

4. BASIC RESPONSES

Jump raises - minors	Limit 7-11 HCP, 4+ cards
Jump raises - Majors	Limit 7-11 HCP, 4+ cards
Jump shifts after minor opening	1m-2M weak with long Major. 1C-2D or 1D-3C GF raise
Jump shifts after Major opening	1M-3C GF raise. 1H-2S weak with long S. Other: splinter
Responses to strong 2 suit open.	2 C - 2 D waiting
Responses to 2NT opening	Puppet Stayman, transfer to Majors, 3 S = minors, 3NT = 5S/4H

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All except AK stiff	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	standard	
Discards	See Note #	
Count	High-Low = Even	
Signal on partner's lead:	See Note #	
Signal on declarer's lead:	See Note #	
Notes #	When we choose to give count (when we believe it will benefit partner more than declarer) we give standard present count. We rarely give attitude, but when we do it will be a McKenney.	

6. SLAM CONVENTIONS 4♣ Gerber

4NT: Blackwood <input type="checkbox"/> RKCB 1430	Quantitative after NT openings
Asking Bids <input checked="" type="checkbox"/> Cue Bids <input checked="" type="checkbox"/>	First cue usually first round control, others 1st or 2nd
Cheapest non-trump suit after RKCB response asks for trump queen.	
5 NT followup asks for Kings - Sesame Street - (bid the King you have or don't have (if 2))	

7. OTHER CONVENTIONS

Jump to 5 NT = Grand Slam Force	Bid 7 with 2 of top 3, else bid 6
Jump to 5 Maj = Trump inquiry - bid 7 with	AKQ, bid 6 with 2 of those cards.
If you open a multi 2 D in first seat	second seat shows HCP range (from zero)
If you open a multi 2 D in second seat	third seat shows strong hand with X or 2NT

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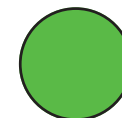
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**AUSTRALIAN BRIDGE
FEDERATION LTD.**

STANDARD SYSTEM CARD



ABF Nos.	1092871	A Wilson, 1141678 C Chisolm, 664121 M Kelly
& Names:	151858	R Mooney, 697982 D Hnaris, 856347 C Depasquale
Basic System:	Goren (4 card suits) with McGladder twists	
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, min.length, or specific meaning Canapé

1♣ 11 + HCP 4+ Clubs	1♥ 11+ HCP 4+ Hearts
1♦ 11+ HCP, 4+ Diamonds	1♠ 11+ HCP 4+ Spades
1NT 15-17 (semi-)balanced	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses	2♣ Simple Stayman
2♦ Transfer to Hearts	2♠ Range Probe or Transfer to Clubs
2♥ Transfer to Spades	2NT Transfer to Diamonds
(Dbl) Same	other After 2 S or 2 NT 3 C = maximum

2♣ 22+ balanced or any game forcing hand	
2♦ Weak 2 in either major	
2♥ 5 Hearts and a 4+ card minor with 6-10 HCP	
2♠ 5 Spades and a 4+ card minor with 6-10 HCP (6 spades and 10-12 HCP in 4th seat)	
2NT 20-21 (semi-)balanced	3NT To Play
other 4NT = Specific Ace Ask. 5 C = none, 6 C = C, 5 NT = 2.	

2. PRE-ALERTS

If you open a Multi 2 D see	
"7. Other conventions"	
We like to go for a drink after the session.	

3. COMPETITIVE BIDS / OVERCALLS

Doubles Penalty after our NT openings or we have agreed a suit	Negative DBL thru 7 S
Other doubles are for takeout	Responsive DBL thru 3 S
Jump overcalls Weak, usually 6+ cards	Unusual NT Lower 2 unbid suits
1NT overcall: (immediate) 15-18 BAL systems on	(re-opening) 10-14 systems on
Immediate cue: (minor) Majors <11 or 16+ HCP	(Major) 5 other Maj & 5 minor <11/16+
Over: Weak Twos 2NT 16-19, X Scramble	Opening Threes X = T/O, 3 NT to play
Opponent's transfers Double = Lead-Directing (after NT openings) T/O if t/fer over 1 C	
Opponent's 1NT Multi-Landy 2 C = both Majors, 2 D =single suited Major, 2 H = Hearts and Minor, 2 S = Spades and minor	
(1x) - 3 x says, "Bid 3 NT with a stopper in their suit".	

