4. BASIC RESPONSES

Jump raises - minors0-5 hcp 5+♣ or 4+♠Jump raises - Majors0-5 hcp, 4+ cards

Jump shifts after minor opening	1♣ 2♦ and 1♦-3♣ = LR, other = splinters
Jump shifts after Major opening	Bergen raises

Responses to strong 2 suit open. show controls, 3♥ or 3♠ is 6 cards with 2 of top 3 hnrs

Responses to 2NT opening

3♣ pup staym, 3♦ tfr to ♥, 3♥ tfr to ♠ 3♠ is minor suit staym

	5. PLAY CONVENT	IONS Show priorities		
	Versus Suit (or both)	Versus NoTrump (if different)		
Leads Sequences:	Overlead all	Overlead all		
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	Standard	Standard		
Discards	rev attitude or count	rev attitude or count		
Count	reverse attitude	reverse attitude		
Signal on partner's lead:	Low encourage	low encourage		
Signal on declarer's lead:	reverse count			
Notes low encouragin				
suit preference if app	licable			

6. SLAM CONVENTIONS

Ogust after weak 2

Ogust after jump weak shift

Jacoby 2NT

2 way checkback
Ath Suit foreing to gom

4th Suit forcing to game

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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

A	BF Nos.	962813	Lori Smith						
5	& Names:	195804	David Cher	ry					
Ba	asic System:	2 over 1							
В	rown Sticker	Class	fication: Gr	een 🗙	Blue		Red	Yellow	
			1. OP	ENING	BIDS	5			
D	escribe streng	th, minimum le	ength, or speci	fic meaning	J			Canape	
1.	3 + 11-20	hcp		1♥	5+ 11-20	0 hcp			
1	3+, 11-20) hcp		1♠	5+ 11-20	0 hcp			
11	NT 15-17 ho	cp.					may contain 5 c	ard Major	X
	1NT Responses	24 Stayma	an						
	2 transf	er to 🧡		24	transfe	er to 3	•		
	2 transf	er to 秦		2N	transfe	erto 3	•		
	other 3 🛧 is F	Puppet Staym	ian,						
2	23+ balar	nced. or 81/2	tricks						
2	6-10 hcp	6+♦							
2	🕴 6-10 hcp 6	6+♥							
2	6-10 hcp 6	6+♠							
21	NT 20-22 ho	p bal		3NT	Gamblin	ng			
oth	her								
			2. PF	RE-AL	ERTS				
	1M 2 ♣ = 3 w			Su	ipport X a	and XX	(
1	X of strong N	T = 4 cd M, 8	ōcm						
1									
I			OMPETITI			RCAL	LS		
	egative doubles the	Ŭ							
	esponsive doubles		Unusual NT		st 2 unbid		·		
	IT overcall - imme			Immediate c			majors		
	IT overcall - re-ope	e e			ue of Major		r major + a		
-	ver weak twos				ening threes		takeout (va	,	
	ver opponent's 1N						oth M, 2♦ 6	card ma	ajor
	2♥/♠ is 5M/4					suit			
	3♣ transfer to	o 3♦, may ha	ve second fiv	ve card su	it				

