

4. BASIC RESPONSES

Jump raises - minors	pre-emptive
Jump raises - Majors	pre-emptive
Jump shifts after minor opening	1C = transfers; 1D = weak natural (majors) or limit raise (clubs)
Jump shifts after Major opening	minor = bergin raise; major = 3 card limit raise
Responses to strong 2 suit open.	2D= 0-3 or 10+ any; 2H= 4-6 any; other= 7-9 transfers
Responses to 2NT opening	3C= Puppet Stayman; 3D/3H= transfers; 3S= minor suit Stayman

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead all	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	MUD	
In partner's suit	as above	
Discards	natural count	
Count	natural count	
Signal on partner's lead:	natural count	
Signal on declarer's lead:	natural count	
Notes	Occasional suit preference usually when count is known	

6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/>	when?
Slam Notes	Minorwood (1430)		
Cue Bids <input checked="" type="checkbox"/>	May be either 1st or 2nd round control		
Asking Bids <input type="checkbox"/>			

7. OTHER CONVENTIONS

Drury after 3rd or 4th seat major opening	Lebensohl
Blackout over reverse at 2 level	Leaping Michaels
DOP1; ROP1	Cue raises
Swine if our 1NT is doubled for penalty	

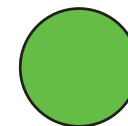
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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	42390	Stephen Mendick
& Names:	161217	Bernie Waters
Basic System:		
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+; 2+ clubs	1♥ 11+; 5+ hearts	
1♦ 11+; 4+ diamonds	1♠ 11+; 5+ spades	
1NT 15 - 17	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses 2♣ Simple Stayman		
2♦ transfer to hearts	2♠ range probe	
2♥ transfer to spades	2NT Puppet Stayman	
other 3C = transfer to diamonds		
2♣ Strong; 22+ balanced or near game force or better		
2♦ 4 - 7; 6 hearts or 6 spades		
2♥ 8 - 11; 6 hearts		
2♠ 8 - 11; 6 spades		
2NT 20 - 21; balanced or semi-balanced	3NT Gambling (no more than Q outside)	
other		

2. PRE-ALERTS

Transfers responses over 1C	2D weak with either major

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4H	Jump overcalls	4H
Responsive doubles through	4H	Unusual NT	Lower unbid suits
1NT overcall - immediate	15 - 18	Immediate cue of minor	both majors
1NT overcall - re-opening	15 - 18	Immediate cue of Major	other major + minor
Over weak twos	X = take out	Over opening threes	X = takeout
Over opponent's 1NT	2C = both majors; 2D = either major; 2H/2S = that major + a minor		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+; 4+ hearts	2♦ 4 - 7; 6 hearts	3♦ GF splinter raise
1♥ 5+ 4+ spades	2♥ 4 - 7; 6 spades	3♥ GF splinter raise
1♠ 5+; 4+ diamonds	2♠ 10 - 11; raise	3♠ GF splinter raise
1NT 6 - 10	2NT slam try raise	3NT to play
2♣ 5 - 9; raise	3♣ pre-emptive raise	4♣ Minorwood
other		
1♦ 1♥ 5+; 4+ hearts	2♥ 4 - 7; 6 hearts	3♥ GF splinter raise
1♠ 5+; 4+ spades	2♠ 4 - 7; 6 spades	3♠ GF splinter raise
1NT 6 - 10	2NT slam try raise	3NT to play
2♣ 10+; 4+ clubs	3♣ 10 - 11; raise	4♣ GF splinter raise
2♦ 5 - 9; raise	3♦ pre-emptive raise	4♦ Minorwood
other		
1♥ 1♠ 5+; 4+ spades	2♥ 5 - 9; raise	3♦ 7 - 8; 4 card raise
1NT 6-10	2♠ 10 - 12; 3 card raise	3♥ pre-emptive raise
2♣ 10+; 4+ clubs	2NT slam try raise	3♠ unspecified splinter
2♦ 10+; 4+ diamonds	3♣ 9 - 12; 4 card raise	3NT GF balanced raise
other		
1♠ 1NT 6 - 10	2♠ 5 - 9; raise	3♥ 10 - 12; 3 card raise
2♣ 10+; 4+ clubs	2NT slam try raise	3♠ pre-emptive raise
2♦ 10+; 4+ diamonds	3♣ 9 - 12; 4 card raise	3NT unspecified splinter
2♥ 10+; 5+ hearts	3♦ 7 - 8; 4 card raise	4♣ GF balanced raise
other		
1NT 3♣ transfer to diamonds	3♠ natural; slam interest	4♦ GF; 6+ spades
3♦ natural; slam interest	3NT to play	4♥ to play
3♥ natural; slam interest	4♣ GF; 6+ hearts	4♠ to play
other		
2♣ 2♦ 0 - 3; any OR 10+ any	2NT 7 - 9; 5+ clubs	3♥ 7 - 9; 5+ spades
2♥ 4 - 6; any	3♣ 7 - 9; 5+ diamonds	3♠ 7 - 9; spades + hearts
2♠ 7 - 9; balancedish	3♦ 7 - 9; 5+ hearts	3NT 7 - 9; diamonds +clubs
other		
2♦ 2♥ pass or correct	3♣ natural; forcing	3♠ pass or correct
2♠ pass or correct	3♦ natural; forcing	3NT to play
2NT enquiry (3C/3D=better)	3♥ pass or correct	4♣
other		

Notes

2♥ 2♠ natural; forcing	3♦ natural; forcing	3NT to play
2NT Enquiry for strength	3♥ to play	4♣ splinter raise
3♣ natural; forcing	3♠ splinter raise	4♥ to play
other		
2♠ 2NT Enquiry for strength	3♥ natural; forcing	4♣ splinter raise
3♣ natural; forcing	3♠ to play	4♥ splinter raise
3♦ natural; forcing	3NT to play	4♠ to play
other		
2NT 3♣ Puppet Stayman	3♠ Minor suit Stayman	4♦ natural; forcing
3♦ transfer to hearts	3NT to play	4♥ to play
3♥ transfer to spades	4♣ natural; forcing	4♠ to play
other		

9. CONVENTIONS

Unusual NT: for lower unbid suits (any strength)

4th Suit Forcing One round Game force

NT Checkback Priorities:

Defence to 3NT opening 4C/4D = both majors

Defence to Opening Twos X = takeout (with 1-2-3 doubles)

Multi 2♦ 1-2-3 doubles

RCO style 2-s 1-2-3 doubles

Other 2-s X=takeout with Lebensohl; cue= strong two suiter

Defence (1♣) : X = majors; NT = minors

to

strong (2♣) :

1♣ / 2♣

Over 1NT Interference Lebensohl

Lebensohl - other uses over their weak two and our X

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ 4NT (X= cards)

10. OTHER NOTES

XYZ = after we make 3 bids at the 1 level, 2C = artificial transfer to 2D (to play or start an invitational sequence) and 2D = artificial GF).

Our splinter bids are based on having at least 5 Control Points (5 key cards each = 2 CPs and outside Kings and trump Q each = 1 CP).

Sequence: 1C P 1D P 1H P 1S = not forcing

1Major P 1NT P 2C= Gazilli style enquiry showing at least reversing values

1Major P 2Major P 2NT = unspecified trial bid showing game interest