

## 4. BASIC RESPONSES

Jump raises - minors	Inverted over 1!d	Other: After 1♣ preemptive 4-6HCP 5+♣
Jump raises - Majors	Preempt	Other:
Jump shifts after minor opening	Strong FG 5+ card suit NAT	
Jump shifts after Major opening	Bergen raises, Criss cross Raises	
Responses to strong 2 suit open.	2♦ 0-5 weak ART Other responses are TRF with 6+ HCP and good suit	
Responses to 2NT opening	3♣ Puppet 3♦/3♥ TRF 3♠ Minor suit Stayman	

## 5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead except AKx(+)	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	As above	
<b>Discards</b>	Count	
<b>Count</b>	High-Low = Even	
<b>Signal</b> on partner's lead:	Count	
<b>Signal</b> on declarer's lead:	Count	
<b>Notes</b>		

## 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
<b>Slam Notes</b>		
Cue Bids <input checked="" type="checkbox"/>	Show 1st or second round CTRL	
Asking Bids <input checked="" type="checkbox"/>	In some situations, next suit can be asking bid eg after opening weak twos	

## 7. OTHER CONVENTIONS

Exclusion RKCB	Special defence to 2♦ Multi opening
2NT raises are FG and show support	Fourth suit is FG
Bergen Raises	
Criss cross raises	

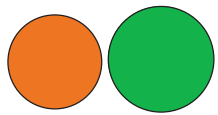
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AUSTRALIAN BRIDGE  
FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	159379	Roy Nixon
& Names:	161217	Bernie Waters
Basic System:	Standard 5 card majors, short club	
Brown Sticker <input checked="" 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 checked="" type="checkbox"/>
1♣ 11+ HCP 2+♣	1♥ 11+ HCP 5+♥	
1♦ 11+ HCP 4+♦	1♠ 11+ HCP 5+♠	
1NT 15-17 HCP balanced	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses	2♣ Simple Stayman	Other:
2♦ TRF to 2♥	2♠ Range probe inquiry	
2♥ TRF to 2♠	2NT Modified Puppet Stayman	
other		
2♣ Any FG or 25+ HCP balanced (any 5 card suit)		
2♦ 5-9HCP with 6♥ or 6♠ or 21-22 HCP balanced (with any 5 card suit)		
2♥ 5-9 HCP 5+♥ and 4+ minor		
2♠ 5-9 HCP 5+♠ and 4+ minor		
2NT 23-24 HCP balanced (with any 5 card suit)	3NT	Gamling 7+ card solid minor
other		

## 2. PRE-ALERTS

TRF responses to 1♣ opening	

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♦	Jump overcalls	weak 6 card suit
Responsive doubles through	4♦	Unusual NT	Any 2 unbid suits 6/5 shape weak or strong
1NT overcall - immediate	15-18 HCP	Immediate cue of minor	5/5 both majors weak
1NT overcall - re-opening	15-28 HCP	Immediate cue of Major	5 card other major/5 card minor
Over weak twos	X = T/O and Lebensohl	Over opening threes	X=T/O
Over opponent's 1NT	Multi Landy - 2♣ = majors 2♦ = weak major 2♥ = 5♥/4+minor 2♠ = 5♠/4 minor		
2NT= Both minors			

