

4. BASIC RESPONSES

Jump raises - minors	1D- 3C = limit raise D's
Jump raises - Majors	Reverse Bergen.
Jump shifts after minor opening	1C- 2H/S = 5-7, 6 card. 1D-2H/S weak.
Jump shifts after Major opening	1M-3C/D = reverse Bergen. 4 level spl
Responses to strong 2 suit open.	strong 1C -1D= 0-7, 1S=H's, 1H=S's, 1NT= C's, 2C=D's
Responses to 2NT opening	when rebid, Muppet

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	overlead	
Four or more with an honour	4th	
From 4 small	2nd highest	
From 3 cards (no honour)	MUD	
In partner's suit	low	
Discards	odds enc, evens Mck	
Count	natural	
Signal on partner's lead:	low enc	
Signal on declarer's lead:	nat count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/>	when? never
Slam Notes			
Cue Bids <input checked="" type="checkbox"/>			
Asking Bids <input type="checkbox"/>			

7. OTHER CONVENTIONS

Jacoby GF	DOPI/ROPI
Bergen (reverse)	1C 1H (S's)
cue raises	1S 2H
mixed raises 7-11, 4 card support	2NT = fragment ask

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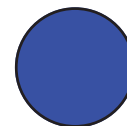
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1C 1D
1H. 1S
2C= force, 2D another neg.
(1C,D,H,S) 3 of bid suit = stopper ask.



AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	868	Denny Newland	(149)		
& Names:	14397	Stephen Lester	(165)		
Basic System:	TRANSFER PRECISION				
Brown Sticker <input type="checkbox"/>	Classification:	Green <input type="checkbox"/>	Blue <input checked="" type="checkbox"/>	Red <input type="checkbox"/>	Yellow <input type="checkbox"/>

1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 16+, 0 (not 14-16 bal)	1♥ 11-15, 5+
1♦ 11-15, 0+ (4414,4405)	1♠ 11-15, 5+
1NT 14-16	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses	2♣ stayman
2♦ >H	2♠ range ask
2♥ >S	2NT bid better minor
other	3C/D = nat invite. 3H/S = 7 card, 4-6. 4C= M's SI, 4D= M's no SI

2♣ 10-15, 6+C, may have 4M, 2D=ask, 2S/H =non forcing, 2NT= 10-12 no M.	
2♦ 11-15, 5H/4S, 2NT= shape ask, 3NT = 4522 (bid 3 card minor)	
2♥ weak, 2NT shortage ask. 2NT only force	
2♠ weak, 2NT shortage ask. 2NT only force	
2NT minors, 11-15 (occ 5/4)	3NT 6H/5S, 10-14, 4C/D = RKC
other 1NT (X) XX= single suit, 2C= C&higher, 2D= D& higher, 2H= M's.	

2. PRE-ALERTS

support doubles	1C - 1H = S's
1H -3NT = 13-15 H (4) raise no shortage	1C - 1S = H's
Leaping Michaels	1D could be 0D

