-6 HCP)	3♥ 7+♥ PRE
1♠ 4+♦ (6+HCP)	2♠ 6♠ (0-6 HCP)	3♠ 7+♠ PRE
1NT 6-10 HCP NAT NF	2NT 11-12 HCP BAL no M NF	3NT 13-15 HCP 3334 or 3343
2♣ 4+♣ (10+ HCP)	3♣ 5+♣ PRE (0-6 HCP)	4♣ 6+♣ NF PRE
other * 1♦ and 1♥ responses may be less than 6 HCP		
1♦ 1♥ 4+♥ (6+HCP)*see below	2♥ 6♥ (0-6 HCP)	3♥ 7+♥ PRE
1♠ 4+♠ (6+HCP)*see below	2♠ 6♠ (0-6 HCP)	3♠ 7+♠ PRE
1NT 6-10 HCP NAT NF	2NT 11-12 HCP BAL no M NF	3NT 13-15 HCP 3334 or 3343
2♣ 4+♣ (10+ HCP) F1	3♣ 5+♦ (6-9 HCP)	4♣
2♦ 4+♦ (10+ HCP)	3♦ 5+♦ PRE (0-6 HCP)	4♦ 6+♦ NF PRE
other * 1♥ and 1♠ responses may be less than 6 HCP		
1♥ 1♠ 4+♠ (6+HCP)	2♥ 3♥ (6-10 HCP)	3♦ 4+♥ (10-11 HCP)
1NT 6-11 HCP NAT NF	2♠ 6+♠ (0-6 HCP)	3♥ 4+♥ (0-6 HCP)
2♣ ART 2+♣(10+ HCP)4WA	2NT 4+H Jacoby FG raise	3♠ 4+♥ SPL (9-11 HCP)
2♦ 4+♦ (10+HCP) F1	3♣ 4+♥ (6-9 HCP)	3NT 13-15 BAL any 4-3-3-3
other 4♣ and 4♦ = 4+♥ SPL (9-11 HCP)		
1♠ 1NT 6-11 HCP NAT NF	2♠ 3♠ (6-10 HCP)	3♥ 6+♥ PRE (0-6 HCP)
2♣ ART 2+♣(10+ HCP)4WA	2NT 4+H Jacoby FG raise	3♠ 4+♠ (0-6 HCP)
2♦ 4+♦ (10+HCP) F1	3♣ 4+♠ (6-9 HCP)	3NT 13-15 BAL any 4-3-3-3
2♥ 5+♥ (10+ HCP) F1	3♦ 4+♠ (10-11 HCP)	4♣ SPL 4+♠ (9-11 HCP)
other 4♦ and 4♥ = 4+♠ SPL (9-11 HCP)		
1NT 3♣ 5 card Stayman	3♠ SPL and 1345/1354	4♦
3♦ 5+/4+ minors FG	3NT To play	4♥ To play
3♥ SPL and 3145/3154	4♣	4♠ To play
other		
2♣ 2♦ NEG (0-4 HCP)	2NT 5-8 HCP 5+♠ good suit	3♥ 5-8 HCP 5+♥ good suit
2♥ POS (9+HCP or A&K)	3♣ 5-8 HCP 5+♣ good suit	3♠
2♠ 5-8 HCP no good 5 + suit	3♦ 5-8 HCP 5+♦ good suit	3NT
other		
2♦ 2♥ P/C	3♣ NAT NF	3♠ P/C
2♠ P/C	3♦ NAT NF	3NT To play
2NT STR INQ	3♥ P/C	4♣ NAT FG
other 4♦ NAT FG, 4♥ = P/C, 4♠ to play		

Notes

2♥ 2♠ NAT NF	3♦ NAT NF	3NT To play
2NT m suit inquiry weak or str	3♥ PRE	4♣ NAT FG
3♣ NAT NF	3♠ INV	4♥ To play
other 4♦ NAT FG		
2♠ 2NT m suit inquiry weak or str	3♥ NAT NF	4♣ NAT FG
3♣ NAT NF	3♠ PRE	4♥ To play
3♦ NAT NF	3NT To play	4♠ To play
other 4♦ NAT FG		
2NT 3♣ 5 card Stayman	3♠ minors	4♦ NAT FG
3♦ TRF	3NT To play	4♥ To play
3♥ TRF	4♣ NAT FG	4♠ To play
other		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: Up the line

Defence to 3NT opening DBL = 15+ and subsequent DBLs = TKO, 4♣, 4♦, 4♥, 4♠ all NAT

Defence to Opening Twos

Multi 2♦ DBLTKO for minors if minimum, 2NT = 15-18

RCO style 2-s DBL = 16+ HCP not BAL; 2NT= 15-18 BAL

Other 2-s With anchor suit DBL=Other M (with 2NT scrambling, 2NT = 15-18 HCP BAL

Defence	1♣ :	RCO (DBL = Rank suits, 1♦ = Colour suits, 1NT = Odd suits)
	to	
	strong	2♣ :
	♣	RCO (DBL = Rank suits, 2♦ = Colour suits, 2NT = Odd suits)

Over 1NT Interference lebensohl

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ DBL for TKO in all seats

4♥ DBL for TKO 4♠ DBL = 3 suiter TKO, 4NT = 2 suiter TKO

10. OTHER NOTES

We may open 4 card major in 3rd and 4th seat