

4. BASIC RESPONSES

Jump raises - minors	5 - 8 preemptive 5+♣ or 4+♦
Jump raises - Majors	preemptive (<8 HCP)
Jump shifts after minor opening	Weak 3-7 6+cards. 1♦ 3♣ is INV
Jump shifts after Major opening	Natural Invitational except 1♥ 2♠ is weak
Responses to strong 2 suit open.	2♦ = 3+ (at least one K) , 2♥ = denies A or K
Responses to 2NT opening	puppet stayman and transfers 3♠= Minors

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A-Attitude K-Count	Q - unblock or attitude
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	middle	
In partner's suit	3rd highest	
Discards	low encourage then rev count	
Count	reverse	
Signal on partner's lead:	reverse attitude	
Signal on declarer's lead:	reverse count and Smith Peter (Low like) at NT	
Notes	Smith peters v NT (Low on declarer's suit likes the lead)	

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 14-30	4♣ Gerber <input type="checkbox"/> when?
Slam Notes	if response is 14 or 30 then with 3 or 4 Must bid slam.	
Cue Bids <input checked="" type="checkbox"/>	1st or 2nd round below game. 1st above game.	
Asking Bids <input checked="" type="checkbox"/>	after Controls response, new suit (Not Q ask) asks for KQ in that suit	

7. OTHER CONVENTIONS

Support X's & XX's	Namyats
XYZ	long suit trials
Gazzilli	
1M 2♣ is either 3 card raise or GF	

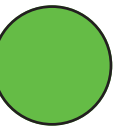
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	138371	Simon HENBEST
& Names:	889237	Dee HARLEY
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 <input type="checkbox"/>
1♣ 2, 11+	1♥ 5, 11+	
1♦ 4, 11+	1♠ 5, 11+	
1NT 14-16 balanced		may contain 5 card Major <input checked="" type="checkbox"/>
1NT Responses 2♣ Stayman		
2♦ Tfr to ♥ or FG Baron	2♠ Tfr to ♣	
2♥ Tfr to ♠	2NT Tfr to ♦ or 5-5 minors	
other 3♣/3♦ = natural slammish, 3♥/♠ shows shortage in OM		
2♣ GF or 23+ Bal 2♥ response denies a control		
2♦ weak 2 - 6♦ (5-10) stronger in 4th seat 2NT asks for stoppers		
2♥ 6♥ (5-10) stronger in 4th seat 2NT asks for shortage		
2♠ 6♠ (5-10) stronger in 4th seat 2NT asks for shortage		
2NT 20 - 22 Bal (Puppet Syatman & XFER) 3NT Gambling		
other 4♣/♦ = Namyats in ♥/♠		