			ES TO OPENIN		
		-	minimum length, or specifi		-
1♣ 1♦	()	2♦	10-12 hcp 5+ 🜩	3	Splinter
1♥	5+HCP (4+♥)	2♥	6+♥ <7 hcp	3♥	Splinter
1♠	5+HCP (4+♠)	2	•	3♠	Splinter
1NT	6-11HCP(No 4cMajor)		15+ hcp, 5+ 🙅	3NT	12-14HCP balanced
2	6-9 HCP (5+♠)	3	0-6 HCP 5+ 秦	4	Preemptive
other					
	5+HCP (4+♥)	2 🧡	6+♥ <7 hcp	3 🧡	Splinter
1 🛧	5+HCP (4+♠)	2	6+ 4 <7hcp	3♠	Splinter
1NT	6-11HCP(No 4c Major)	2NT	15+ HCP 4+ 🔶	3NT	12-14HCP balanced
2🗭	GF 4+ 秦	3 🖡	10-12 hcp 4+ 🔶	4	Splinter
2�	6-9 HCP 4+	3�	0-6 HCP (♦ support)	4�	Preemptive
other					
1♥ 1♠	6+HCP 4+	2♥	6-9 HCP 3C support	3�	10-12 HCP(4 ♥ sup)
1NT	6-11HCP (No 4♠)	2	weak 6 card 🛧	3♥	3-5 HCP (4♥ support
2♣	3 way*	2NT	GF (4♥ sup)	3♠	Splinter
2�	GF 4+ 🔶	34	6-9 HCP 4♥ sup	3NT	12-14HCP (3♥ sup)
other	4 ♣ and 4♦ splinters 4	V we	ak with a shortage		
1 ♠ 1NT	6-10 HCP	2	6-9 HCP 3	3♥	splinter
24	3 way *	2NT	GF (4+♠)	3	3-6 HCP(4♠ sup)
2�	4+ ♦ GF	3 🗭	6-9 HCP (4 ♠)	3NT	12-14HCP(3 sup)
2 💙	5+♥(11+HCP)	3�	10-12 HCP(4♠)	4	Splinter
other	4♦ splinter and 4♥ to p	olay 4	weak with a shortage		
1NT 3♣	Puppet Stayman	3	1/3/(5/4) shape	4�	trf to 🧡
3�	5-5 minors	3NT	To play	4♥	trf to 🛧
3 🧡	3/1/(5/4) shape	4	Gerber	4	to play
other					
24 20	0 control	2NT	3 controls	3 💙	6+ cards,2 top hons
2 💙	1 controls	3	4 controls	3♠	6+ cards,2 top hons
2	2 controls	3�	5 controls	3NT	
other					
2♦ 2♥	F1	3♣	F1	3	splinter
2		3	To Play	3NT	•
2NT	Ogust	3♥	splinter	4	
	4 ♦ to play	•		1.510	
		— :41	er a Limit Raise or hette		<u> </u>

Notes 1 major 2♣ is 3 way bid. Either a Limit Raise or better with 3 card M, or balanced GF, or 4+♣ GF

