

## 4. BASIC RESPONSES

Jump raises - minors	PRE, 0-6 HCP, (4)5 + card support
Jump raises - Majors	PRE, 0-5 HCP, 4+ card support
Jump shifts after minor opening	2M = Weak, 6-card suit, Minor = 7-9 HCP 4+ card support
Jump shifts after Major opening	3m = Bergen Raise, 2♠ = WK, 6+♠, 3♥ = SPL
Responses to strong 2 suit open.	2♦ = NEG/Waiting, others = +ve
Responses to 2NT opening	3♣ = Muppet Stayman, 3♦/♥ = TRF ♥/♠, 3♠ = Minor Stayman

## 5. PLAY CONVENTIONS Show priorities

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

## 6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
<b>Slam Notes</b>	SPL, Some Rangewood, Exclusion KCB, GSF, Non-serious 3NT	
Cue Bids <input checked="" type="checkbox"/>	Cue = 1st/2nd	
Asking Bids <input checked="" type="checkbox"/>	After 5NT King Ask & Resp, New Suit = Ask;	

## 7. OTHER CONVENTIONS

3 way Checkback	System on after 1NT X except XX = Bid 2♣:
Support X/XX for major	Pass = ♣; 2♦ = ♦, WK; 2♥ = Both M, WK
Negative X of 1♥ = 4+♠	Leaping Michaels
1m-4M = Exclusion KCB	D0P1 R0P1 DOPE

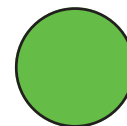
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# AUSTRALIAN BRIDGE FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	Felicity Smyth
& Names:	Therese Demarco
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

1♣ 3+C, 11+HCP	1♥ 5+♥, 11+HCP
1♦ 4+♦, 11+HCP	1♠ 5+♠, 11+HCP
1NT (14+)15-17	may contain 5 card Major <input checked="" type="checkbox"/>

**1NT Responses** 2♣ Simple Stayman, then 3M is Smolen over 2♦  
 2♦ TRF ♥ (2NT or 3♥ superacc w 4♥) 2♠ TRF ♣, or range ask.  
 2♥ TRF ♠ (2NT or 3♠ superacc w 4♠) 2NT TRF ♦  
 other 3♥/♠ = shortage, typically 5431; 4♣/♦ = TRF 4♥/♠

2♣ 22+ HCP, BAL or Any FG	
2♦ Weak Major	
2♥ Multi : Weak, ♥ & a minor, 55 Vul, 54 NV	
2♠ Multi : Weak, ♠ & a minor, 55 Vul, 54 NV	
2NT 20-21 BAL	3NT Gambling, solid minor, no side A or K
other	

## 2. PRE-ALERTS

	Michaels Cue Bids
Inverted Minor Raises	Support Doubles

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	Weak
Responsive doubles through	4♠	Unusual NT	Lower 2 unbid suits
1NT overcall - immediate	15-18, system on	Immediate cue of minor	Both Majors (55)
1NT overcall - re-opening	10-14, system on	Immediate cue of Major	OM + minor (55)
Over weak twos	X = T/O	Over opening threes	X = T/O
Over opponent's 1NT	X = PEN, 2♣ = Both Majors, 2♦ = ♥ or ♠, 2M = M + m (54),		
2NT = Both minors X Strong NT = single suited minor			

