

4. BASIC RESPONSES

Jump raises - minors	Preempt	Other:
Jump raises - Majors	Preempt	Other:
Jump shifts after minor opening	WK 6+cd M or Criss Cross	
Jump shifts after Major opening	WK 6+cd OM or Combined Bergen Raises	
Responses to strong 2 suit open.		
Responses to 2NT opening	Transfers, Puppet Stayman	

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead except AKx(+)	Journalist
Four or more with an honour	4th highest	attitude
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	Ssx, Xx, xXx, Hx	
Discards	Odd=Enc., Even=McKenney	
Count	Low-High = Even	
Signal on partner's lead:	Low encourage, Rev. count	
Signal on declarer's lead:	Rev. count	
Notes	A=Rev. attitude, K=Rev. count McKenny when obvious	

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input checked="" type="checkbox"/> when? 1NT
Slam Notes	Exclusion Key Card (3014), Minor suit KC (1430)	
Cue Bids <input checked="" type="checkbox"/>	1st or 2nd control	
Asking Bids <input checked="" type="checkbox"/>		

7. OTHER CONVENTIONS

Kokish long & short suit trial	Support X & XX to 2♥, **Thrup Xs
Cue raises(fast arrival), Splinters	Maximal X, Sandwich 1NT
Transfer over 2NT rebid	Smolen Transfers 9+hcp
DOPI & ROPI, Unusual vs. unusual	Bromad (Bergen raises of M after X)
2 way Rev. Drury & 2 way Check back	Crisscross raises & Flip flop after X of minor *

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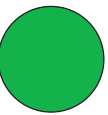
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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	353401	Shizue Futaesaku
& Names:	170331	Wendy Driscoll
Basic System:	2/1	
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 checked="" type="checkbox"/>	
1NT Responses	2♣ Simple Stayman	Other: 2♣ then 3♣ asks 5cd M
2♦ TRF to ♥	2♠ TRF to ♣	
2♥ TRF to ♠	2NT TRF to ♦	
other Super accepts: 4cd ♥/♠, A/K/Qxx ♣/♦, Smolen		
2♣ FG or 24+BAL		
2♦ <open, 6 card ♥/♠ or 22-23		
2♥ <open, 5/5 ♥ & another		
2♠ <open, 5/5 ♠ & minor		
2NT 20-21, BAL	3NT Specific Ace asking	
other		

2. PRE-ALERTS

Semi F. 1NT/1M	
Artificial limit raise in all suits include after X	
Combined Bergen Raises	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠+**	Jump overcalls	WK
Responsive doubles through	4♥	Unusual NT	Lower 2 suits
1NT overcall - immediate	15-18	Immediate cue of minor	Michaels
1NT overcall - re-opening	11-14	Immediate cue of Major	Michaels
Over weak twos	X=T/O - Lebensohl, 2NT=15-18		Over opening threes
	X=T/O, 3NT= to play		
Over opponent's 1NT	Weak - Cappelletti, Strong - Multi Landy		
Cappellette: X=PEN, 2♣=single suit, 2♦=both M, 2♥/♠=4cd♥/♠ & longer m, 2NT=minors, 11-15			
Multi Landy: X=4 cd M & longer m, 2♣=both M, 2♦= M, 2♥/♠= 5M &m, 2NT= minors			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ 4+♦	2♦ 10-12 5+♣, Inv.	3♦ SPL
1♥ 6+ 4+♥	2♥ 1-5 6+♥	3♥ SPL
1♠ 6+ 4+♠	2♠ 1-5 6+♠	3♠ SPL
1NT 6-9 No 4cd M	2NT 10-12 No 4cd M	3NT 13-15 No 4cd M
2♣ 12+ 5+♣, FG	3♣ 1-5 5+♣	4♣ PRE
other		
1♦ 1♥ 6+ 4+♥	2♥ 1-5 6+♥	3♥ SPL
1♠ 6+ 4+♠	2♠ 1-5 6+♠	3♠ SPL
1NT 6-9 No 4cd M	2NT 10-12 No 4cd M	3NT 13-15 No 4cd M
2♣ 12+ 4+♣, FG	3♣ 10-12 4+♦, INV.	4♣ SPL
2♦ 12+ 4+♦, FG	3♦ 1-5 5+♦	4♦ PRE
other		
1♥ 1♠ 6+ 4+♠	2♥ 6-9 3cd Supp	3♦ 10-12 3cd Supp
1NT 6-11 Semi Forcing	2♠ 1-5 6+cd ♠	3♥ 0-5 4cd Supp
2♣ 12+ 4+♣, FG	2NT 12+ Jacoby, 4cd Supp	3♠ SPL
2♦ 12+ 4+♦, FG	3♣ 6-12, C.Bergen 4cd Supp	3NT 13-15 3cd Supp
other 4♣/♦ SPL		
1♠ 1NT 6-11 Semi Forcing	2♠ 6-9 3cd Supp	3♥ 1-5 6+cd♥
2♣ 12+ 4+♣, FG	2NT 12+ Jacoby, 4cd Supp	3♠ 0-5 4cd Supp
2♦ 12+ 4+♦, FG	3♣ 6-12, C.Bergen 4cd Supp	3NT 13-15 3cd Supp
2♥ 12+ 5+♥, FG	3♦ 10-12, 3cd Supp	4♣ SPL
other 4♦/♥ SPL		
1NT 3♣ Inv. 5/5 minors	3♠ FG 5/5 M	4♦ Texas Transfer
3♦ FG 5/5 minors	3NT to play	4♥ Texas Transfer
3♥ Inv. 5/5 M	4♣ Gerber(1430)	4♠
other 5/4 M - Smolen Transfers		
2♣ 2♦ Positive,Waiting A/K/2Q	2NT 5+♥, 2 of top 3 hon.	3♥
2♥ Neg.	3♣	3♠
2♠ 5+♠, 2 of top 3 hon.	3♦	3NT
other After interference, Pass=positive, X,XX=deny Value		
2♦ 2♥ P/C	3♣ Const	3♠ P/C, 3/3 in both M
2♠ P/C	3♦ Const	3NT to play
2NT Forcing enquiry	3♥ P/C, 3/3 in both M	4♣
other 2♦-2NT-3♣(any Max)-3♦-3♥(shows ♠), 3♠(shows ♥). 2♦-2NT-3♦(min ♥),3♥(min ♠)		

