

4. BASIC RESPONSES

Jump raises - minors	Inverted
Jump raises - Majors	limit
Jump shifts after minor opening	weak 6 card suit
Jump shifts after Major opening	mini splinter / splinter
Responses to strong 2 suit open.	2♦ = waiting or negative
Responses to 2NT opening	3♣ enquiry

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead all A-Attitude 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	
Discards	High Encourage	
Count	High-Low = Even	
Signal on partner's lead:	High Encourage	
Signal on declarer's lead:	Natural count	
Notes	Lead of J or 10 could be from broken sequence eg KJ10 Q109	
	McKenney signals where applicable	

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/>	when?
Slam Notes	Minorwood		
Cue Bids <input checked="" type="checkbox"/>			
Asking Bids <input type="checkbox"/>			

7. OTHER CONVENTIONS

Support X & XX	Lebensohl
Cue Raises	Long suit trial bids
TOM	Leaping Michaels
Minorwood	
Jacoby NT	

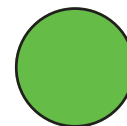
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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	519251	Yolanda Floris
& Names:	11142	Toni Bardon
Basic System:	SA	
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♣ 11+hcp 3+	1♥ 11hcp 5+	
1♦ 11+hcp 3+	1♠ 11hcp 5+	
1NT 15-17	may contain 5 card Major <input type="checkbox"/>	
1NT Responses 2♣ Simple Stayman		
2♦ trans ♥	2♠ trans ♣ - 3♣ superaccept	
2♥ trans ♠	2NT trans ♦ - 3♦ superaccept	
other superaccepts		
2♣	game force or 23+ balanced	
2♦	at least 5/4 in Ms, 6-10 HCP	
2♥	6H, 6-10 HCP	
2♠	6S, 6-10 HCP	
2NT	20-22 HCP, may have any 5 card suit	3NT gambling
other		

2. PRE-ALERTS

Inverted Minors	
Cue Raises	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	weak
Responsive doubles through	4♥	Unusual NT	Majors or minors
1NT overcall - immediate	15-18	Immediate cue of minor	other minor + Major - 5+/5+
1NT overcall - re-opening	10-14	Immediate cue of Major	other Major + minor - 5+/5+
Over weak twos	x = takeout, Lebensohl	Over opening threes	x = takeout
Over opponent's 1NT	Modified Landy - 2♣=Majors, 2♦=long M, 2♥=♥ + minor, 2♠=♠+minor		
Strong NT	- x = long minor		
Weak NT	- x = penalties, 2♦ = long suit		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+hcp 4+	2♦ mini splinter	3♦ splinter
1♥ 5+hcp 4+	2♥ weak 6 card suit	3♥ splinter
1♠ 5+hcp 4+	2♠ weak 6 card suit	3♠ splinter
1NT 8-10 hcp	2NT invitational no 4 card M	3NT 13 - 15 balanced
2♣ 10+hcp 5+♣	3♣ weak 5+♣	4♣ minorwood
other		
1♦ 1♥ 5+hcp 4+	2♥ weak 6 card suit	3♥ splinter
1♠ 5+hcp 4+	2♠ weak 6 card suit	3♠ splinter
1NT 6-10 hcp	2NT nvtational no 4 card M	3NT 13-15 balanced
2♣ 10+ hcp 4+♣	3♣ mini splinter	4♣ splinter
2♦ 10+ hcp 5+♦	3♦ weak 5+♦	4♦ minorwood
other		
1♥ 1♠ 5+hcp 5+♠	2♥ 6-9 hcp 3+♥	3♦ mini splinter
1NT 6-9hcp not 3H	2♠ mini splinter	3♥ limit raise
2♣ 10+ hcp 4+♣	2NT Jacoby - 4+♥ GF	3♠ splinter
2♦ 10+hcp 4+♦	3♣ mini splinter	3NT 13-15 3cd support
other		
1♠ 1NT 6-9 hcp not 3♠	2♠ 6-9 hcp 3+♠	3♥ mini splinter
2♣ 10+ hcp 4+♣	2NT Jacoby NT	3♠ limit raise
2♦ 10+ hcp 4+♦	3♣ mini splinter	3NT 13-15 3cd support
2♥ 10+ hcp 5+♥	3♦ mini splinter	4♣ splinter
other		
1NT 3♣ 5/5 minors weak	3♠ 5/5 M strong	4♦ minorwood
3♦ 5/5 minors strong	3NT to play	4♥ natural - to play
3♥ 5/5 M weak	4♣ minorwood	4♠ natural - to play
other		
2♣ 2♦ neg or waiting	2NT balanced at least A&K	3♥ n/a
2♥ 5+♥ at least A&K	3♣ 5+♣ at least A&K	3♠ n/a
2♠ 5+♠ at least A&K	3♦ 5+♦ at least A&K	3NT n/a
other		
2♦ 2♥ natural, to play, NF	3♣ natural, NF	3♠ natural, NF, pre-emptiv
2♠ natural, to play, NF	3♦ natural, NF, pre emptiv	3NT natural, to play
2NT enquiry see NOTE	3♥ natural, NF, pre-emptiv	4♣ natural, NF, pre-emptiv
other		

Notes (3♣, 5♥/4♠); (3♦, 5♠/4♥); (3♥, 6♥, 4♠); (3♠, 6♠/4♥); (3NT, 5♥/5♠); (4♣, 6♥/5♠); (4D, 6S/5H); (4H, 6H/6S)

After we open 2♦, 2♥ or 2♠ all our doubles are penalties

2♥ 2♠ natural, F1	3♦ natural, F1	3NT to play
2NT Enquiry - see notes*	3♥ to play	4♣ n/a
3♣ natural, F1	3♠ n/a	4♥ to play
other		
2♠ 2NT Enquiry - see notes*	3♥ natural, F1	4♣ n/a
3♣ natural, F1	3♠ to play	4♥ n/a
3♦ natural, F1	3NT to play	4♠ to play
other		
2NT 3♣ puppet stayman	3♠ enquiry in minors	4♦ minorwood
3♦ transfer ♥	3NT to play	4♥ n/a
3♥ transfer ♠	4♣ minorwood	4♠ n/a
other		

9. CONVENTIONS

Unusual NT: Majors or minors

4th Suit Forcing One round Game force

NT Checkback Priorities: TOM - support for the cheapest

Defence to 3NT opening x = 16+ - 4♣ longer ♥ - 4♦ longer ♠

Defence to Opening Twos x = t/o / 2NT 14-16 hcp / Leaping Michaels

Multi 2♦ 123 doubles / bid suit = natural / 2NT stopper in both M 16-18hcps

RCO style 2-s 123 doubles / bid suit = natural / 2NT stopper in both M 16-18hcps

Other 2-s x = t/o or 123 doubles depending on meaning of bid/ bid suit = natural

Defence (1♣): X = M - 1NT = minors - suit bid natural

to

strong (2♣): suit bid = natural

1♣ / 2♣

Over 1NT Interference system on over X - Lebensohl

Lebensohl - other uses over opps weak 2 bids

Take out of 4 level pre-empts 4♣/4♦ x = t/o

4♥ x=t/o 4♠ 4nt = t/o

10. OTHER NOTES

system on over opps x of our 1NT

* Ogust responses - (3♣, 5-7hcp, 1 suit honour) (3♦, 5-7hcp, 2 suit honours)

(3♥, 8-10 hcp, 1 suit honour) (3♠, 8-10hcp, 2 suit honours)

(3NT, 8-10hcp, all 3 top honours)