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4S	Jump overcalls	weak
Responsive doubles through	4S	Unusual NT	lowest unbid suits
1NT overcall - immediate	15-18	Immediate cue of minor	M's, 2D=equal length, 3D GF
1NT overcall - re-opening	10-14	Immediate cue of Major	OM & minor
Over weak twos	X= T/O & Leb, 2NT = 15-18	Over opening threes	X= T/O, 3NT= 15-18
Over opponent's 1NT	ASTRO, 2C= H & another, (can be 4H/5S). 2D= S & minor, 2H/S= nat		
	X= values		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 0-7 any	2♦ 8-10 flat or 14/15	3♦ 11+ 4144
1♥ 8+, 5+ S's	2♥ 5-7 6 card	3♥ 1444, 11+, 3S = RKC H
1♠ 8+, 5+ H's	2♠ 5-7 6 card	3♠ 4441, 11+, 4C=RKC H
1NT 8+, 5+ C's	2NT 11-13 flat or 16+	3NT
2♣ 8+, 5+D's	3♣ 11+, 4414	4♣
other 1C- 1H-1NT ask. 1C- 2H/S - 2NT = shortage ask. 1C-2D if 4441 8-10		
1♦ 1♥ 6+, 4+H's	2♥ weak	3♥ pre-empt
1♠ 6+, 4+S's	2♠ weak	3♠ pre-empt
1NT 6-11(12), no M	2NT 12-13	3NT to play
2♣ 11+, 4+C's	3♣ limit D raise	4♣ SPL
2♦ force	3♦ weak	4♦ weak
other 1D. (1H) X = not 4S. 1D- 1S - 2S- 2NT= GF asking for 4 card support.		
1♥ 1♠ 6+, 4+S	2♥ 6-9, 3 card,	3♦ 6-9, 4H
1NT 6-11, no M	2♠ SPL	3♥ weak
2♣ ask, 2D = min	2NT Jacoby GF	3♠ SPL
2♦ 11+, 4+D's	3♣ 10-12, 4H	3NT 13-15, 4H, no shortage
other Jacoby = shortage ask. Bergen off after X. 1H-1S-2S = 3card.		
1♠ 1NT 6-11	2♠ 6-9, 3S	3♥ spl
2♣ ask, 2D = min	2NT Jacoby GF	3♠ weak
2♦ 11+, 4D	3♣ 10-12, 4S	3NT 13-15, 3/4S, nshortage
2♥ 11+, 5H	3♦ 6-9, 4S	4♣ SPL
other		
1NT 3♣ muppet	3♠ 7S, 4-6	4♦ M's no SI
3♦ 6D, weak 4-7	3NT to play	4♥ to play
3♥ 7H, 4-6	4♣ M's SI, 4D= RKC H's	4♠ to play
other 2S range ask, 2N min 3C max then 3D stayman.		
2♣ 2♦ ask	2NT 10-12 no M	3♥ 6+H force
2♥ 6H non force	3♣ to play	3♠ 6+S force
2♠ 6S non force	3♦ 6+D force	3NT to play
other 2C- 2D -2NT/3C- 3H/S = 5 & GF.		
2♦ 2♥ to play	3♣ F1	3♠ to play
2♠ to play	3♦ F1	3NT to play
2NT relay	3♥ to play	4♣
other after 2NT- 3NT = 4522, 3C/D = 3 card suit		

Notes 1H/S- 2C ask - 2D=min then 2NT = GF. 1H - 1S -2C/D = non force, 3C/D= force
 1C (P) 2C (suit) X = penalty not a SPL.
 1NT -2C - 2S- new suit always shortage. 1C- 2NT - 3H - 3S= max no fit, 3NT = min no fit

2♥ 2♠ non force	3♦ non force	3NT to play
2NT shortage ask	3♥ to play	4♣ SPL
3♣ non force	3♠ SPL	4♥ to play
other		
2♠ 2NT shortage ask	3♥ non force	4♣ SPL
3♣ non force	3♠ to play	4♥ SPL
3♦ non force	3NT to play	4♠ to play
other 2NT is the force		
2NT 3♣ muppet	3♠ minors	4♦ MW
3♦ >H	3NT to play	4♥ to play
3♥ >S	4♣ MW	4♠ to play
other these responses after a 2NT rebid		

9. CONVENTIONS

Unusual NT: _____

4th Suit Forcing One round _____ Game force

NT Checkback Priorities: _____

Defence to 3NT opening _____

Defence to Opening Twos _____

Multi 2♦ X = values, 2NT = 15-18, all suits nat

RCO style 2-s _____

Other 2-s _____

Defence 1C- ASTRO X = H& other, 1D= S & minor, 1NT= minors, 1H/S = nat

to _____

strong 2C X= H's & another, 2D= S & minor, 2H/S = nat. 2NT= minors

1♣ / 2♣ _____

Over 1NT Interference _____

Lebensohl - other uses weak 2's _____

Take out of 4 level pre-empts 4♣/4♦ X=T/O

4♥ X = T/O _____ 4♠ X=T/O, 4NT= 2 suiter

10. OTHER NOTES

1H - 2NT - 4C/D= natural 5/5, 1S - 2NT - 4H= natural 5/5

1C - 2D - 2H/S= nat; 2NT- 3C= muppet

1C - 1H - 2NT = Jacoby in S's

1C - 2NT - 3H -3S= max no fit, 3NT = min no fit, 4C/D = cues, 4H = min 3 or 4 support

1C (1H) 2H = positive, no suit.

1NT- 2S (range probe)

2NT - 3H= C's GF/SI, 3S= D's, GF/SI, then 3NT to play or any suit a cue.