

4. BASIC RESPONSES

Jump raises - minors		Other: Limit - 8 losers losers
Jump raises - Majors	Preempt	Other:
Jump shifts after minor opening	Weak - 6 card suit	
Jump shifts after Major opening		
Responses to strong 2 suit open.	2♦=8+, 2♥=0-3, 2♠/3♣/3♦/3♥=5+ suit 4-7, 2NT=no 5 cd suit 4-7pts	
Responses to 2NT opening	Puppet Stayman, 3♦/♥/♠ = transfers, 4♣/4♦ = Minorwood	

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A-Count, K - Attitude	Overlead, A-Count, K - Attitude
Four or more with an honour	4th highest	4th highest
From 4 small	2nd highest	2nd highest
From 3 cards (no honour)	MUD	MUD
In partner's suit	as above; but 10 treated as honour	as above; but 10 treated as honour
Discards	Even=Enc/Odd=McKenney	Even=Enc/Odd=McKenney
Count	Low-High = Even	Low-High = Even
Signal on partner's lead:	Reverse Count	Reverse Count
Signal on declarer's lead:	Reverse Count	
Notes On partners lead - when there is a singleton or void in dummy, McKenny for suit pref		
McKenny inference in suit contracts		
From 2 in Partners suit, lead highest		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
Slam Notes		
Cue Bids <input checked="" type="checkbox"/>	1st round control	
Asking Bids <input checked="" type="checkbox"/>	looking for stopper, NT contract	

7. OTHER CONVENTIONS

Truscott raises in majors	RKC on last natural bid suit
Puppet Stayman over 2NT	Minorwood
Long Suit Trial Bids	Support X & XX
Cue Raises	DOPI,ROPI
Ogust	

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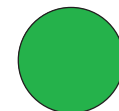
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**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	599212	Mary Tough
& Names:	610666	Bev Crossman
Basic System:	Standard	
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♣ 10-20, 3♣	1♥ 10-20, 5♥	
1♦ 10-20, 3♦	1♠ 10-20, 5♠	
1NT 15-18	may contain 5 card Major <input type="checkbox"/>	
1NT Responses 2♣ Extended Stayman Other:		
2♦ Transfer to ♥	2♠ Transfer to ♣	
2♥ Transfer to ♠	2NT Transfer to ♦	
other Super Accepts - Show doubleton with 4 card support & maximum		
2♣	Strong Unbalanced 8.5 playing tricks or 23+ Balanced	
2♦	6+ ♦, 5-9 pts	
2♥	6+ ♥, 5-9 pts	
2♠	6+ ♠, 5- 9 pts	
2NT	21-22 Balanced with puppet stayman	3NT
other		