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ TRF to ♥ 5+HCP 4+♥	2♦ weak 6cdM or 15+ 5+♦	3♦ SPL 4414 10+
1♥ TRF to ♠ 5+HCP 4+♠	2♥ NAT FG	3♥ SPL 4144 10+
1♠ no M, BAL or ♦ or ♣ or ♠	2♠ NAT FG	3♠ SPL 1444 10+
1NT 10+HCP 5+♣	2NT FG raise with 5+♣	3NT 13-15 4+♣ no M
2♣ 10+HCP 5+♦ + 4 cd suit	3♣ Preemptive raise	4♣ Preemptive
other 4♦ 4♥ 4♠ = Exclusion RKCB		
1♦ 1♥ 5+HCP 4+♥	2♥ NAT FG	3♥ SPL 11-14 4+♦
1♠ 5+HCP 4+♠	2♠ NAT FG	3♠ SPL 11-14 4+♦
1NT 5-9HCP denies M or SUP	2NT FG raise with 5+♦	3NT 13-15 4+♦ no M
2♣ 10+HCP 4+♣	3♣ SPL 11-14 4+♦	4♣ Exclusion RKCB
2♦ 10+HCP 4+♦	3♦ weaker raise with 4+♦	4♦ Preemptive
other		
1♥ 1♠ 5+HCP 4+♠	2♥ 5-9HCP 3♥	3♦ 7-8 4♥
1NT 5-9HCP denies ♠ or SUP	2♠ 10-12HCP 3♥	3♥ Preemptive
2♣ 10+HCP 4+♣	2NT FG raise with 3+♥	3♠ Any SPL 13-14 3♥
2♦ 10+HCP 4+♦	3♣ 10-12 4♥	3NT 13-14 3♥
other 4♣ = 13-14HCP 4♥ 4♦ 5 card ♥ raise some defence		
1♠ 1NT 5-9HCP denies SUPP	2♠ 5-9HCP 3♠	3♥ 10-12 3♠
2♣ 10+HCP 4+♣	2NT FG raise with 3+♠	3♠ Preemptive
2♦ 10+HCP 4+♦	3♣ 10-12 4♠	3NT ANY SPL 13-14 4♠
2♥ 10+HCP 5+♥	3♦ 7-8 4♠	4♣ 13-14 3♠ often BAL
other 4♦ 13-14 4♠ 4♥ 5 card ♠ raise some defence		
1NT 3♣ Puppet to 3♦	3♠ NAT FG	4♦ Strong with 6+♠
3♦ NAT FG	3NT To play	4♥ To play
3♥ NAT FG	4♣ Strong with 6+♥	4♠ To play
other To Play		
2♣ 2♦ 0-5 any or 6+ poor suit	2NT 6+ HCP 6+♣ 2/3 top H	3♥ 6+ HCP 6+♠ 2/3 top H
2♥ 6+ HCP 5+♠ 2/3 top H	3♣ 6+ HCP 6+♦ 2/3 top H	3♠ 6+ HCP 6+♥ 2/3 top H
2♠ 6+ HCP 5+♥ 2/3 top H	3♦ 6+ HCP 6+♣ 2/3 top H	3NT
other		
2♦ 2♥ To play opp weak ♥	3♣ NAT NF	3♠ Pass or correct
2♠ To play 2♠ or 3♥	3♦ NAT NF	3NT To Play
2NT Asking bid usually FG	3♥ Pass or correct	4♣
other		

Notes

2♥ 2♠ F1, seeks ♠ SUPP	3♦ To play	3NT To play
2NT Inquiry about Minor	3♥ Invitational	4♣ SPL with ♥ SUPP
3♣ Pass or correct	3♠ SPL with ♥ SUPP	4♥ To play
other 4♦ SPL with ♥ SUPP		
2♠ 2NT Inquiry about Minor	3♥ To play	4♣ SPL with ♠ SUPP
3♣ Pass or correct	3♠ Invitational	4♥ SPL with ♠ SUPP
3♦ To play	3NT To play	4♠ To play
other		
2NT 3♣ Puppet Stayman	3♠ Minor Suit Stayman	4♦ NAT S/T
3♦ TRF to ♥	3NT To play	4♥ To play
3♥ TRF to ♠	4♣ NAT S/T	4♠ To play
other		

## 9. CONVENTIONS

Unusual NT: Any 2 unbid suits 6/5

4th Suit Forcing One round ☐

Game force ☒

NT Checkback ☐ Priorities:

Defence to 3NT opening 4♣ both majors better ♥ 4♦ both majors better ♠

Defence to Opening Twos

Multi 2♦ x=13+ HCP 5+ card major 2♥ = 15-18 HCP 2♠ TRF to ♣ 2NT TRF to ♦

RCO style 2-s 1-2-3 doubles

Other 2-s

Defence 1♣ : x = majors and 1NT = minors

to

strong 2♣ : Nothing specific

♣

Over 1NT Interference lebensohl

Lebensohl - other uses After weak 2 openings and after some opponent suit raises

Take out of 4 level pre-empts 4♣/4♦ X = T/O

4♥ X=T/O

4♠ 4NT = 2 suited T/O

## 10. OTHER NOTES