

## 4. BASIC RESPONSES

Jump raises - minors	Preempt
Jump raises - Majors	Preempt
Jump shifts after minor opening	1♣-2♦/1♦-3♣: 5-9 raise; 2♥/♠: NAT 4-7 HCP, 6+ suit; 3 level SPL
Jump shifts after Major opening	Bergen - 1♥ - 2♠ / 1♠ - 3♥ = 3 cd SUPP, other 3-lvl bids = 4 cd SUPP
Responses to strong 2 suit open.	2♦ - negative or waiting; 2M / 3m = 8+ HCP 5+ suit with honour
Responses to 2NT opening	3♣ pupp stayman; 3♦/3♥=TRF to ♥/♠; 3♠=5/4 m's; 3NT=5♠+4♥

## 5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead, 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	low from 3; attitude if length known	
<b>Discards</b>	Odd=Enc., Even=McKenney	
<b>Count</b>	Low-High = Even	
<b>Signal</b> on partner's lead:	Odds & evens; reverse count	
<b>Signal</b> on declarer's lead:	Reverse count if appropriate	
<b>Notes</b>		

## 6. SLAM CONVENTIONS

4NT: Blackwood  RKCB 1430 exc.♣ 4♣ Gerber  when? Std BI when no suit agreed

**Slam Notes** DOPI/ROPI; Exclusion RKC

Cue Bids  1st or 2nd round control

Asking Bids  Asking bids - opponents' suit

## 7. OTHER CONVENTIONS

Bergen + Jacoby raises	Inverted minor raises
Cue raises; 2NT: 4 card raises	Fit showing jumps in competition
Support X / XX	Splinters + mini Splinters
Long suit trials	4th suit forcing to game
2 way Checkback after opener's 1NT rebid	2 way Drury by passed hand

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Smolen + puppet over 1NT/ Puppet over 2NT

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Lebensohl; Blackout

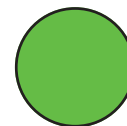
Leaping Michaels

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Kokish to 2♣ (2♣ - 2♦ - 2♥ - 2♠ = relay)



# AUSTRALIAN BRIDGE FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	268410	Helene Pitt
& Names:	61409	Ruth Tobin
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

1♣ (10)11-20 HCP 3+♣ 1♥ (10)11-20 HCP 5+♥

1♦ (10)11-20 HCP 3+♦ 1♠ (10)11-20 HCP 5+♠

1NT (14)15-17 HCP BAL (can be 5422) may contain 5 card Major

1NT Responses 2♣ Simple Stayman (opener bids 3♥/♠ with 5 cd ♥/♠ + max)

2♦ TRF to ♥ 2♠ TRF to ♣

2♥ TRF to ♠ 2NT TRF to ♦

other 3♣ puppet stayman; Smolen - responder shows 5/4 both M's

2♣ 23-24 HCP BAL or GF

2♦ <11 HCP 6+ ♥ or ♠

2♥ <11 HCP 5+♥ & 5+ any other suit (non-vul can be 4c m)

2♠ <11 HCP 5+♠ & 5+ minor (non-vul can be 4c m)

2NT 20-22 HCP BAL 3NT Sound preempt in either m

other 3♣ puppet stayman; 1NT - 4♣/4♦ = Texas TRF to 4♥/4♠

## 2. PRE-ALERTS

Support X / XX; 2-way Drury 4NT by opener: both m's, extreme shape

Change of suit F; SPL + Mini SPL Leaping Michaels (jump O/C m also shows oM)

Bergen raises; Inverted minor raises Kokish to 2♣ (2♣ - 2♦ - 2♥ - 2♠ = relay)

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4♥ Jump overcalls pre-emptive

Responsive doubles through 4♥ Unusual NT over M: ms; over m: om + 1M 5+/5+ WK or STR

1NT overcall - immediate 15-18 HCP Immediate cue of minor Michaels - M's 5+/5+ WK or STR

1NT overcall - re-opening 10-14 HCP Immediate cue of Major Michaels - OM +1m 5+/5+ WK/STR

Over weak twos T/O + LEB; 2NT: 15-18 HCP Over opening threes X T/O

Over opponent's 1NT X = PEN (weak NT) / single-suiter (strong NT); 2♣ - ♣+♦; 2♦ - ♥+♠

