

4. BASIC RESPONSES

Jump raises - minors	Shows fit in m, <7 points, distributional hand
Jump raises - Majors	4+ card support, <7 points, distributional hand
Jump shifts after minor opening	See inside card
Jump shifts after Major opening	Bergen responses
Responses to strong 2 suit open.	Over 2♣: 2♦ = negative; Over 2♦: 2NT = forcing
Responses to 2NT opening	Puppet Stayman, transfers (also over 2NT equivalents)

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead all	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	MUD	
In partner's suit	As above	
Discards	REO count (see green below)	
Count	REO (see green below)	
Signal on partner's lead:	Low encourage, REO count	
Signal on declarer's lead:	REO count, suit preference in trump suit	
Notes	REO count: odd number = odd card or high/low in even cards even number = even card or high/low in odd cards	
	Negative inferences in discards, McKenney signals where obvious	

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?	Minorwood 1430
Slam Notes	5NT after RKCB or Minorwood is specific K ask		
Cue Bids <input checked="" type="checkbox"/>			
Asking Bids <input checked="" type="checkbox"/>	Control asks in some situations		

7. OTHER CONVENTIONS

Unassuming cue bids	Jump cue raises
Competitive X in many situations	Jump splinter bids show voids
Splinter bids in many situations	5NT after agreeing suit is grand slam force

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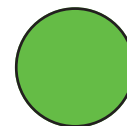
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	155489	Lyn Carter
& Names:	1078682	Jennifer Carter
Basic System:	Modified 2 over 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 <input type="checkbox"/>
1♣ 2+♣, 11+ points	1♥ 5+♥, 11+ points
1♦ 4+♦, 11+ points	1♠ 5+♠, 11+ points
1NT 15-18 HCP, balanced	may contain 5 card Major <input checked="" type="checkbox"/>
1NT Responses 2♣ Extended Stayman - for shape and range 2♦ Transfer to ♥ 2♠ Transfer to ♣ 2♥ Transfer to ♠ 2NT Transfer to ♦ other Super-accepts are possible	
2♣ Game force in unspecified suit or 25+ HCP, balanced	
2♦ Weak 2 in ♥ or ♠, 6-10 points; or balanced 23-24 HCP	
2♥ 5♥, 4+ in minor, shortage in at least one suit, 7-11 points	
2♠ 5♠, 4+ in minor, shortage in at least one suit, 7-11 points	
2NT 21-22 HCP, may include 5 of any suit	3NT Long solid m, max K outside suit
other 4NT specific A ask (5♣ = none, 5♦, ♥, ♠, 6♣ = A of that suit, 5NT = 2	

