

## 4. BASIC RESPONSES

Jump raises - minors	Pre-empt	Other: 5+cd SUPP distributional hand
Jump raises - Majors	Pre-empt	Other:
Jump shifts after minor opening	1♣ -2♦ LIMIT 5+♣; 2 M 3-6HCP 6+ suit, 3 level SPL; 1♦ -3♣ LIMIT 5+♦	
Jump shifts after Major opening	1♥ -2♠ weak 6+ ♠; 3 level bids = Bergen raises with 4 cd SUPP	
Responses to strong 2 suit open.	2♦ WK or waiting; 2M or 3m 6+ suit with 3+CTRLs	
Responses to 2NT opening	3♣ Puppet Stayman, transfers to Ms	

## 5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	O/lead, A or Q-ATT, K-Count	
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	low from 3/4 if not supported
<b>Discards</b>	Odd=Enc., Even=McKenney	
<b>Count</b>	Low-High = Even	
<b>Signal</b> on partner's lead:	Low Encourage	
<b>Signal</b> on declarer's lead:	Reverse count	
<b>Notes</b> Wenceslas on our lead in suit contract when singleton in dummy		
After 1st discard, reverse count		

## 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/>	when? WDNPG
<b>Slam Notes</b>	Minorwood, when showing Kings, show specific King or the other 2 Kings		
Cue Bids <input checked="" type="checkbox"/>	First and second round		
Asking Bids <input type="checkbox"/>			

## 7. OTHER CONVENTIONS

Jacoby 2NT major raise	Lebensohl, Support X/XX
Puppet Stayman over 2NT rebid	SWINE when 1NT opening is X'd for penalty
mini splinters, long suit trials, Blackout	cue raise with values
After 2♠/2NT Superaccept in M, show short suit	inverted minor raises
and 3M=shortage in TF suit - GF	4NT opening: specific Ace ask

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Leaping and Non-leaping Michaels

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Sandwich NT only by passed hand

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Two-way checkback over 1NT rebid, Gazilli over 1M : 1NT

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2M:2NT then 3♣/3♦/3OM=shortage, 3M/3NT=min/max no short



AUSTRALIAN BRIDGE  
FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	245216	Sheila Bird
& Names:	160474	Felicity Smyth
Basic System:	Standard 2/1 forcing to Game (almost)	
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)11-20 HCP 3+	1♥ (10)11-20 HCP 5+	
1♦ (10)11-20 HCP 3+	1♠ (10)11-20 HCP 5+	
1NT 14-17 HCP	may contain 5 card Major <input checked="" type="checkbox"/>	
<b>1NT Responses</b> 2♣	Other: Lavings	
2♦ TRF to ♥	2♠ TRF to ♣	
2♥ TRF to ♠	2NT TRF to ♦	
other		
2♣ 23-24 HCP BAL, or GF		
2♦ Less than opening hand 4+/4+ Majors / Weak 2♦ in 3rd seat / 11-14 natural in 4th seat		
2♥ Weak 2♥ (may be 5 card suit) / 11-14 natural in 4th seat		
2♠ Weak 2♠ (may be 5 card suit) / 11-14 natural in 4th seat		
2NT 20-22 balanced	3NT 4-level minor pre-empt	
other In 4th seat, 2♦, ♥, ♠ are 10-14 with good 6-card suit		

## 2. PRE-ALERTS

Support X/XX, 4♣/♦ is ♥/♠ pre-empt	Bergen raises (3♣ is stronger than 3♦)
1M:2♣ = 3 card limit, or Nat or GF; Mini SPL	Bids over Oppt 1NT ocall of our 1minor opening
X over strong NT = a minor suit	Fit-showing jumps in competition

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	WK
Responsive doubles through	4♥	Unusual NT	Lowest unbid suits 5+/5+
1NT overcall - immediate	15-18 HCP - Lavings	Immediate cue of minor	Both Ms 5+/5+
1NT overcall - re-opening	11-14 HCP - Stayman	Immediate cue of Major	5+/5+OM +1m
Over weak twos	X T/O + LEB; 2NT:16-19 HCP	Over opening threes	X for T/O
Over opponent's 1NT	mod. CAPPILLETTI; over STR NT DBL shows single suiter in either minor		
2♣=Ms; 2♦ 6 card M, 2♥=♥ and ♣ or ♦ (5+/4+); 2♠=♠ and ♣ or ♦ (5+/4+), 2NT=minors			