2* 2♠ F1 3 ♠ F1 3NT to play 2NT Ogust 3* preemptive 4♣ splinter 3♣ F1 3♠ splinter 4* to play other 4● is splinter 3* F1 4♣ splinter 2♠ ZNT Ogust 3* F1 4♣ splinter 3* preemptive 4♣ splinter 3♠ F1 3♠ preemptive 4♣ splinter 3* preemptive 4♣ splinter 3♠ F1 3MT to play 4♣ 6♠ RKCB 4♣ to play 3♥ Tfr to ♥ 3NT To Play 4♠ to play 3♥ Tfr to ♥ 3NT To Play 4♠ to play 3♥ Tfr to ♥ 3NT To Play 4♠ to play other 5♣ and 5♠ to play 5€ ence to play 5€ ence to play Unusual NT: Minors 4♣ 6♣ RKCB 4♠ to play Other values, the to play Other values, the rout A♣ 6♣ RKCB 4♠ to play Other values Unusual NT: Minors Ath Suit Forcing Game force [2] NT Checkback Y Priorities: Defence to 3NT opening double values, 4♣ for the majors <th>2NTOgust3♥preemptive4♣splinter3♣F13♠splinter4♥to playother4♠is splinter5♥F14♣splinter2♠2NTOgust3♥F14♣splinter3♣F13♠preemptive4♥splinter3♠F13NTto play4♠to play</th> <th></th>	2NTOgust3♥preemptive4♣splinter3♣F13♠splinter4♥to playother4♠is splinter5♥F14♣splinter2♠2NTOgust3♥F14♣splinter3♣F13♠preemptive4♥splinter3♠F13NTto play4♠to play	
3♣ F1 3♠ splinter 4♥ to play other 4● is splinter 2♠ 2NT Ogust 3♥ F1 4♣ splinter 3♣ F1 3♠ preemptive 4♥ splinter 3♠ F1 3♠ Minor stayman 4♠ 6♠ RKCB 3♠ Tfr to ♥ 3₩ T to play 4♠ to play a♥ Tfr to ♥ 3₩ T To Play 4♥ to play a♥ Tfr to ♥ 3₩ T To Play 4♥ to play a♥ Tfr to ♥ 3₩ T To Play 4♠ to play a♥ Tfr to ♥ 3₩ T To Play 4♠ to play a♥ Tfr to ♥ 3₩ T To Play 4♠ to play a♥ Tfr to ♥ 3₩ T To Play 4♠ to play a♥ Tfr to ● 3₩ T To Play 4♠ to play a♥ Tfr to ● 3₩ T To Play 4♠ to play a♥ Tfr to ● 3₩ T To Play 4♠ to play ather to ● and 5♦ to play 5♥ to play Delay Unusual NT: Minors 4th Suit Forcing One round □ Game force [NT Checkback X Priorities: Defence to Opening Twos First X T/O, 2nd X Penalty Mult 2● X Values, then t/o, then penalty Other 2⋅s<	3♣ F1 3♠ splinter 4♥ to play other 4♦ is splinter 2♠ 2NT Ogust 3♥ F1 4♣ splinter 3♣ F1 3♣ preemptive 4♥ splinter 3♣ F1 3♠ preemptive 4♥ splinter 3● F1 3NT to play 4♠ to play	
other 4 + is splinter 2♠ 2NT Ogust 3♥ F1 4♣ splinter 3♣ F1 3♠ preemptive 4♥ splinter 3♦ F1 3♠ Ti to play 4♣ to play other 4♦ splinter 2NT 3♣ Puppet Stayman 3♠ Minor stayman 4♠ 6♦ RKCB 3♥ Tfr to ♥ 3NT To Play 4♥ to play 3♥ Tfr to ♥ 3NT To Play 4♥ to play 3♥ Tfr to ♥ 3NT To Play 4♥ to play 3♥ Tfr to ♥ 3NT To Play 4♥ to play 3♥ Tfr to ♥ 3NT To Play 4♥ to play 3♥ Tfr to ● 4♣ 6€ RKCB 4♠ to play 3♥ Tfr to ● 4♣ 6€ RKCB 4♠ to play 3♥ Tfr to ● 4♣ 6€ RKCB 4♠ to play 3♥ Tfr to ● 4♣ 6€ RKCB 4♠ to play 0ther 5€ and 5♦ to play Unusual NT: Minors 4th Suit Forcing One round	other 4 is splinter2A 2NTOgust3VF14Asplinter3AF13Apreemptive4Vsplinter3AF13NTto play4Ato play	
2♠ 2NT Ogust 3♥ F1 4♣ splinter 3♣ F1 3♠ preemptive 4♥ splinter 3♣ F1 3ℕT to play 4♣ to play other 4♠ splinter 2NT 3♣ Puppet Stayman 3♠ Minor stayman 4♠ 6♠ RKCB 3♥ Tfr to ♥ 3ℕT To Play 4♥ to play 3♥ Tfr to ♥ 3ℕT To Play 4♥ to play 3♥ Tfr to ♥ a4♣ 6♠ RKCB 4♣ to play other 5♣ and 5♦ to play 9. CONVENTIONS Unusual NT: Minors 4th Suit Forcing One round Game force 2 NT Checkback X Priorities: Defence to Opening Mouble values, 4♠ for the majors Defence to Opening Twos First X T/O, 2nd X Penalty Mult 2♠ X Values, then t/o, then penalty COther 2⋅s X Values, then t/o, then penalty Other 2⋅s X Values, then t/o, then penalty Defence 1♣ : X for Majors NT for minors to strong 2♠ : X for Majors NT for minors to Strong 2♠ : X for Majors NT for minors to Att evel pre-empts 4♣/4♠ double = takeout 4♥ Double = takeout 4♠ X = penalties 10. OTHER NOTES	2A 2NT Ogust3YF14Asplinter3AF13Apreemptive4Ysplinter3AF13NTto play4Ato play	
