

4. BASIC RESPONSES

Jump raises - minors	Pre-empt <good 6 hcp
Jump raises - Majors	Pre-empt <good 6 hcp
Jump shifts after minor opening	Weak 3-6 if M, Criss-Cross if minor: 10-12 with support for minor
Jump shifts after Major opening	Bergen 3♣ 6-9, 3♦ 10-12 4c support
Responses to strong 2 suit open.	2♦ weak or waiting/Other constructive
Responses to 2NT opening	3C Puppet, 3D/H transfers, 3S 5S/4H

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, AQ-Attitude K-Count	AQ - attitude, K- unblock/count
Four or more with an honour	low	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	as above	
Discards	Low Encourage	
Count	Low-High = Even	
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:	Count / Attitude	
Notes	lead of the 9 shows the 10 and maybe a higher hnr, or is from shortage	
	lead of the 10 promises 0 or 2 higher honours, lead of the J denies a higher hnr	

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
Slam Notes	5NT pick a slam, or show Ks if suit agreed	
Cue Bids <input checked="" type="checkbox"/>	1st and 2nd controls up the line	
Asking Bids <input checked="" type="checkbox"/>	control asks after RKCB - responses are 0/AKQ, Q/AK, K/AQ, A/KQ	

7. OTHER CONVENTIONS

Jacoby	Minorwood
Puppet Stay'n after 20+NT, 1N-2♣, 2♦-3♣	Bergen Raises
2-way Checkback & XYZ	when opps dbl our 1NT: XX=any 5c suit,
Over interfce to RKCB 1st 2 steps=dbl/pass	suit=that suit+higher suit; Pass to play
Support X & XX	Kokish (2C-2D-2H-2S is 25+)

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Blackout by bidding 2S

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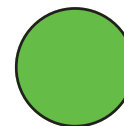
Reverse 2-way Drury after 3rd or 4th seat opening

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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	143502	Kitty Muntz
& Names:	700223	Kim Frazer
Basic System:	2 Over 1 with transfer reponses to 1C	
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 ☐

1♣ 2+♣ 11+	1♥ 5+♥ 11+
1♦ 4+♦ 11+	1♠ 5+♠ 11+
1NT 15-17 HCP	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ relay to 2D

2♦ Transfer ♥ superacc with 4♥	2♠ 5♠ 4♥ invitational
2♥ Transfer ♠ superacc with 4♠	2NT Transfer to ♣ or GF with singleton
other	

