

4. BASIC RESPONSES

Jump raises - minors	Preempt
Jump raises - Majors	Preempt
Jump shifts after minor opening	6-9, 5+ ♣/♦, weak JS in a major
Jump shifts after Major opening	Bergen raises (1♠ - 3♥ = invit, 6♥)
Responses to strong 2 suit open.	2♦ waiting
Responses to 2NT opening	3♣ = Muppet stayman, Tfrs

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Us. overlead, A/Q-Att K-Count	
Four or more with an honour	3rd/Low	4th highest
From 4 small	3rd highest	2nd highest
From 3 cards (no honour)	Bottom	Top
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:	Reverse count when appropriate	
Notes	General priorities are attitude, count, suit preference though not compulsory	

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB	3041	4♣ Gerber <input type="checkbox"/>
Asking Bids <input checked="" type="checkbox"/>	Cue Bids <input checked="" type="checkbox"/>		
1st or 2nd round control			

7. OTHER CONVENTIONS

Splinter bids	Inverted minors
Unusual vs unusual	
Two way checkback	
4th suit forcing	
Drury	

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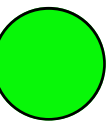
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**AUSTRALIAN BRIDGE
FEDERATION LTD.**

STANDARD SYSTEM CARD



ABF Nos.	111643	Sharon Mayo
& Names:	39853	Greg Mayo
Basic System:	Standard - 2/1 GF	
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, min.length, or specific meaning Canapé

1♣ 11+ hcp, 3+ ♣	1♥ 11+ hcp, 5+ ♥
1♦ 11+ hcp, (3)4+ ♦	1♠ 11+ hcp, 5+ ♠
1NT 15-17 hcp	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ Simple Stayman

2♦ Tfr -> ♥	2♠ Tfr -> ♣
2♥ Tfr -> ♠	2NT Tfr -> ♦
(Dbl)	other

2♣ Strong, forcing	
2♦ Multi - weak 2 in ♥ or ♠ or 19+ hcp, 4441	
2♥ 6-10 hcp, 5♥ - 4+ minor	
2♠ 6-10 hcp, 5♠ and 4+ minor	
2NT (20)21-22 hcp, balanced	3NT Kabel ace ask
other	

2. PRE-ALERTS

3NT opening	1M - 2♣
4NT = 5♣/♦ pre-empt with strong suit	(1♣) - 2♣ = natural
Bergen raises	(1♣/♦) - 2♦ = Michaels

3. COMPETITIVE BIDS / OVERCALLS

Doubles Support X and XX	Negative DBL thru 4♠
	Responsive DBL thru 4♦
Jump overcalls Weak	Unusual NT Lower 2 unbid suits
1NT overcall: (immediate) (15)16-18 hcp	(re-opening) 11-14(15) hcp
Immediate cue: (minor) See pre-alerts	(Major) Michaels' cue bid
Over: Weak Twos T/O double with Lebenseg Opening Threes X = T/O	
Opponent's transfers	
Opponent's 1NT Multi Landy	
X = penalties vs weak NT	
X = 4M and 5m vs strong NT	