3♣ F1 3♠ preemptive 4♥ splinter 3♠ F1 3NT to play 4♠ to play other 4● splinter 3NT to play 4♠ to play 3● Tfr to ♥ 3NT To Play 4♥ to play 3♥ Tfr to ♥ 3NT To Play 4♥ to play 3♥ Tfr to ♥ 3NT To Play 4♥ to play 3♥ Tfr to ♥ 3NT To Play 4♥ to play 3♥ Tfr to ♥ 3NT To Play 4♥ to play 3♥ Tfr to ♥ 3NT To Play 4♥ to play 3♥ Tfr to ♥ 3NT To Play 4♥ to play 3♥ Tfr to ♥ 3NT To Play 4♥ to play 3♥ Tfr to ♥ 3NT To Play 4♥ to play 3♥ Tfr to ♥ 3NT To Play 4♠ to play 3♥ Tfr to ♥ 3NT To Play 4♠ to play 3♥ Tfr to ♥ 3NT To Play 4♠ to play 3♥ Tfr to ♥ 3NT To Play 4♠ to play 3♥ Tfr to ♥ 3NT To Play 4♠ to play 3♥ Tfr to ♥ 3NT To Play 4♥ to play 3♥ Tfr to ♥ 3NT To Play 4♥ to play 3♥ Tfr to ♥ 3NT To Play 4♥ to play 3NT to Play 4♠ for the majors Game force [NT Checkback X Priorities: Defence to Opening Twos First X T/O, 2nd X Penalty Mult 2● X Values, then t/o, then penalty Other 2-s X Values, then t/o, then penalty <	3♣ F1 3♠ preemptive 4♥ splinter 3♠ F1 3NT to play 4♠ to play	
3+ F1 BNT to play 4+ to play ather 4+ splinter 2NT 3+ Puppet Stayman 3+ Minor stayman 4+ 6+ RKCB 3+ Tfr to ♥ BNT To Play 4+ to play 4+ to play 3* Tfr to ♥ BNT To Play 4+ to play 3* Tfr to ♥ BNT To Play 4+ to play 3* Tfr to ♥ BNT To Play 4+ to play 3* Tfr to ♥ BNT To Play 4+ to play 3* Tfr to ♥ BNT To Play 4+ to play 3* Tfr to ♥ BNT To Play 4+ to play 3* Tfr to ♥ BNT To Play 4+ to play 3* Tfr to ♥ BNT To Play 4+ to play 3* Tfr to ♥ BNT To Play 4+ to play 3* Tfr to ♥ BNT To Play 4+ to play 3* Tfr to ♥ BNT Force Force Force 3* Tfr to ♥ BNT Force Game force Image: Second Sec	3♦ F1 3NT to play 4♠ to play	
other 4◆ splinter 2NT 3♣ Puppet Stayman 3♠ Minor stayman 4♦ 6◆ RKCB 3◆ Tfr to ♥ 3NT To Play 4♥ to play 3♥ Tfr to ♠ 4♣ 6♣ RKCB 4♠ to play 3♥ Tfr to ♠ 4♣ 6♣ RKCB 4♠ to play g♥ Tfr to ♠ 4♣ 6♣ RKCB 4♠ to play g♥ Tfr to ♠ 4♣ 6♣ RKCB 4♠ to play g♥ Tfr to ♠ 4♣ 6♣ RKCB 4♠ to play g♥ Tfr to ♠ 4♣ 6♣ RKCB 4♠ to play g♥ Tfr to ♠ 4♣ 6♣ RKCB 4♠ to play g♥ Tfr to ♠ 4♣ 6♣ RKCB 4♠ to play g♥ Tfr to ♠ 9. CONVENTIONS 1 Unusual NT: Minors 4♣ 6♣ RKCB 4♠ to play Unusual NT: Minors Game force [1 NT Checkback X Priorities: 0 2 Defence to Opening Twos First X T/O, 2nd X Penalty 1 1 Multi 2◆ X Values, then t/o, then penalty 1 1 Other 2-s X Values, then t/o, then penalty 1 1 Other 2-s X Values NT for minors 1		
2NT 3♣ Puppet Stayman 3♠ Minor stayman 4♠ 6♠ RKCB 3♠ Tfr to ♥ 3NT To Play 4♥ to play 3♥ Tfr to ♠ 4♣ 6♣ RKCB 4♠ to play 3♥ Tfr to ♠ 4♣ 6♣ RKCB 4♠ to play 3♥ Tfr to ♠ 4♣ 6♣ RKCB 4♠ to play 3♥ Tfr to ♠ 4♣ 6♣ RKCB 4♠ to play 3♥ Tfr to ♠ 4♣ 6♣ RKCB 4♠ to play 3♥ Tfr to ♠ 4♣ 6♣ RKCB 4♠ to play 3♥ Tfr to ♠ 4♣ 6♣ RKCB 4♠ to play 3♥ Tfr to ♠ 4♣ 6♣ RKCB 4♠ to play other 5♣ and 5♦ to play 9. CONVENTIONS Unusual NT: Minors 4th Suit Forcing One round □ Game force 1 Game force 1 NT Checkback X Priorities: Defence to Opening Twos First X T/O, 2nd X Penalty Multi 2● X Values, then t/o, then penalty RC0 style 2-s X Values, then t/o, then penalty Other 2-s X Values, then t/o, then penalty Other 2-s X Values, then t/o, then penalty Defence 1♠ : X for Majors NT for minors to strong 2● : X for Majors NT for minors ★ Over 1NT Interference Lebensohl - other uses Take out of 4 level pre-empts 4♣/4● double = takeout 4♠ X = penalties 10. OTHER NOTES	other 4 + splinter	
3 Tfr to 3NT To Play 4 to play 3 Tfr to 4 6 RKCB 4 to play 3 Tfr to 4 6 RKCB 4 to play 3 Tfr to 4 6 RKCB 4 to play 3 Tfr to 4 6 RKCB 4 to play 3 Tfr to 4 6 RKCB 4 to play and 5 to play Unusual NT: Minors 4th Suit Forcing One round Game force NT Checkback X Priorities: Defence to 3NT opening double values, 4 for the majors Defence to Opening Twos First X T/O, 2nd X Penalty Multi 2 X Values, then t/o, then penalty RCO style 2-s X Values, then t/o, then penalty Other 2-s X Values, then t/o, then penalty Over 1NT Interference Lebensohl, X T/O Values Lebensohl - other uses Image: Contract State Take out of 4 level pre-empts 4 4 Double = takeout 4 A Y Double = takeout 4 A Y Double = takeout		