Notes 3♣ - 4♦ = KCB in ♣ 1430, 3♦ - 4♣ = KCB in ♦ 1430, 3♥/♠ - 4♣ = KCB in ♥/♠ 1430

1NT- 3♠ - 4NT(count both suits Keycard)

2♥ 2♠ P/C	3♦ Const	3NT to play
2NT Forcing enquiry	3♥ to play	4♣
3♣ Const	3♠ to play	4♥ to play
other		
2♠ 2NT Forcing enquiry	3♥ to play	4♣
3♣ Const	3♠ to play	4♥ to play
3♦ Const	3NT to play	4♠ to play
other		
2NT 3♣ Puppet Stayman	3♠ 5/5 m	4♦ KC in ♦
3♦ TRF to ♥	3NT 5♠/4♥	4♥ to play
3♥ TRF to ♠	4♣ KC in ♣	4♠ to play
other 2NT-3♠-4♣/♦=shows 4+cd, 4♥=RKB for ♣(♦K include), 4♠=RKB for ♦(♣K include)		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round ☐

Game force ☒

NT Checkback ☒ Priorities: 2 way, 2♣=inv. 2♦=FG

Defence to 3NT opening X=T/O for Majors, other natural

Defence to Opening Twos

Multi 2♦ X=12-15BAL or STR 1 suit or 19+BAL,3♣♦♥♠=good 6cd,4♣=5♥/5m,4♦=5♠/5m,

RCO style 2-s X=T/O 4♥/♠=to play

Other 2-s X=T/O

Defence Multi landy: 2♣=both M, 2♦=M, 2♥/♠=5♥/♠ & m, 2NT=minors,

to X=shows ♣, 1NT=4M& longer m - 2♣=asks m, 2♦=asks M

strong
♣

Over 1NT Interference Lebensohl

Lebensohl - other uses Over partners` X of weak 2`s

Take out of 4 level pre-empts 4♣/4♦ X=T/O, 4NT= 2 suited hand

4♥ X=T/O, 4NT= 2 suited 4♠ X= T/O optional, 4NT= 2 suited

10. OTHER NOTES

1NT - 2♣ interference - our Systems ON including Texas, X= Stayman

1NT - X interference - All Systems ON, XX=(Rescue) Asks to bid 2♣ - then pass or convert 2♦

Any other interference - Systems OFF, Lebensohl (slow shows)

Responses to 3NTopening - 4♣ = none, 4♦/♥/♠ = that Ace, 4NT= ♣ Ace,

5♣/♦/♥/♠ = that Ace and suit above, 5NT= non touching Aces.

* 1♣ - X -2♠, 1♦ - X - 3♣ =limit raise, 1♣/♦ - X - 2NT= weak, 3♣/3♦ = FG, XX = 10+