2♥ - ♥ + m; 2♠ - ♠ + m; 2NT: 2-suiter strong / extreme shape

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+ HCP, 4+ ♦ 1♥ 5+ HCP, 4+ ♥ 1♠ 5+ HCP, 4+ ♠ 1NT 6-10 HCP 2♣ inverted, 12+ HCP, 4+ ♣ other	2♦ 5-9 HCP, 5+ ♣ 2♥ 4-7 HCP, 6+ ♥ 2♠ 4-7 HCP, 6+ ♠ 2NT 11-12 HCP, no 4 cd M 3♣ pre-emptive, 5+ ♣	3♦ SPL 9-11+ HCP 3♥ SPL 9-11+ HCP 3♠ SPL 9-11+ HCP 3NT 13-15 HCP, no 4 cd M 4♣ pre-emptive
1♦ 1♥ 5+ HCP, 4+ ♥ 1♠ 5+ HCP, 4+ ♠ 1NT 6-10 HCP 2♣ 10+ HCP, 4+ ♣ 2♦ inverted, 12+ HCP, 4+ ♦ other	2♥ 4-7 HCP, 6+ ♥ 2♠ 4-7 HCP, 6+ ♠ 2NT 11-12 HCP, no 4 cd M 3♣ 5-9 HCP, 5+ ♦ 3♦ pre-emptive, 5+ ♦	3♥ SPL 9-11+ HCP 3♠ SPL 9-11+ HCP 3NT 13-15 HCP, no 4 cd M 4♣ SPL 9-11+ HCP 4♦ pre-emptive
1♥ 1♠ 5+ HCP, 4+ ♠ 1NT 6-10 HCP 2♣ 10+ HCP, 4+ ♣ 2♦ 10+ HCP, 4+ ♦ other 4♣ + 4♦ SPL 9-11+ HCP	2♥ 5-9 HCP, 3 cd SUPP 2♠ limit raise or better, 3c ♥ 2NT GF raise, 4+ ♥ 3♣ Bergen, 6-9 HCP, 4c ♥	3♦ Bergen, 10-12 HCP, 4c ♥ 3♥ pre-emptive raise, 4+ ♥ 3♠ SPL 9-11+ HCP 3NT 12-15 HCP, bal 3 cd ♥
1♠ 1NT 6-10 HCP 2♣ 10+ HCP, 4+ ♣ 2♦ 10+ HCP, 4+ ♦ 2♥ 10+ HCP, 5+ ♥ other 4♦ + 4♥ SPL 9-11+ HCP	2♠ 5+ HCP, 3 cd SUPP 2NT GF raise, 4+ ♠ 3♣ Bergen, 6-9 HCP, 4c ♠ 3♦ Bergen, 10-12 HCP, 4c ♠	3♥ limit raise or better, 3c ♠ 3♠ pre-emptive raise, 4+ ♠ 3NT 12-15 HCP, bal 3 cd ♠ 4♣ SPL 9-11+ HCP
1NT 3♣ puppet stayman 3♦ 5+ ♣ + 5+ ♦ GF 3♥ 3145/3154 shape GF other	3♠ 1345/1354 shape GF 3NT to play 4♣ TRF to 4♥	4♦ TRF to 4♠ 4♥ to play 4♠ to play
2♣ 2♦ weak or waiting 2♥ 8+ HCP, 5+ ♥ 2♠ 8+ HCP, 5+ ♠ other	2NT 3♣ 8+ HCP, 6+ ♣ 3♦ 8+ HCP, 6+ ♦	3♥ self supporting suit 3♠ self supporting suit 3NT
2♦ 2♥ pass or correct 2♠ P/C (shows better ♥) 2NT strong enquiry other 4♦ asks partner to bid their M	3♣ natural, NF 3♦ natural, forcing 3♥ pass or correct	3♠ P/C (shows better ♥) 3NT to play 4♣ asks partner to TRF to M

Notes

2♥ 2♠ pass or correct 2NT enquiry for 2nd suit 3♣ natural, to play other	3♦ natural, to play 3♥ pre-emptive 3♠ pass or correct	3NT to play 4♣ pass or correct 4♥ to play
2♠ 2NT enquiry for 2nd suit 3♣ natural, to play 3♦ natural, to play other	3♥ natural, to play 3♠ pre-emptive 3NT to play	4♣ pass or correct 4♥ to play 4♠ to play
2NT 3♣ puppet stayman 3♦ TRF to ♥ 3♥ TRF to ♠ other 2NT - 3♣ puppet: 3♦: at least 1 4c M, responder bids M they don't have	3♠ minors 5/4 3NT 5♠ + 4♥ 4♣ NAT	4♦ NAT 4♥ 4♠

## 9. CONVENTIONS

**Unusual NT:** minors; over 1m: 2NT = other m + 1 M

**4th Suit Forcing** One round  forcing to game Game force

**NT Checkback**  Priorities: 2C forces 2D, then show shape up the line

**Defence to 3NT opening** X = values, 4♣ T/O for M's, better ♥, 4♦ T/O for M's better ♠

**Defence to Opening Twos** X = 12+ with LEB, NAT overcalls

Multi 2♦ X = 12+ with LEB, NAT overcalls

RCO style 2-s X = 15+ with LEB, NAT overcalls

Other 2-s X = 15+ with LEB, NAT overcalls

**Defence** Over 1♣ strong: X = both Ms; 1NT = M + m; 2NT = both m's

to

**strong** Over 2♣ strong: X = both Ms; 2NT = both m's

♣

**Over 1NT Interference** lebensohl

**Lebensohl - other uses** Over opponents' weak 2's

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

4♥ X 4♠ 4NT

## 10. OTHER NOTES

Over transfer responses: X = shows that suit, bid of opponent's suit = T/O

Cue bids = 1st or 2nd round control

3♣ puppet stayman: 3♦: at least 1 4c M, 3♥: 5c ♥, 3♠: 5c ♠; 2NT - 3♣ - 3♦:

responder bids M they don't have or 4♣: both M's, better ♥, 4♦: both M's, better ♠

2 way Drury by passed hand: 2♣: weaker 3 cd raise; 2♦: stronger 3 cd raise; 2M: weaker

4 cd raise; 2NT: stronger 4 cd raise