

## 4. BASIC RESPONSES

Jump raises - minors	Value 4+trumps 6-11
Jump raises - Majors	Value 4+ trumps 6-11
Jump shifts after minor opening	Splinter, 6+hcp
Jump shifts after Major opening	Splinter 6+hcp
Responses to strong 2 suit open.	2♦ = negative or waiting New suit=2/3 top Honours or Big shape
Responses to 2NT opening	3C Puppet Stayan 3D=H 3H=S 3S=C+D 4C=D 4D=C

## 5. PLAY CONVENTIONS Show priorities

Versus **Suit** (or both)      Versus **NoTrump** (if different)

<b>Leads</b> Sequences:	Overlead All	
Four or more with an honour	4th highest	
From 4 small	poor choice but 4th	
From 3 cards (no honour)	rare choice MUD	
In partner's suit	high from xxx if raised Low if not	
<b>Discards</b>	High Encourage	
<b>Count</b>	Natural	
<b>Signal</b> on partner's lead:	Mostly natural count	
<b>Signal</b> on declarer's lead:	Almost invariably natural count, otherwise technically required.	
<b>Notes</b>	Always McKenny when giving ruff or clearing suit at No-Trump. McKenny common Attitude if partner cashes top card after trick one.	

## 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 3041	4♣ Gerber <input type="checkbox"/>	when?
<b>Slam Notes</b>			
Cue Bids <input type="checkbox"/>	1st or 2nd below 4NT		
Asking Bids <input type="checkbox"/>			

## 7. OTHER CONVENTIONS

lowest jmp shift = GF raise of partner's suit	
2NT over weak two bids asks for shortage	

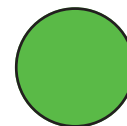
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**AUSTRALIAN BRIDGE  
FEDERATION INC.**



## STANDARD SYSTEM CARD

ABF Nos.	99325	Joan BUTTS
& Names:	75469	Michael COURTNEY
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♣ 12+hcp 4+ clubs (Majors preferred)	1♥ 12+hcp 4+Hearts, preferred	
1♦ 12+hcp 4+diamonds (M preferred)	1♠ 12+hcp 4+Spades (Preferred to m)	
1NT (14)15-17(18)	may contain 5 card Major <input type="checkbox"/>	
<b>1NT Responses</b> 2♣ simple stayman, then bid=weak, jump=splinter		
2♦ =H then suit=Nat,GF,jump=splinter	2♠ =C then suit=GF jump=splinter	
2♥ =S then s=GF Natural, jump=splinter	2NT =D then suit=GF jump=splinter	
other 3X=slam try X 4C=Gerber 4D=5+5+ Majors No slam interest		

2♣ =23+Flat or Natural forcing game force	
2♦ = weak two bid 6 - 9	
2♥ = weak two bid 6 - 9	
2♠ = weak two bid 6 - 9	
2NT "20-22" Flattish	3NT Solid minor, little besides
other 4NT asks for specific Aces - 5C=0, 5NT=2 6C=CA	

## 2. PRE-ALERTS

Frequent raise with three	Many penalty doubles
Many Splinters	Take-out doubles used freely
Two bids opened freely	No Cue-Raise unless double available

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4S	Jump overcalls	Weak
Responsive doubles through	4S	Unusual NT	ALWAYS MINORS
1NT overcall - immediate	15-18	Immediate cue of minor	Both Majors 5+5+
1NT overcall - re-opening	Less	Immediate cue of Major	Other M+m 5+5+
Over weak twos	Dble and 2NT response to X	Over opening threes	Dble
Over opponent's 1NT	2C=H&S 2D= singl major 2H=H+m 2S=S+m 2NT=m&m		