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+ HCP 4+♦	2♦ 7-9 5+♣	3♦ SPL 10-14 HCP not GF
1♥ 5+ HCP 4+♥	2♥ 6+♥, 3-6 HCP	3♥ SPL 10-14 HCP not GF
1♠ 5+ HCP 4+♠	2♠ 6+♠, 3-6 HCP	3♠ SPL 10-14 HCP not GF
1NT 6-10 HCP	2NT 11-12 HCP no 4 M	3NT 13-15 HCP BAL no 4 M
2♣ inverted 4+♣, 10+	3♣ PRE 5+♣	4♣ Minorwood
other 4M: to play		
1♦ 1♥ 5+HCP 4+	2♥ 6+♥, 3-6 HCP	3♥ SPL 10-14 HCP not GF
1♠ 5+HCP 4+	2♠ 6+♠, 3-6 HCP	3♠ SPL 10-14 HCP not GF
1NT 6-10 HCP	2NT 11-12 HCP no 4 M	3NT 13-15 HCP no 4 M
2♣ 11+, GF unless rebid 3♣	3♣ 7-9 4+♦	4♣ SPL 10-14 HCP not GF
2♦ inverted 4+♦ limit or GF	3♦ PRE 5+♦	4♦ Minorwood
other 4M: to play		
1♥ 1♠ 5+ HCP 4+♠	2♥ 5+ HCP 3♥	3♦ 6-8 HCP 4+♥
1NT 6-12 HCP	2♠ 6+♠, 3-6 HCP	3♥ PRE 4+♥
2♣ 3-way see note	2NT GF raise, 4+ SUPP	3♠ SPL 9-12 HCP
2♦ 10+, GF unless rebid 3♦	3♣ 9-11 HCP 4+♥	3NT 13-15 HCP BAL 3♥
other 4♣ and 4♦ SPL 9-12 HCP		
1♠ 1NT 6-12 HCP	2♠ 5+ HCP 3♠	3♥ Nat 8-10, 6+♥
2♣ 3-way see note	2NT GF raise, 4+ SUPP	3♠ PRE 4+♠
2♦ 10+, GF unless rebid 3♦	3♣ 9-11 HCP 4+♠	3NT 13-15 HCP BAL 3♠
2♥ 10+, 5+♥ unless rebid 3♥	3♦ 6-8 HCP 4+♠	4♣ SPL 9-12 HCP
other 4♦/4♥ SPL 9-12 HCP		
1NT 3♣ Minors 5/5 INV	3♠ sing ♠ in 31(54) GF	4♦ TF to ♠
3♦ Minors 5/5 GF	3NT to play	4♥ to play
3♥ sing ♥ in 31(54) GF	4♣ TF to ♥	4♠ to play
other 4NT quantitative. If max respond with Aces 14/30; 5♥ with 2		
2♣ 2♦ WK or waiting	2NT 8-12<3CTRLs (Baron foll)	3♥
2♥ GF 6+♥ with 3+ CTRLs	3♣ GF 6+♣ with 3+ CTRLs	3♠
2♠ GF 6+♠ with 3+ CTRLs	3♦ GF 6+♦ with 3+ CTRLs	3NT 5+/5+ both mi 3+ CTRLs
other		
2♦ 2♥ to play	3♣ NAT NF	3♠ To play
2♠ to play	3♦ NAT NF	3NT to play
2NT STR enquiry	3♥ To play	4♣
other 4♥ to play		

**Notes** 3-way - 3 card limit raise or GF with 4+♣ or 6+♣ invitational

Over 2♦:2NT then 3C=min, 3♦=max 4/4, 3♥=max 4/5, 3♠=5/4, 2NT=max 5/5

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2♥ 2♠ Natural forcing	3♦ Natural forcing	3NT to play
2NT STR enquiry	3♥ Raise no game interest	4♣ Splinter
3♣ Natural forcing	3♠ Splinter	4♥ to play
other 4♠ to play		
2♠ 2NT STR enquiry	3♥ Natural forcing	4♣ Splinter
3♣ Natural forcing	3♠ Raise no game interest	4♥ Splinter
3♦ Natural forcing	3NT to play	4♠ to play
other Note X after opponents' 3♥ overcall = PEN		
2NT 3♣ Puppet Stayman	3♠ 5♠ and 4♥	4♦ Minorwood
3♦ TFR to ♥	3NT to play	4♥ to play
3♥ TFR to ♠	4♣ Minorwood	4♠ to play
other 4NT quantitative. If max respond with Aces 14/30; 5♥ with 2		

## 9. CONVENTIONS

**Unusual NT:** minors over 1M

after 1m shows om + a M

**4th Suit Forcing** One round

Game force

**NT Checkback**  Priorities: Over 1NT and 2NT rebid, bid out shape up the line; om/2NT

**Defence to 3NT opening** DBL= values, 4♣ T/O better ♥, 4♦ T/O better ♠

**Defence to Opening Twos** X=(15)16+, NAT overcalls. Where bid is natural, X=TO, 12+

Multi 2♦ X=(15)16+ with LEB, NAT overcalls

RCO style 2-s X=(15)16+ with LEB, NAT overcalls

Other 2-s X=(15)16+, 2 anchor T/O, NAT overcalls

**Defence to strong ♣** (1♣): DBL=Ms; 1♦= minors, 1NT: odd suits; 1M or 2m NAT, 2M WJO  
 (1♣) - P - (1♦) - DBL=Values with 123X's 1NT= minors 2♣ = Majors  
 Natural

**Over 1NT Interference** Lebensohl

**Lebensohl - other uses** over weak 2s

**Take out of 4 level pre-empts** 4♣/4♦ X  
 4♥ X 4♠ 4NT

## 10. OTHER NOTES

CAPPILLETTI: 2♣=Ms; 2♦ 6 card M, 2♥=♥ and ♣ or ♦ (5+/4+)

2♠=♠ and ♣ or ♦ (5+/4+), 2NT=minors; Over STR 1 NT DBL = 6 card minor

(1x)- P-(1y)-1NT = 2 suited T/O (5+/5+) even if not passed hand

1-2-3 style after pen DBL of 1NT or T/O DBL of weak twos or Michaels and similar sequences

Over opponent's 1NT overcall of our 1 of a minor openings: <10 HCP - 2♣: both majors

2♦ and 2♥ tfers to ♥ and ♠. Also 2♠ both minors; after 1♣ opening 2NT TFR to ♣ (can be passed) or weak ♦ suit. After 1♦ opening 2NT: TFR to ♣ (can be passed) or 5 card ♦ supp