

4. BASIC RESPONSES

Jump raises - minors	inverted minor
Jump raises - Majors	Bergen
Jump shifts after minor opening	weak 6 card suit
Jump shifts after Major opening	Jacoby Bid shortage
Responses to strong 2 suit open.	
Responses to 2NT opening	puppet, transfers 3NT 5 Spades and 4 Hearts

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	overlead	interior sequence
Four or more with an honour	4th highest	4th highest
From 4 small	2nd highest	2nd highest
From 3 cards (no honour)	mud	
In partner's suit	count	
Discards	low encourage	
Count	natural	
Signal on partner's lead:	low encourage	
Signal on declarer's lead:	McKenney	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430 revers: 4♣ Gerber <input type="checkbox"/>	when? after Int opening
Slam Notes	responses. 5NT =1or3 with a void 6 of a suit void and 2 or 46	
Cue Bids <input type="checkbox"/>		
Asking Bids <input type="checkbox"/>		

7. OTHER CONVENTIONS

Two way checkback. 2C's invitational . 2D's	Drury 2C's=3 and 9+ 2D's=4 and 8+
fourth suit forcing to game	leaping Michaels
Exclusion blackwood	
Kokish	
Splinters	

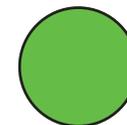
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	44482	27219
& Names:	Judy Mott	Cathryn Herden
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+	1♥ 11+5+	
1♦ 11+ 3+	1♠ 11+5+	
1NT 15-17	may contain 5 card Major <input type="checkbox"/>	

1NT Responses 2♣ simple stayman with smolen

2♦ Hearts	2♠ Clubs
2♥ Spades	2NT Diamonds
other super accepts	

2♣ GF	
2♦ weak 6 card major	
2♥ 4Hearts and a longer minor 10-14	
2♠ 4 Spades and a longer minor 10-14	
2NT 20-22	3NT Gambling
other	

2. PRE-ALERTS

transfer bids over interference of our NT	
support X's XX=10 + points	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4 Hearts	Jump overcalls	weak
Responsive doubles through	2 Spade	Unusual NT	lower 2 suits
1NT overcall - immediate	15-18	Immediate cue of minor	both majors weak or strong
1NT overcall - re-opening	10-14 with staymar	Immediate cue of Major	other major + minor
Over weak twos	X with lebensohl	Over opening threes	X
Over opponent's 1NT	X=Pen 2C's	both majors 2D's 6 card major 2H's 5Hearts and a minor 2S's	

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+ 5+points	2♦ 5+ clubs invitational	3♦ splinter
1♥ 4+ 5+points	2♥ 6 card suit weak	3♥ splinter
1♠ 4+5=Points	2♠ 6 card suit weak	3♠ splinter
1NT 5-10	2NT 11-12	3NT to play
2♣ 5+ 12+ points	3♣ weak	4♣ weak
other		
1♦ 1♥ 4+5+points	2♥ 6 card suit weak	3♥ splinter
1♠ 4+5+points	2♠ 6 card suit weak	3♠ splinter
1NT 5-10	2NT 11=12	3NT to play
2♣ 4+ 10+points	3♣ 5+ D's invitational	4♣ splinter
2♦ 5+12+points	3♦ weak	4♦ weak
other		
1♥ 1♠ 4+5+points	2♥ 3H's 5-9	3♦ bergen 4H's 10+
1NT 5-10	2♠ 3H's 10+	3♥ 4 H's weak
2♣ 4+ 10+points	2NT Jacoby	3♠ splinter
2♦ 4+10+points	3♣ bergen 4H's 6-9	3NT 3H's flat 12-14
other		
1♠ 1NT 5-10	2♠ 3 Spades 6-9	3♥ 3 Spades 10+
2♣ 4+10+points	2NT Jacoby	3♠ 4 Spades weak
2♦ 4+10+points	3♣ bergen 4S's 6-9	3NT 3 Spades flat 12-14
2♥ 5+ 10+points	3♦ bergen 4S's 10+	4♣ splinter
other		
1NT 3♣ puppet	3♠ Singleton S	4♦ Transfer to Hearts
3♦ minor stayman GF	3NT to play	4♥ Transfer to Spades
3♥ singleton H	4♣ Gerber	4♠ Slam forcing baron
other		
2♣ 2♦ waiting	2NT both minors 5-8	3♥
2♥ 5 Hearts with 2 of the top 3 Hnr	3♣ 6ard suit 2 of top 3 Hnr	3♠
2♠ 5 Spades with 2 of the top 3 Hnr	3♦ 6card suit 2 of top 3 Hnr	3NT
other		
2♦ 2♥ Pass or correct	3♣ to play	3♠ pass or correct
2♠ Pass or correct	3♦ to play	3NT to play
2NT enquiry	3♥ pass or correct	4♣ transfer to your suit
other		

Notes

2♥ 2♠ 5+ Spades invitatioonal	3♦ to play	3NT to play
2NT enquiry	3♥ to play	4♣ pass or correct
3♣ pass or correct	3♠ GF	4♥
other		
2♠ 2NT enquiry	3♥ invitational	4♣ pass or correct
3♣ pass or correct	3♠ to play	4♥ to play
3♦ to play	3NT to play	4♠ to play
other		
2NT 3♣ pupper	3♠ minor stayman	4♦ Slam interest
3♦ transfer to Hearts	3NT 5 Spades and 4 Hearts	4♥ to play
3♥ transfer to Spades	4♣ Slam interest	4♠ to play
other		

9. CONVENTIONS

Unusual NT:

4th Suit Forcing

One round

Game force

NT Checkback

Priorities:

Defence to 3NT opening

Defence to Opening Twos

X for TO

Multi 2♦

RCO style 2-s X in the direct suit 15+

Other 2-s

Defence (1♣). X=both majors. D/H/S =natural 1NT=minors

to

strong (2♣) : Natural bidding

1♣ / 2♣

Over 1NT Interference transfers

Lebensohl - other uses

Take out of 4 level pre-empts

4♣/4♦ X

4♥ X

4♠ 4NT

10. OTHER NOTES

interference over our GF opening. 2C-bid -P=0-4 X=5+ no good suit Bid =5+ suit = 5+
2C-X=P =0-4 XX =5+ no 5 card suit Bid = 5+ and 5+ in the suit.