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+hcp 4+D	2♦ splinter 6+hcp	3♦ splinter
1♥ 4+hcp 4+H	2♥ splinter 6+hcp	3♥ splinter
1♠ 4+hcp 4+S	2♠ splinter 6+hcp	3♠ splinter
1NT D 6-10 no major	2NT Flat GF oft noM	3NT Some gamble
2♣ 3-4C, non forcing	3♣ 4-5clubs 6-11hcp	4♣ pre-empt
other		
1♦ 1♥ 4+hcp 4+H	2♥ weak (less than 6) with $\heartsuit$	3♥ splinter
1♠ 4+hcp 4+S	2♠ weak with six spades	3♠ splinter
1NT C 6-10 no major	2NT Flat GF oft no major	3NT some gamble
2♣ 5+C, 3C rebid terminal	3♣ splinter	4♣ splinter
2♦ 3-4D non-forcing	3♦ 4-5D 6-11 hcp	4♦ pre-empt
other		
1♥ 1♠ 4+hcp 4+S	2♥ usually 7-11hcp 3H	3♦ splinter 6+hcp
1NT 6-11 not 3H, 4S	2♠ splinter 6+hcp	3♥ 4+H 6-11hcp
2♣ 5+C 3C rebid Terminal	2NT Flat GF	3♠ splinter
2♦ 5+D 3D rebid terminal	3♣ strong heart raise	3NT some gamble
other		
1♠ 1NT 6-11hcp 0-2spades	2♠ usually 7-11hcp 3S	3♥ splinter 6+hcp
2♣ 5+F, 3C rebid terminal	2NT Flat GF	3♠ 4-5S 6-11hcp
2♦ 5+F 3D rebid terminal	3♣ strong spade raise	3NT Some gamble
2♥ 5+F 3H rebid terminal	3♦ splinter 6+hcp	4♣ splinter
other		
1NT 3♣ slam try Cs	3♠ slam try S	4♦ 5+5+M no slam
3♦ slam try Ds	3NT Terminal	4♥ Terminal
3♥ slam try H's	4♣ Gerber	4♠ Terminal
other	4NT = Quantitative, says go with 5+ suit	
2♣ 2♦ negative or waiting	2NT A,KorQ S,H&D ALL	3♥ splinter
2♥ 2/3H or big shape 5+H	3♣ 5+C A&K+	3♠ splintert
2♠ 2/3S or big shape 5+S	3♦ 2/3D or big shape 5+D	3NT 9-12hcp 0-1 controls
other		
2♦ 2♥ hearts non forcing	3♣ clubs non forcing	3♠ splinter less than A+K
2♠ spades non forcing	3♦ raise not forcing	3NT to play
2NT asks for shortage	3♥ splinter less than A+K	4♣ splinter not A+K
other		

Notes

2♥ 2♠ spades, non forcing	3♦ diamonds non forcing	3NT to play
2NT asks shortage	3♥ not forcing raise	4♣ splinter
3♣ clubs, non forcing	3♠ splinter	4♥ to play
other		
2♠ 2NT asks shortage	3♥ hearts, non forc	4♣ splinter
3♣ clubs non forcing	3♠ non forcing raise	4♥ splinter
3♦ diamonds non forcing	3NT to play	4♠ to play
other	4NT RKCB	
2NT 3♣ puppet stayman	3♠ C&D	4♦ C (key card)
3♦ H	3NT Terminal	4♥ Terminal
3♥ S	4♣ D (key card)	4♠ Terminal
other	4NT Quantitative	

## 9. CONVENTIONS

Unusual NT: ALWAYS MINORS

4th Suit Forcing One round  Game force  Game force

NT Checkback  Priorities: 1m 1M 2M 2NT is checkback for shape

Defence to 3NT opening AS over 1NT but two levels higher

Defence to Opening Twos Dble take-out, 2NT in response Baron

Multi 2♦ 1st two doubles T-out, used freely

RCO style 2-s 1st two doubles take-out

Other 2-s 1st two doubles t-out

Defence (1!C) as over 1NT (X = clubs, 2C = Majors, 2D = one Major, 2H/S = H/S and  $\heartsuit$ )

to

strong (2♣): Dble=2M 2D=1M 2H=H&m 2S=S&m 2NT=m&m

1♣ / 2♣

Over 1NT Interference Double take-out 2NT lebensohl simple bids non-forcing

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ Dble=t-out of shown suit

4♥ Dble 4♠ Dble

## 10. OTHER NOTES

Good Luck.

Enjoy the Game