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+ ♦, 6+ hcp	2♦ 5+ ♣, (6)7-9 hcp	3♦ 5+ ♣, 0-1 ♦, GF
1♥ 4+ ♥, 6+ hcp	2♥ 6+ ♥, 0-6 hcp	3♥ 5+ ♣, 0-1 ♥, GF
1♠ 4+ ♠, 6+ hcp	2♠ 6+ ♠, 0-6 hcp	3♠ 5+ ♣, 0-1 ♠, GF
1NT 8-10 hcp, no 4M	2NT (10)11-12 hcp, no 4M	3NT 13-15 hcp, 33(43)
2♣ 4+ ♣, 10+ hcp	3♣ 5+ ♣, 3-6 hcp	4♣ Pre-emptive
other		
1♦ 1♥ 4+ ♥, 6+ hcp	2♥ 6+ ♥, 0-6 hcp	3♥ 5+ ♦, 0-1 ♥, GF
1♠ 4+ ♠, 6+ hcp	2♠ 6+ ♠, 0-6 hcp	3♠ 5+ ♦, 0-1 ♠, GF
1NT 6-10 hcp, no 4M	2NT 10-12 hcp, balanced	3NT 13-15 hcp, 33(43)
2♣ 4+ ♣, GF unless rebid	3♣ 4+ ♦, (6)7-9 hcp	4♣ Pre-emptive
2♦ 4+ ♦, 10+ hcp	3♦ 5+ ♦, 0-6 hcp	4♦ Pre-emptive
other		
1♥ 1♠ 4+ ♠, 6+ hcp	2♥ 3-4 ♥, 6-9 hcp	3♦ 4+ ♥, 10-12 hcp
1NT 6-12 hcp, semi-forcing	2♠ 0-6 hcp, 6+ ♠	3♥ 4+ ♥, 0-6 hcp
2♣ 3 way bid, artificial	2NT 4+ ♥, 12+ hcp, GF	3♠ 4+ ♥, 10-14 hcp, a void
2♦ 4+ ♦, GF	3♣ 4+ ♥, 6-9 hcp	3NT 4+ ♥, 10-14 hcp, ♣ SPL
other 4♣ = 4+ ♥, 10-14 hcp, ♦ SPL, 4♦ = 4+ ♥, 10-14 hcp, ♠ SPL		
1♠ 1NT 6-12 hcp, semi-forcing	2♠ 3-4 ♠, 6-9 hcp	3♥ 6+ ♥, invitational
2♣ 3 way bid, artificial	2NT 4+ ♠, 12+ hcp, GF	3♠ 4+ ♠, 0-6 hcp
2♦ 4+ ♦, GF	3♣ 4+ ♠, 6-9 hcp	3NT 4+ ♠, 10-14 hcp, a void
2♥ 5+ ♥, GF	3♦ 4+ ♠, 10-12 hcp	4♣ 4+ ♠, 10-14 hcp, ♣ SPL
other 4♦ = 4+ ♠, 10-14 hcp, ♦ SPL, 4♥ = 4+ ♠, 10-14 hcp, ♥ SPL		
1NT 3♣ 5 card major stayman	3♠ 1♠3♥(54)	4♦ Tfr -> ♠
3♦ 5-5+ in ♥ & ♠, Inv+	3NT To play	4♥ To play
3♥ 3♠1♥(54)	4♣ Tfr -> ♥	4♠ To play
other 4NT = quantitative		
2♣ 2♦ Waiting	2NT (4333), 9+ hcp, 3+ ctl	3♥ 3 ♠, 0-1 ♥, (5-4+)
2♥ 5+ ♥, 8+ hcp, good suit	3♣ 5+ ♣, good suit	3♠ 0-1 ♠, 3 ♥, (5-4+)
2♠ 5+ ♠, 8+ hcp, good suit	3♦ 6+ ♦, good suit	3NT 5+5+ m, no 3 crd M
other 4♣/♦/♥/♠ -> Trf		
2♦ 2♥ P/C	3♣ (5)6+ ♣, F	3♠ P/C
2♠ P/C, INV in ♥	3♦ (5)6+ ♦, F	3NT
2NT Inquiry	3♥ P/C	4♣ "Transfer me to your M"
other 4♦ = "Bid your M"		

Notes

2♥ 2♠ Inv, NF	3♦ Inv in ♥	3NT To play
2NT Inquiry	3♥ pre-emptive	4♣ Splinter
3♣ P/C for the minor	3♠ pre-emptive	4♥ To play
other 4! Splinter, 4♠ To play		
2♠ 2NT Inquiry	3♥ Inv, NF	4♣ Splinter
3♣ P/C	3♠ To play	4♥ To play
3♦ ♠ invite	3NT To play	4♠ To play
other 4♦ Splinter		
2NT 3♣ Stayman	3♠ 4+-4+ minors	4♦ Tfr -> ♥
3♦ Tfr-> ♥	3NT to play	4♥ Trf -> ♠
3♥ Tfr -> ♠	4♣ Tfr -> ♦	4♠ Tfr -> ♣
other		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 3 card support before 4 OM

Defence to 3NT opening X = penalties

Defence to Opening Twos X = T/O

Multi 2♦ X = Values, 2NT = 16-18 hcp, M stoppers

RCO style 2-s X = Values, 2NT = 16-18 hcp

Other 2-s X = T/O

Defence 1♣ : Tverb

to

strong 2♣ : Tverb

1♣ / 2♣ Natural

Over 1NT Interference Lebensohl X=T/O

Lebensohl - other uses After T/O X of weak 2's, RCO's

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X

4♠ X

10. OTHER NOTES

Hcp are a guide only

1M - 2♣ = natural GF, or balanced GF or 3 card limit raise