

4. BASIC RESPONSES

Jump raises - minors	10+HCP, 5/4+ ♣/♦
Jump raises - Majors	Weak, 6+ card suit
Jump shifts after minor opening	Weak, 6+ card suit
Jump shifts after Major opening	Bergen raise
Responses to strong 2 suit open.	2D - relay, other bids 8+ HCP
Responses to 2NT opening	

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All	Overlead All
Four or more with an honour	4th highest	4th highest
From 4 small	2nd highest	2nd highest
From 3 cards (no honour)	Middle	Top
In partner's suit	standard	standard
Discards	Odd=ENCRG, Even=McKenney	Odd=ENCRG, Even=McKenney
Count	High-Low = Even	High-Low = Even
Signal on partner's lead:	High Encourage	HighEncourage
Signal on declarer's lead:	Count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 1430 4♣ Gerber when? After strong NT bid

Slam Notes

Cue Bids First or second round control
 Asking Bids 5 of suit after RKCB is asking for Q trumps. Bid lowest King if held

7. OTHER CONVENTIONS

Puppet Stayman	Cue bids
Bergen Raises	Jacoby
Fourth Suit Forcing - 1 round	Two Club Check Back

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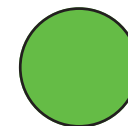
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos. 566799 John Cummings
 & Names: 1088191 Frank Hardiman
 Basic System: Standard
 Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 12+ HCP, 2+C, can have 4D 1♥ 11-20 HCP 5+♥
 1♦ 12+ HCP, 5+D except when 4441 1♠ 11-20 HCP 5+♠
 1NT 15-18 Balanced may contain 5 card Major

1NT Responses 2♣ Extended Stayman
 2♦ TRF ♥ 2♠ TRF 6+ ♣
 2♥ TRF ♠ 2NT 9 HCP
 other Stayman followed by 2NT is invitational; 3♣ is transfer to 6+ ♦

2♣ game force (max 4 loser)
 2♦ Multi : weak Major OR 20-21 BAL
 2♥ Multi : weak, 5+♥ & 5 in another
 2♠ Multi : weak, 5+♠ & 5 in either minor
 2NT 5/5 in ♣/♦ < opening 3NT Gambling, solid minor, no side A or K
 other

2. PRE-ALERTS

Jump overcalls strong in 4th seat
 Negative and support X's

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 3S Jump overcalls weak 6 card suit
 Responsive doubles through 3S Unusual NT 8-15 HCP Lower 2 unbid suits
 1NT overcall - immediate 15-18 BAL Immediate cue of minor Michaels 5/5 Majors
 1NT overcall - re-opening 11-14 BAL Immediate cue of Major 5 other Major & 5 minor
 Over weak twos 2NT16-18 Over opening threes
 Over opponent's 1NT Multi Landy
 X is for penalties (16+HCP) - pass if strong (6+HCP) otherwise bid better suit