2. PRE-ALERTS

1NT opener may have 5-card major	4♣/♦ opening shows good 4♥/♠ opening
1M - 2NT = 4 card raise 8+	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	weak
Responsive doubles through	4♠	Unusual NT	2 lower unbid suits
1NT overcall - immediate	15 - 18	Immediate cue of minor	2♣ to play, 2♦=Both M
1NT overcall - re-opening	11 - 14	Immediate cue of Major	OM & m (usually 5-5 +)
Over weak twos	X	Over opening threes	X
Over opponent's 1NT	2♣ = majors, 2♦ = 1 major, 2♥/♠ = 5M + 4+m, 2N = minors		
X (Strong NT) = Penalty X (weak NT) = 15+ pen			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+D	2♦ 6♥ 3-7	3♦ INV NF
1♥ 4+H,	2♥ 3 - 7 6♥	3♥ INV NF
1♠ 4+♠	2♠ 3 - 7 6♠	3♠ Inv NF
1NT 6-12	2NT 11-12 5+♣	3NT 13 - 15 bal
2♣ 5+♣ GF	3♣ 5 - 8, 5+♣	4♣ preemptive
other		
1♦ 1♥ 4+, 4+♥	2♥ 3 - 7 6♥	3♥ Nat Inv
1♠ 4+, 4+♠	2♠ 3 - 7 6♠	3♠ Nat INV
1NT 6 - 12 bal no major	2NT 11-12 4+♦	3NT 13 - 15 bal no major
2♣ 5+♣ promises rebid	3♣ Nat INV	4♣ 11+ 4+♦ splinter
2♦ 4+♦ GF	3♦ 5 - 8, 4+♦	4♦ preemptive
other		
1♥ 1♠ 4+, 4+♠	2♥ 5 - 9 3♥	3♦ Nat INV
1NT 6 - 12 <4♠ <3♥	2♠ 3-7 6+♠ NF	3♥ 4+♥ < 8
2♣ ♥ raise, GF ♣ or bal	2NT 4+♥ 8+ may pass 3♥	3♠ spl
2♦ 5+♦ GF	3♣ Nat INV	3NT
other 4♣/♦ = 12 - 14 splinter		
1♠ 1NT 6 - 12 <3♠	2♠ 5 - 10 3♠	3♥ NAT INV
2♣ ♠ raise or GF ♣ or bal	2NT 4+♠ 8+ HCP not FG	3♠ 4+♠ <8
2♦ nat GF	3♣ NAT INV	3NT
2♥ 5+♥ GF	3♦ NAT INV	4♣ spl
other		
1NT 3♣ ♣ slam interest	3♠ Short ♥ 3+♠ 4+4+m FG	4♦ Texas to 4♠
3♦ ♦ slam interest	3NT to play	4♥ to play
3♥ Short ♠ 3+♥ 4+4+m. FG	4♣ Texas to 4♥	4♠ to play
other 4NT = quant		
2♣ 2♦ promises at least a K	2NT	3♥ 1 loser ♥ suit
2♥ denies A or K	3♣ 1 loser ♣ suit	3♠ 1 loser ♠ suit
2♠ Good 5 card suit 3+ con	3♦ 1 loser ♦ suit	3NT
other		
2♦ 2♥ F1 nat	3♣ f1 nat	3♠
2♠ F1 nat	3♦ nnf	3NT to play
2NT Enquiry (usually 12+)	3♥	4♣
other		

Notes

2♥ 2♠ f1 nat	3♦ nat f1	3NT to play
2NT range/shortage enquiry	3♥ preemptive	4♣
3♣ f1 nat	3♠ Forcing	4♥
other		
2♠ 2NT range/shortage enquiry	3♥ nat f1	4♣
3♣ nat f1	3♠ preemptive	4♥ to play
3♦ nat f1	3NT to play	4♠
other		
2NT 3♣ puppet Stayman	3♠ minors 4+/4+	4♦ 6+♦ slam interest
3♦ transfer to ♥	3NT to play	4♥ to play
3♥ transfer to ♠	4♣ 6+♣ slam interest	4♠ to play
other		

9. CONVENTIONS

Unusual NT: 2 lower unbid suits

4th Suit Forcing One round ☐ Game force ☒

NT Checkback ☐ Priorities: XYZ (2♣ inv, 2♦ FG)

Defence to 3NT opening X = pen, 4♣=Stayman, 4♦= both M

Defence to Opening Twos 2NT = 15-17, 4m = m+M (5-5 or better)

Multi 2♦ X = 16+ bal or strong single suiter

RCO style 2-s 1,2,3 X's

Other 2-s 1,2,3 X's

Defence (1♣) : x=♦ or Majors. 1/2NT = ♣&♥ or ♦&♠
to any suit bid below game = suit above or next 2 suits up (TWERB)
strong (2♣) : suit bid below game = next suit up or the following 2 suits, x= ♦ or 2M
1♣/2♣ 2NT shows a non-touching 2 suiter (♣&♥ or ♦&♠)

Over 1NT Interference Lebensohl - interference 2♦ or above (after x or 2♣ system on)

Lebensohl - other uses (weak 2) X, (1x) P/X (2x) X

Take out of 4 level pre-empts 4♣/4♦ X
 4♥ X 4♠ X or 4NT = 2 places to play

10. OTHER NOTES

2NT is never to play in a competitive auction