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣	1♦	6+HCP, 4+ Diamonds	2♦	GF Club raise	3♦	Support short diamond
1♥	6+ HCP, 4+ Hearts	2♥	4-7 HCP, 6 Hearts	3♥	Support, short Heart	
1♠	6+ HCP, 4+ Spades	2♠	4-7 HCP, 6 Spades	3♠	Support, short Spade	
1NT	9-11 bal, no major	2NT	GF Balanced	3NT	To play	
2♣	7-11 HCP 3 Clubs	3♣	7-11 HCP 4+ clubs	4♣	RKCB in clubs	
other						
1♦	1♥	6+ HCP, 4+ Hearts	2♥	4-7 HCP, 6 Hearts	3♥	Support, short Heart
1♠	6+ HCP, 4+ Spades	2♠	4-7 HCP, 6 Spades	3♠	Support, short Spade	
1NT	6-10 bal, no major	2NT	GF Balanced	3NT	To play	
2♣	10+ HCP, 5+ Clubs	3♣	GF Diamond raise	4♣	Support, short club	
2♦	7-11 HCP 3 diamonds	3♦	7-11 HCP 4+ diamonds	4♦	RKCB in diamonds	
other						
1♥	1♠	6+ HCP, 4+ Spades	2♥	7-11 HCP, 3 Hearts	3♦	Splinter singleton
1NT	6-10 HCP, <4 Spades	2♠	4-7 HCP, 6 Spades	3♥	7-11 HCP, 4 Hearts	
2♣	10+ HCP, 5+ Clubs	2NT	GF Balanced	3♠	Support, short spade	
2♦	10+HCP 5+ diamonds	3♣	GF Heart raise	3NT	To play	
other	4 C splinter, 4 D - splinter - void, 4 H - shapely pre-empt					
1♠	1NT	6-10 HCP, <3 spades	2♠	7-11 HCP, 3 spades	3♥	Support short Heart
2♣	10+ HCP, 5+ Clubs	2NT	GF Balanced	3♠	7-11 HCP, 4 spades	
2♦	10+HCP 5+ diamonds	3♣	GF Spade raise	3NT	To play	
2♥	10+HCP 5+ Hearts	3♦	Splinter single diamond	4♣	Support, short club	
other	4 D splinter with diamond void, 4 S - shapely pre-empt					
1NT	3♣	6+ C, 2 of AKQ only	3♠	1-3-5/4 GF	4♦	RKCB in diamonds
3♦	6+ D, 2 of AKQ only	3NT	To play	4♥	To play	
3♥	3-1-5/4 GF	4♣	RKCB in clubs	4♠	To play	
other						
2♣	2♦	No suitable response	2NT	Bal 8-10, 3+ controls	3♥	7+ H, < 3 controls
2♥	5+H, 3+ controls 2 TH	3♣	5+C, 4+ controls 2 TH	3♠	7+ S, < 3 controls	
2♠	5+S, 3+ controls 2 TH	3♦	5+D, 4+ controls 2 TH	3NT	Bal 11+ HCP, 3+ cont	
other	Without a "dog in every kennel" 2 D is preferred to a NT response					
2♦	2♥	Pass or correct	3♣	Natural not forcing	3♠	Pass or correct
2♠	Pass or correct	3♦	Natural not forcing	3NT	To play	
2NT	Asks suit (C=H, D=S)	3♥	Pass or correct	4♣		
other	If opponents overcall a major, double = pass or correct					

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2♥	2♠	Natural not forcing	3♦	Natural not forcing	3NT	To play
2NT	Asks for minor	3♥	Not forcing	4♣		
3♣	Natural not forcing	3♠		4♥	To play	
other						
2♠	2NT	Asks for minor	3♥	Natural not forcing	4♣	
3♣	Natural not forcing	3♠	Not forcing	4♥		
3♦	Natural not forcing	3NT	To play	4♠	To play	
other						
2NT	3♣	Puppet Stayman	3♠	Minors, at least 5-5	4♦	RKCB in diamonds
3♦	Transfer to Hearts	3NT	5 S/4H, "pick a game"	4♥	To play	
3♥	Transfer to Spades	4♣	RKCB in clubs	4♠	To play	
other						

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities:

Defence to 3NT opening Take first 5 tricks

Defence to Opening Twos 2 NT = 16-19 bal; after T/O X 2 NT = scramble

Multi 2♦ Point count range given by second seat if Multi 2 D opened in first seat

RCO style 2-s 2 NT = 16-19 bal; after T/O X 2 NT = scramble

Other 2-s 2 NT = 16-19 bal; after T/O X 2 NT = scramble

Defence (1 C): X = H/S, 1 D = H or S, 1 H = H + minor, 1 S = S + minor, 1 NT = minors.

to All 2 level or higher bids are natural single suiters

strong (2 C): X = H/S, 2 D = H or S, 2 H = H + minor, 2 S = S + minor, 2 NT = minors.

1♣/2♣ All 3 level or higher bids are natural single suiters

Over 1NT Interference Lebesohl

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ Double for takeout

4♥ Double for takeout; 4 NT = minors 4♠ Double for takeout; 4 NT = minors

10. OTHER NOTES

Did I mention we like to go for a drink after the session?