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣	1♦ 6+ HCP,	< 4♥/♠	2♦ Weak	6+♦	3♦	
	1♥ 6+ HCP,	4+♥	2♥ Weak	6+♥	3♥	
	1♠ 6+ HCP,	4+♠	2♠ Weak	6+♠	3♠	
	1NT 6-10 HCP	Denies ♥/♠	2NT 10-12 HCP	<4♥/♠	3NT	13+ HCP balanced
	2♣ 6-9HCP,	5♣ < 4♥/♠	3♣ 5♣ 10+HCP	<4♥/♠	4♣	
	other					
	1♦ 1♥ 6+ HCP	4+♥	2♥ Weak	6+♥	3♥	
	1♠ 6+ HCP	4+♠	2♠ Weak	6+♠	3♠	
	1NT 6-10 HCP	no major	2NT 10-12 HCP	< 4♥/♠	3NT	12-15HCP, <4♥/♠
	2♣ 10-12 HCP	no major	3♣ Weak	6+♣	4♣	
	2♦ 16-9HCP,	4♦ <4♥/♠	3♦ 10+HCP	no major	4♦	
	other					
	1♥ 1♠ 6+ HCP,	4+♠	2♥ 6-9 HPC	3♥	3♦ 11-12 HCP,	4♥
	1NT 6-10 HCP	< 3♥ < 4♠	2♠ Weak	6+♠	3♥ 0-5 HCP	4♥
	2♣ 10+ HCP,	5+♣ or 3♥	2NT 13+ HCP,	4+♥	3♠	
	2♦ 10+ HCP,	5+♦ or 3♥	3♣ 7-10 HCP,	4♥	3NT 13-15HCP,	<3♥
	other 4H is pre-emptive with 5+♥					
	1♠ 1NT 6-10 HCP	<3♠	2♠ 6-9HCP	3♠	3♥ Weak	6+♥
	2♣ 10+ HCP,	5+♣ or 3♠	2NT 13+ HCP	4+♠	3♠ 0-5 HCP	4♠
	2♦ 10+ HCP,	5+♦ or 3♠	3♣ 7-10 HCP	4♠	3NT 13-15HCP	<3♠
	2♥ 10+ HCP	5+♥ <3♠	3♦ 11-12 HCP	4♠	4♣	
	other 4S is pre-emptive with 5+♠					
	1NT 3♣ 6+♣	with slam interest	3♠ 6+♠	with slam interest	4♦	
	3♦ 6+♦	with slam interest	3NT 10-15 HCP	balanced	4♥	
	3♥ 6+♥	with slam interest	4♣ Ace ask		4♠	
	other 4NT is 15+ HCP and opener should bid 6NT with 17/18 hand.					
	2♣ 2♦ <7 HCP	or relay	2NT 8-11 HCP	bal <5♥/♠	3♥ slam interest	5+♥
	2♥ 8+ HCP	5+♥	3♣ 8+ HCP	5+♣	3♠ slam interest	5+♠
	2♠ 8+ HCP	5+♠	3♦ 8+ HCP	5+♦	3NT 12+ HCP	bal <5♥/♠
	other					
	2♦ 2♥ Pass	or correct	3♣		3♠	
	2♠ 6+♠	can bare 3♥	3♦		3NT 16+ and ♣/♦	stopped
	2NT 16+ HCP	asking	3♥		4♣	
	other					

Notes Bergen on after X but off after overcall

2♥ 2♠	14+ HCP	can bare 3♥	3♦	3NT	18+ HCP
	2NT 16+ HCP	asking	3♥	4♣	
	3♣ <3♥		3♠	4♥	
	other				
	2♠ 2NT	16+ HCP asking	3♥	4♣	
	3♣ <3♠		3♠	4♥	
	3♦		3NT	4♠	
	other				
	2NT 3♣	Better minor	3♠	4♦	
	3♦	Better minor	3NT To play	4♥	
	3♥	Forcing relay	4♣	4♠	
	other				

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 2♣ 11-12HCP, opener responds 2♦ with 12 HCP

Defence to 3NT opening

Defence to Opening Twos 2NT=16-18 Bal (with stopper), X=15+ HCP - shortage in suit

Multi 2♦ 2NT 16-18 bal, 3♣/♦/♥/♠ natural and nf

RCO style 2-s

Other 2-s X and bid is 20+HCP

Defence (1♣): {Replace with your defence to strong 1♣ openings}

to

strong (2♣):

1♣ / 2♣

Over 1NT Interference X stolen bids

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦

4♥ 4♠

10. OTHER NOTES

1NT - 4NT is quantitative

After 2NT to 2♣ opening: 3♣ 5-7 with ♣; 3♦ 5-7 with ♦, 3♥ max with ♣, 3♠ max with ♦

After 2NT to 2♥ opening: 3♣ 5-7 with ♣; 3♦ 5-7 with ♦, 3♥ max with ♠

After 2NT response to 2♦, 3♣ min with ♥, 3♦ min with ♠, 3♥ max with ♥, 3♠ max with ♠

Jacoby, 3♣ is min opening 10-11 HCP with no shortage, 4♥/♠ is normal opening with no shortage, 3NT 15-16 HCP, 3♥/♠ is 17+ HCP, 3♦/♥/♠ shows shortage and 14+ HCP