

4. BASIC RESPONSES

Jump raises - minors	Inverted
Jump raises - Majors	Bergen
Jump shifts after minor opening	weak <6, 6+ suit
Jump shifts after Major opening	Bergen
Responses to strong 2 suit open.	2♣ to 2♦ weak, others positive
Responses to 2NT opening	suits to play

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	A att, K count	overlead
Four or more with an honour	4th highest	4th highest
From 4 small	2nd highest	2nd highest
From 3 cards (no honour)	middle	middle
In partner's suit	low enc	low enc
Discards	low enc, McKenney when feasible	McKenney when feasible
Count	reverse	reverse
Signal on partner's lead:	low enc	low enc
Signal on declarer's lead:	reverse count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 3014 4♣ Gerber when? over 1NT or 2NT rebid

Slam Notes

Cue Bids

Asking Bids

7. OTHER CONVENTIONS

Splinters	Jacoby 2NT
FSF	Bergen raises
Cue raises	Cue bids
Drury	Exit transfers over 1NTX
Checkback	Support X

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Lebensohl

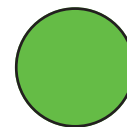
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	317861	geoff yeo
& Names:	125581	david schokman
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

1♣	11, 2+	1♥	11, 5
1♦	11, 4	1♠	11, 5
1NT	15-17 bal	may contain 5 card Major <input checked="" type="checkbox"/>	

1NT Responses 2♣ 5 card M ask

2♦	Transfer to ♥	2♠	Transfer to ♣
2♥	Transfer to ♠	2NT	Transfer to ♦
other 4♣ is Gerber, Super accepts			

2♣ GF or 3 loser hand

2♦ 5-10 with 6 card ♥ or ♠ or 19-20 bal

2♥ 5-10 with 5 ♥ and 4+ m less than opening hand

2♠ 5♠ and 4+ m less than opening hand

2NT 21-22 bal

3NT Specific Ace Ask

other

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	3♠	Jump overcalls	3♠
Responsive doubles through	weak	Unusual NT	2 lowest unbid suits
1NT overcall - immediate	15-18 + stop	Immediate cue of minor	ELO (extremes)
1NT overcall - re-opening	12-14 + stop	Immediate cue of Major	ELO (extremes)
Over weak twos	X=TC,	Over opening threes	
Over opponent's 1NT	Capeletti, 2♣ is Single suit, 2♦ M's (5/4+), 2♥ is ♥ and 4+ m		
	2♠ is 5♠ and 4+ m, 2NT is 5♣ and 5♦, X is suggesting pen		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ 4 suit	2♦ 10-11, 5+ ♣	3♦ Splinter
1♥ 6, 4	2♥ <6, 6	3♥ "
1♠ 6,4	2♠ <6, 6	3♠ "
1NT 6-10, no 4 M	2NT 11-12, bal, no 4M	3NT 13-15 bal with stops
2♣ 12+, 5+ ♣, no 4M	3♣ 5-9, 5+, no 4M	4♣ RKCB in ♣
other		
1♦ 1♥ 6+, 4 ♥	2♥ <6, 6 ♥	3♥ Splinter
1♠ 6+, 4 ♠	2♠ < 6, 6 ♠	3♠ "
1NT 6-10, no 4M	2NT 11-12 bal, no 4 M	3NT 13-15 bal with stops
2♣ 11, 4	3♣ 10-11, 5+ ♦	4♣
2♦ 12+, 5, no 4M	3♦ 5-9, 5	4♦ RKCB in ♦
other		
1♥ 1♠ 6+, 4	2♥ 6(5)-9, 3 ♥	3♦ 10-12, 4 ♥
1NT 6-10	2♠ 10+ - 12, 3 ♥	3♥ 2-5, 4 ♥
2♣ 11, 4 ♣	2NT 12+, 4 ♥	3♠ Splinter
2♦ 10+, 4 ♦	3♣ ♥6-9, 4 ♥	3NT 13-15
other		
1♠ 1NT 6-10	2♠ 6-9, 3 ♠	3♥ 10+ - 12, 3 ♠
2♣ 11, 4 ♣	2NT 12+, 4 ♠	3♠ 2-5, 4 ♠
2♦ 11, 4 ♦	3♣ 6-9, 4 ♠	3NT 13-15
2♥ 11, 5 ♥	3♦ 10-12, 4 ♠	4♣
other		
1NT 3♣ 5/5 + ms, non forcing	3♠ 5/5+ Ms, forcing	4♦
3♦ 5/5+ ms, forcing	3NT to play	4♥ To play
3♥ 5/5+, non forcing	4♣ gerber	4♠ To play
other		
2♣ 2♦ 0-7	2NT 8+, bal	3♥
2♥ pos, 5	3♣ pos, 5	3♠
2♠ pos, 5	3♦ pos, 5	3NT
other		
2♦ 2♥ P/C	3♣ To play	3♠
2♠ P/C, better ♥ than ♠	3♦ To play	3NT To play
2NT (Strong) Enquiry	3♥ P/C	4♣
other		

Notes

2♥ 2♠ To play	3♦ To play	3NT To play
2NT Strong enquiry	3♥ support not forcing	4♣
3♣ To play	3♠	4♥ To play
other		
2♠ 2NT Enquiry	3♥ To play	4♣
3♣ To play	3♠ support not forcing	4♥
3♦ To play	3NT To play	4♠ To play
other		
2NT 3♣ Lavings	3♠ 5 ♠ & 4 ♥	4♦
3♦ Tr to ♥	3NT to play	4♥
3♥ Tr to ♠	4♣ Gerber	4♠
other		

9. CONVENTIONS

Unusual NT: To lowest unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 3 card support, other M

Defence to 3NT opening X is 16+

Defence to Opening Twos X is 16+, 2Nt has stops in M's

Multi 2♦

RCO style 2-s

Other 2-s

Defence (1♣) : X=M's, 1NT is m's, 1♦ is SS, 2♣ is blacks, 1♥ and 1♠ natural

to 2♣ is ♣ and ♠, 2♦ is ♦ and ♥

strong (2♣) : Natural

1♣ / 2♣

Over 1NT Interference Lebensohl

Lebensohl - other uses

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

4♥ X is TO 4♠ X= pen, 4NT is TO

10. OTHER NOTES

Bergen on after a X, off after interference

Exit transfers after 1NTX

After Jacoby 2NT, 3 new suit shortage (0,1), 3NT is 15-16+, 3 suit 17+, 4M 11-14

Inverted minors, Drury

Multi 2D. After X system on, after int X is for P/C