3♥ Tfr to ♠ 4♣ 6♠ RKCB 4♠ to play other 5♣ and 5♦ to play 9. CONVENTIONS Unusual NT: Minors 4th Suit Forcing One round Game force [] NT Checkback X Priorities: Defence to 3NT opening double values, 4♣ for the majors Defence to Opening Twos First X T/O, 2nd X Penalty Multi 2● X Values, then t/o, then penalty RC0 style 2-s X Values, then t/o, then penalty Other 2-s X Values, then t/o, then penalty Defence 1♣: X for Majors NT for minors to strong 2●: X for Majors NT for minors ♦ Over 1NT Interference Lebensohl - other uses Take out of 4 level pre-empts 4♣/4● double = takeout 4♣/4● double = takeout 4♠/4●	2NT 3♣ Puppet Stayman 3♣ Minor stayman 4♦ 6♦ RKCB	
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Unusual NT: Minors 4th Suit Forcing One round Game force [] NT Checkback X Priorities: Defence to 3NT opening double values, 4♠ for the majors Defence to Opening Twos First X T/O, 2nd X Penalty Multi 2 X Values, then t/o, then penalty RC0 style 2·s X Values, then t/o, then penalty Other 2·s X Values, then t/o, then penalty Other 2·s X Values, then t/o, then penalty Defence 1♣ : X for Majors NT for minors to strong 2♣ : X for Majors NT for minors • • Over 1NT Interference Lebensohl, X T/O Values Lebensohl - other uses 4♣/4♠ double = takeout 4♥ Double = takeout 4♣ X = penalties 10. OTHER NOTES 10. OTHER NOTES	9. CONVENTIONS	
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Defence to Opening Twos First X T/O, 2nd X Penalty Multi 2◆ X Values, then t/o, then penalty RC0 style 2-s X Values, then t/o, then penalty Other 2-s X Values, then t/o, then penalty Defence 1 + : X for Majors NT for minors to strong 2 + : X for Majors NT for minors • Over 1NT Interference Lebensohl, X T/O Values Lebensohl - other uses Take out of 4 level pre-empts 4♣/4 double = takeout 4♥ Double = takeout 4♠ X = penalties		
Multi 2 X Values, then t/o, then penalty RC0 style 2-s X Values, then t/o, then penalty Other 2-s X Values, then t/o, then penalty Defence 1 : X for Majors NT for minors to strong 2 : X for Majors NT for minors over 1NT Interference Lebensohl, X T/O Values Lebensohl - other uses Take out of 4 level pre-empts 4♣/4 double = takeout 4 Double = takeout 4 X = penalties 10. OTHER NOTES		
RCO style 2-s X Values, then t/o, then penalty Other 2-s X Values, then t/o, then penalty Defence 1 ★ : X for Majors NT for minors to strong 2 ★ : X for Majors NT for minors . . Over 1NT Interference Lebensohl, X T/O Values Lebensohl - other uses . Take out of 4 level pre-empts 4♣/4 ◆ double = takeout 4 ♥ Double = takeout 4 ♠ X = penalties IO. OTHER NOTES		
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to strong A Over 1NT Interference Lebensohl, X T/O Values Lebensohl - other uses Take out of 4 level pre-empts 4♣/4 double = takeout 4♥ Double = takeout 4♣ X = penalties 10. OTHER NOTES		
strong 2♣ : X for Majors NT for minors Image: Strong Processing Strong Proc	Defence 1 · X for Majors NT for minors	
Image: Weight of the second state		
Over 1NT Interference Lebensohl, X T/O Values Lebensohl - other uses Image: Constraint of the end of t	strong 2♣ : X for Majors NT for minors	
Lebensohl - other uses Take out of 4 level pre-empts 4♣/4◆ double = takeout 4♥ Double = takeout 4♠ X = penalties 10. OTHER NOTES	*	
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4♥ Double = takeout 4♠ X = penalties 10. OTHER NOTES	Lebensohl - other uses	
4♥ Double = takeout 4♠ X = penalties 10. OTHER NOTES	Take out of 4 level pre-empts 4♣/4♦ double = takeout	
10. OTHER NOTES		
	10 OTHER NOTES	