2. PRE-ALERTS

1NT response to 1 of suit is not forcing	Negative free bids up to 2♠ and over jumps
Transfer responses to 1♣	Inverted raises
2♣ and 2♦ responses to 1M are artificial	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	3♠	Jump overcalls	Weak (nv), intermediate (v)
Responsive doubles through	3♠	Unusual NT	5+/5+ with at least one minor
1NT overcall - immediate	15-18 HCP, stop	Immediate cue of minor	5+/5+ in majors
1NT overcall - re-opening	10-12 HCP	Immediate cue of Major	5+/5+ in other M & one m
Over weak twos	X, with Lebensohl	Over opening threes	X
Over opponent's 1NT	Capaletti: X = sgl suited minor, 2♣ = majors, 2♦ = sgl suited major, 2♥/♠ = suit bid + minor, 2NT = minors		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+ ♥, 4+ pts	2♦ 5+ ♦, GF, unbalanced	3♦ Splinter
1♥ 4+ ♠, 4+ pts	2♥ 5+ ♥, GF, unbalanced	3♥ Splinter
1♠ no major, 6+ points	2♠ 5+ ♠, GF, unbalanced	3♠ Splinter
1NT 12+ HCP, bal, GF	2NT 5+ M, bal, 12+ HCP	3NT To play
2♣ 5+ ♣, GF, unbalanced	3♣ 5+ ♣, 2-6 points	4♣ Minorwood
other System is ON after takeout X or 1♦ overcall; 1♣ - 2♣ - 2♦ = balanced hand		
1♦ 1♥ 4+ ♥, 5+ points	2♥ 6(5)+ ♥, unbal, GF	3♥ Splinter, showing void
1♠ 4+ ♠, 5+ points	2♠ 6(5)+ ♠, unbal, GF	3♠ Splinter, showing void
1NT 6-11 points, not forcing	2NT 5+ M, bal, 12+ HCP	3NT 13-15 HCP, balanced
2♣ 4+ ♣, 12+ points, GF	3♣ 4+ ♦, 8-11 points	4♣ Splinter
2♦ 4+ ♦, 12+ points, GF	3♦ 4+ ♦, weak, unbal	4♦ Minorwood
other 1♦ - 2♦ - 2♥ shows stop		
1♥ 1♠ 4+ ♠, 5+ points	2♥ 3+ ♥, 5-9 points	3♦ + ♥, sgl ♦, 14+ pts
1NT 6-11 points, not forcing	2♠ + ♥, sgl ♠, 14+ pts	3♥ 4+ ♥, weak, unbal
2♣ Artificial, 10-12 points	2NT 4+ ♥, 6-13 points	3♠ + ♥, void ♠, 13+ pts
2♦ Artificial, 12 points, GF	3♣ 4+ ♥, sgl ♣, 14+ pts	3NT 4333, 14-15 HCP
other 1♥ - 2NT = no shortage		
1♠ 1NT 6-11 points, not forcing	2♠ 3+ ♠, 5-9 points	3♥ 4+ ♠, sgl ♥, 14+ pts
2♣ Artificial, 10-12 points	2NT 4+ ♠, 6-13 points	3♠ 4+ ♠, weak, unbal
2♦ Artificial, 12 points, GF	3♣ 4+ ♠, sgl ♣, 14+ pts	3NT 4333, 14-15 HCP
2♥ 5+ ♥, unbal, 12+ pts	3♦ 4+ ♠, sgl ♦, 14+ pts	4♣ 4+ ♠, void ♣, 14+ pts
other 1♠ - 2NT = no shortage		
1NT 3♣ 6+ ♣, slam try	3♠ 6+ ♠, slam try	4♦ 6+ ♦, Minorwood
3♦ 6+ ♦, slam try	3NT To play	4♥ 6+ ♥, to play, weak
3♥ 6+ ♥, slam try	4♣ 6+ ♣, Minorwood	4♠ 6+ ♠, to play, weak
other		
2♣ 2♦ 0-3 or 10+ pts	2NT 7-9 pts, 5+ ♣	3♥ 7-9 pts, 5+ ♠
2♥ 4-6 pts	3♣ 7-9 pts, 5+ ♦	3♠
2♠ 7-9 pts, balanced	3♦ 7-9 pts, 5+ ♥	3NT
other After 2♣ - 2♦ - 2♥ - 2♠, Opener's next bid can be passed		
2♦ 2♥ Correctible	3♣ 6+ ♣, not forcing	3♠ Correctible
2♠ Correctible	3♦ 6+ ♦, not forcing	3NT To play
2NT Forcing enquiry	3♥ Correctible	4♣ Bid 4♦ = ♥ or 4♥ = ♠
other 4♦ = Bid your suit		

Notes 3NT after major suit agreement is non-serious slam try

System in ON after takeout X, but XX = 10 + points, at most xx in partner's suit

2♥ 2♠ 5+ ♠, values	3♦ Correctible	3NT To play, 16+ HCP
2NT Asks for minor	3♥ To play	4♣ Correctible
3♣ Correctible	3♠ 6+ ♠, strong	4♥ To play
other		
2♠ 2NT Asks for minor	3♥ 5+ ♥, strong	4♣ Correctible
3♣ Correctible	3♠ To play	4♥ To play
3♦ Correctible	3NT To play, 16+ HCP	4♠ To play
other		
2NT 3♣ Puppet Stayman	3♠ 5♠, 4♥, forcing	4♦ 6+ ♦, Minorwood
3♦ Transfer to 3♥	3NT To play	4♥ 6+ ♥, to play
3♥ Transfer to 3♠	4♣ 6+ ♣, Minorwood	4♠ 6+ ♠, to play
other Resp to Puppet Stayman: 3♦ = 4M, 3♥/♠ = 5M, 3NT denies M		

9. CONVENTIONS

Unusual NT: 2NT = 5+/5+ with at least one minor; also some 1NT bids

4th Suit Forcing One round ☐ Game force ☒

NT Checkback ☒ Priorities: Show major suit features up the line

Defence to 3NT opening X

Defence to Opening Twos X

Multi 2♦ X = 5+ ♦, 10+ points; 2M = takeout, shortage in M; 2NT = minors

RCO style 2-s X = general values; 2NT = 15-18 HCP all suits stopped, suit = shortage

Other 2-s X = general values, 2NT = 15-18 HCP, stops; bid of implied suit is take-out

Defence [1♣] : X - majors, 1NT = minors (including over 1♣ - 1♦)

to Strength depends on vulnerability

strong [2♣] : X = shows clubs

1♣/2♣ Strength depends on vulnerability

Over 1NT Interference Over natural 2♣, X = Extended Stayman; Lebensohl

Lebensohl - other uses After take-out X of weak 2 level openings and 1NT overcalls

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

4♥ X shows values 4♠ X shows values

10. OTHER NOTES

Change of suit is forcing

Minor suit Stayman: 3♣ after response to Extended Stayman

All Splinter bids show slam interest and confirm fit