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	3♠	Jump overcalls	Weak 6 card suit
Responsive doubles through	3♠	Unusual NT	Minors
1NT overcall - immediate	15-18	Immediate cue of minor	Michaels
1NT overcall - re-opening	15-18	Immediate cue of Major	Weak or strong, ♠/♥ + Minor
Over weak twos	Natural	Over opening threes	X= takeout
Over opponent's 1NT	Rev Cappelletti 2C=both ♥/♠, 2♦=single suit		
2♥/2♠=Major & a minor			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+, 4♦	2♦ Weak, 6♦	3♦ To play
1♥ 4+, 4♥	2♥ Weak 6♥	3♥ To play
1♠ 4+, 4♠	2♠ Weak, 6♠	3♠ To play
1NT 6-9/10 no major	2NT 11-12 bal, no 4card major	3NT 13-15
2♣ 9/10 losers 5+♣s	3♣ 8 losers 5+♣s	4♣ Minorwood
other		
1♦ 1♥ 4+, 4♥	2♥ Weak, 6♥	3♥ To play
1♠ 4+, 4♠	2♠ Weak, 6♠	3♠ To play
1NT 6-9/10 no major	2NT 11-12 bal, no 4card major	3NT 13-15
2♣ 10+, 4♣ (waiting)	3♣ To play	4♣
2♦ 9/10 losers 5+♦s	3♦ 8 losers 5+♦s	4♦ Minorwood
other		
1♥ 1♠ 4+, 4♠	2♥ 3+♥ 9/10 losers	3♦ To play
1NT 6-9/10 no major	2♠ 0-5, 6♠ To play	3♥ 4♥s, weak 0-5
2♣ 10+, 4♣s forcing	2NT 10-12 or 16+ 3+♥s	3♠ To play
2♦ 10+, 4♦s forcing	3♣ 6-9, 4+♥s	3NT 13-15, 3+♥s
other		
1♠ 1NT 6-9	2♠ 3+♠ 9/10 losers	3♥ To play
2♣ 10+, 4♣s forcing	2NT 10-12, or 16+ 3+♠s	3♠ 4♠s, weak 0-5
2♦ 10+, 4♦s forcing	3♣ 6-9, 4+♠s	3NT 13-15, 3+♠s
2♥ 10+, 4♥s forcing	3♦ To play	4♣
other		
1NT 3♣ 6♣, 2 honours, slam int.	3♠ 6♠, 2 honours, slam int.	4♦
3♦ 6♦, 2 honours, slam int.	3NT To Play	4♥ To play
3♥ 6♥, 2 honours, slam int.	4♣	4♠ To play
other After bid of suit at 3 level: 3NT by opener is signoff, otherwise RKC responses		
2♣ 2♦ 8+	2NT 4-7, no 5 card suit	3♥ 4-7, 5+♥s
2♥ 0-3	3♣ 4-7, 5+♣s	3♠
2♠ 4-7, 5+♠s	3♦ 4-7, 5+♦s	3NT
other		
2♦ 2♥ 5+♥s, forcing 1 rd	3♣ ♣s, non forcing	3♠ To play
2♠ 5+♠s, forcing 1 rd	3♦ To play	3NT To Play
2NT Enquiry - Ogust response	3♥ To play	4♣
other		

Notes Puppet Stayman over big NT hands (2♣ + 2NT) 3♦s shows at least one 4 card major;

3♥s/3♠s shows 5 card suit: 3NT denies 4 or 5 card major. Over 3♦s, responder bids the major they don't have or 3NT with no 4 card major. With both majors bid 4♣s

2♥ 2♠ 5+♠s, forcing 1 rd	3♦ To play	3NT To Play
2NT Enquiry - Ogust response	3♥ To Play	4♣
3♣ To play	3♠ To play	4♥ To Play
other 4♠ = To Play		
2♠ 2NT Enquiry - Ogust response	3♥ 6+♥s, forcing 1 rd	4♣
3♣ To play	3♠ To Play	4♥ To Play
3♦ To play	3NT To Play	4♠ To Play
other		
2NT 3♣ Puppet Stayman	3♠	4♦ Minorwood
3♦ Trf to ♥s	3NT To Play	4♥ To play
3♥ Trf to ♠s	4♣ Minorwood	4♠ To Play
other		

9. CONVENTIONS

Unusual NT: Other suits

4th Suit Forcing One round Game force

NT Checkback Priorities: majors up the line forcing to at least 2NT

Defence to 3NT opening

Defence to Opening Twos 2NT 15-18, X = strong

Multi 2♦ X shows 15+, Suit bid = 6 losers & good 5+cards

RCO style 2-s X shows 15+, Suit bid = 6 losers & good 5+cards

Other 2-s X shows 15+, Suit bid = 6 losers & good 5+cards

Defence X=both majors, 1♦=long suit, 1♥=♥s+ minor, 1♠=♠s+minor, 1NT=both minors

to All show ≤7 losers; 2 level bids are long and weaker than using 1♦

strong

♣

Over 1NT Interference

Lebensohl - other uses weak 2 and 2 bids

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

4♥ X is 3+ ♠ with good HCP 4♠ X=penalty, 4NT is general takeout

10. OTHER NOTES

Cue raise with 8 losers, simple raise with 9 or 10 losers

Take out X shows 8 losers - points not important

No interference: better minor opening, 1 of a suit by partner, 1 of a major shows 5+ in the minor & 4 in the major. If the minor is not 5, then bid 1 NT. Partner can bid 2C checkback to ask for the major.