# 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+ HCP, 4+D	2♦ 7-9, 5+♣, UNBAL	3♦ SPL, FG
1♥ 5+ HCP, 4+H	2♥ WK: 0-6 HCP, 6+♥	3♥ SPL, FG
1♠ 5+ HCP, 4+S	2♠ WK: 0-6 HCP, 6+♠	3♠ SPL, FG
1NT 6-10 HCP, no 4M	2NT 10-12 HCP, No 4M	3NT 12-14 33(34)
2♣ 10+, 5+♣	3♣ PRE	4♣ PRE
other * May be weaker than 5 HCP if short ♣ & UNBAL		
1♦ 1♥ 6+ HCP, 4+♥	2♥ WK: 0-6 HCP, 6+♥	3♥ SPL, FG
1♠ 6+ HCP, 4+♠	2♠ WK: 0-6 HCP, 6+♠	3♠ SPL, FG
1NT 6-10 HCP, no 4M	2NT 10-12 HCP, No 4M	3NT 12-14 33(43)
2♣ FG, 5(4)+♣	3♣ 7-9, 5+♦, UNBAL	4♣ SPL, FG
2♦ 10+, 5+♦	3♦ PRE	4♦ PRE
other		
1♥ 1♠ 6+ HCP, 4+♠	2♥ 6-9, 3♥	3♦ 10-12, 4+♥
1NT 6-11 HCP, NF	2♠ WK: 0-6 HCP, 6+♠	3♥ PRE
2♣ ** See Notes below	2NT FG, 4+♥	3♠ SPL, 8-11
2♦ FG, 5+♦	3♣ 6-9, 4+♥	3NT 12-14 33(34)
other		
1♠ 1NT 6-11 HCP, NF	2♠ 6-9, 3♠	3♥ SPL, 8-11
2♣ ** See Notes below	2NT FG, 4+♠	3♠ PRE
2♦ FG, 5+♦	3♣ 6-9, 4+♠	3NT 12-14 33(34)
2♥ FG, 5+♥	3♦ 10-12, 4+♠	4♣ SPL, 8-11
other		
1NT 3♣ NAT, S/T	3♠ FG, 13(54)	4♦ TRF ♠
3♦ NAT, S/T	3NT To Play	4♥ To Play
3♥ FG, 31(54)	4♣ TRF ♥	4♠ To Play
other 4NT = BW		
2♣ 2♦ NEG / Waiting	2NT +ve	3♥ 0-4, 6+♥
2♥ NAT, +ve	3♣ NAT, +ve	3♠ 0-4, 6+♠
2♠ NAT, +ve	3♦ NAT, +ve	3NT
other		
2♦ 2♥ P/C	3♣ NAT, F1	3♠ P/C
2♠ P/C	3♦ NAT, F1	3NT To Play
2NT ENQ	3♥ P/C	4♣ TRF to Suit
other 4♦ = Bid Suit; 4M = To Play		

**Notes** \*\* Over 1M, 2♣ = NAT, FG, 4+♣; or INV in M; or FG, BAL, < 3M; or FG, 3M.

2♥ 2♠ NAT, F1	3♦ P/C	3NT To Play
2NT ENQ	3♥ To Play	4♣ P/C
3♣ P/C	3♠	4♥ To Play
other After 2NT: 3m = MIN; 3M = MAX, Corresponding minor		
2♠ 2NT ENQ	3♥ NAT, F1	4♣ P/C
3♣ P/C	3♠ To Play	4♥ To Play
3♦ P/C	3NT To Play	4♠ To Play
other After 2NT: 3m = MIN; 3M = MAX, Corresponding minor		
2NT 3♣ Puppet Stayman	3♠ Minor Suit Stayman	4♦ KCB in ♦
3♦ TRF ♥	3NT To Play	4♥ Nat NF mild slam try
3♥ TRF ♠	4♣ KCB in ♣	4♠ Nat NF mild slam try
other		

# 9. CONVENTIONS

**Unusual NT:** Lower 2 unbid suits

**4th Suit Forcing** One round  Game force

**NT Checkback**  Priorities: 2♣ = PUP to 2♦, then INV; 2♦ = FG; 2NT = PUP 3♣

**Defence to 3NT opening**

**Defence to Opening Twos** 2NT = (15)16-18

Multi 2♦ 1/2/3 Doubles

RCO style 2-s 1/2/3 Doubles

Other 2-s 1/2/3 Doubles

**Defence (1C) : Natural**

**to**

**strong (2♣) : as above**

**1♣ / 2♣**

**Over 1NT Interference** T/O X and Lebensohl (slow shows stop)

**Lebensohl - other uses** After T/O X of WK 2

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

4♥ X; 4NT = Usually minors 4♠ X; 4NT = 2 Suits

# 10. OTHER NOTES