2♣ Strong

2♦ Weak 2 in ♥/♠

2♥ 5+♥/5+Minor less than 11 points

2♠ 5+♠/5+Minor less than 11 points

2NT 20-22, may have 5c M

3NT Any 7+ solid suit, no outside A or K

other

2. PRE-ALERTS

Transfer responses over 1♣

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak NV, Intermediate (11- 16) V
Responsive doubles through	4♥	Unusual NT	Lowest 2 suits wk or strng, not intermediate
1NT overcall - immediate	15-18	Immediate cue of minor	Top & another wk or strong
1NT overcall - re-opening	11-14	Immediate cue of Major	Top & another wk or strong
Over weak twos	2NT 15 - 18; T/O x with leb	Over opening threes	x - T/O
Over opponent's 1NT	X=top of range over weak NT, 2 non-touching suits over strong NT, suit =TWERB (suit above or the 2 suits below the bid suit) regardless of NT strength		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♥ 6+HCP 1♥ 4+♠ 6+HCP 1♠ tfr to 1NT, or ♦ suit 1NT 11-12 may have 4cd M 2♣ GF 5♣ raise other 4♥ / 4♠ to play	2♦ 5+♣ 10-12, no M 2♥ 6+♥ 3-6 HCP 2♠ 6+♠ 3-6 HCP 2NT 5+♣, no M, 16+ 3♣ 5+♣ 4-bad 6	3♦ Splinter 3♥ Splinter 3♠ Splinter 3NT 13-15 To play, no M 4♣ ♣ weak
1♦ 1♥ 4+♥ 6+HCP 1♠ 4+♠ 6+HCP 1NT 6-12 denies M 2♣ 4+♣ 13+HCP 2♦ GF (4)5+♦ other 4♥ / 4♠ to play	2♥ 6+♥ 3-6 HCP 2♠ 6+♠ 3-6 HCP 2NT 4♦, no M, 16+ 3♣ (4)5+♦ 10-12, no M 3♦ 5+♦ 4-bad 6	3♥ splinter 3♠ splinter 3NT 13-15 to play, no M 4♣ splinter 4♦ Pre-emptive
1♥ 1♠ 4+♠ 6+HCP 1NT 6-12 2♣ 4+♣ GF 2♦ 4+♦ GF other 4♥ Weakish (less than 10hcp) 5+♥	2♥ 3♥ 6-bad10 2♠ 3♥ 10 - 12 TP 2NT 4+♥ GF 3♣ 4+♥ 6-9	3♦ 4+♥ 10-12 3♥ 4+♥ <6 3♠ Splinter 3NT 3♥ 13-15; offer to play
1♠ 1NT 6-12 2♣ 4+♣ GF 2♦ 4+♦ GF 2♥ 5+♥ 13+HCP other 4♦ splinter; 4♥ splinter	2♠ 3♠ 6-bad 10 2NT 4+♠ GF 3♣ 4+♠ 6-9 3♦ 4+♠ 10-12	3♥ 3♠ 10-12 3♠ 4+♠ <6 3NT 3♠ 13-15; offer to play 4♣ splinter
1NT 3♣ Range RKCB 3♦ Range RKCB 3♥ Range RKCB other	3♠ Range RKCB 3NT To play 4♣ 6+♥	4♦ 6+♠ 4♥ To Play 4♠ To Play
2♣ 2♦ 0-7, or waiting 2♥ 5+♥ 8+hcp, min of 1K 2♠ 5+♠ 8+hcp, min of 1K other	2NT 8+ HCP bal, 3♣ Baron 3♣ 6cd suit KT+, 8+hcp 3♦ 6cd suit KT+, 8+hcp	3♥ One Loser 6cd suit 3♠ One Loser 6cd suit 3NT n/a
2♦ 2♥ pass/correct 2♠ pass/correct, 3+♥ 2NT Forcing enquiry other 4♥ pass or correct, 4♠ to play	3♣ Natural NF 3♦ Natural NF 3♥ pass/correct, 3+ Ms	3♠ pass/correct, 4+♥ 3NT to play 4♣ not used

Notes

2♥ 2♠ 6+♠, NF 2NT Forcing enquiry 3♣ pass/correct other	3♦ pass/correct 3♥ To play 3♠ not used	3NT n/a 4♣ pass/correct 4♥ To play
2♠ 2NT Forcing enquiry 3♣ pass/correct 3♦ pass/correct other to force in H go via 2NT enquiry	3♥ 6+♥, NF. 3♠ To play 3NT n/a	4♣ pass/correct 4♥ to play 4♠ to play
2NT 3♣ Puppet Stayman 3♦ Transfer to ♥ 3♥ Transfer to ♠ other After response to 3♣, 4♣ is Minor suit Stayman	3♠ 5♠/4♥ 3NT To Play 4♣ KCB in ♣	4♦ KCB in ♦ 4♥ To play 4♠ To Play

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round ☐ Game force ☒

NT Checkback ☒ Priorities: 2♣-forces 2♦, next bid invitation; 2♦ Game force

Defence to 3NT opening X - T/O

Defence to Opening Twos VTP doubles

Multi 2♦ VTP doubles, first dbl 15+

RCO style 2-s VTP doubles, first dbl 15+

Other 2-s VTP doubles

Defence 1♣ : Tverb, also after 1♦ negative response

to

strong 2♣ : Tverb, also after 2♦ negative response

♣

Over 1NT Interference Lebensohl

Lebensohl - other uses after weak 2's, or dbl of opps' single raise (1x)P(2x)X

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

4♥ X - T/O 4♠ X-Penalty; 4NT T/O

10. OTHER NOTES

Modified Swine if opps dbl our 1NT: bid=one of two suits, redbl=sgl suiter; pass to play