

4. BASIC RESPONSES

Jump raises - minors	0-6
Jump raises - Majors	0-6
Jump shifts after minor opening	om 7-9 fit, 2M 6+M INV, 3D/M void splinter
Jump shifts after Major opening	Bergen 3C 6-9, 3D 10-11, oM 3 card 10-12
Responses to strong 2 suit open.	2D negative or waiting, others positive
Responses to 2NT opening	3C Stay, 3R transfer, 3S minors, 4x 2 under S/T

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead (see notes)	
Four or more with an honour	3rd/Low	4th
From 4 small	3rd	2nd
From 3 cards (no honour)	3rd	top/2nd
In partner's suit	top from xxx if raised	
Discards	Rev Attitude	
Count	Reverse original	
Signal on partner's lead:	Rev Attitude	
Signal on declarer's lead:	Rev Count / Standard Suit Preference	
Notes vs Suit at 5+ level or preemptor A - att, King - count		
vs NT underlead asks for unblock		

6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/> RKCB	1430
Asking Bids <input type="checkbox"/> Cue Bids <input checked="" type="checkbox"/>	1st/2nd round

7. OTHER CONVENTIONS

1M (X) transfers from 1NT to 2M - 1	2 way checkback
Support doubles	Blackout after reverse
1m (1NT) 2C = both M	4th suit GF
	Drury
	FSJ by passed hand

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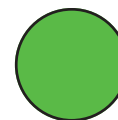
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AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos.	735698	Ellena Moskovsky
& Names:	522805	David Wiltshire
Basic System:	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

1♣ 2+	1♥ 5+
1♦ 4+	1♠ 5+
1NT 1st/2nd nv 14-16, other 15-17	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣	Simple Stayman (then smolen 3M = 5oM)
2♦ -> H	2♠ INV or C
2♥ -> S	2NT D
(Dbl)	other 3C Puppet, 3D 55ms, 3M SPL

2♣	GF
2♦	weak, 5/6 nv 6 vul, very aggressive at favourable
2♥	weak, 5/6 nv 6 vul, very aggressive at favourable
2♠	weak, 5/6 nv 6 vul, very aggressive at favourable
2NT	20-22
3NT	
other	

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Doubles	Negative DBL thru	4S
	Responsive DBL thru	4S
Jump overcalls	2M 10-14, others weak	Unusual NT Lowest Unbid Suits
1NT overcall: (immediate)	15-18	(re-opening) 14-16
Immediate cue: (minor)	55+ Majors, any range	(Major) 55+ oM + minor, any range
Over: Weak Twos	X + Leb	Opening Threes X = t/o
Opponent's transfers		
Opponent's 1NT	Multi Landy, X = values 16+, 2C Majors, 2D 1 Major, 2M 5+M 4+m	

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+ D, 0+ HCP 1♥ 4+H, 0+ HCP 1♠ 4+S, 0+ HCP 1NT 5-10 2♣ 5+C, inv+ other	2♦ 7-9 6+C 2♥ 6+H INV 2♠ 6+S INV 2NT 11-12 no M 3♣ 0-6 6+C	3♦ void SPL 3♥ void SPL 3♠ void SPL 3NT 4♣
1♦ 1♥ 4+H, 4+HCP 1♠ 4+S, 4+HCP 1NT 5-10 2♣ 4+ GF 2♦ 4+D, inv+ other	2♥ 6+H, INV 2♠ 6+S, INV 2NT 11-12 INV, no M 3♣ 7-9 4D 3♦ 0-6 4+D	3♥ void SPL 3♠ void SPL 3NT 4♣ 4♦
1♥ 1♠ 4+S, 4+ HCP 1NT 5-11, NF 2♣ 3+, GF 2♦ 5+, GF other 4m SPL 10-13	2♥ 3H, 6-9 2♠ 3H, 10-12 2NT 4+H, GF 3♣ 4+H, 6-9	3♦ 4+H, 10-11 3♥ 4H, 0-6 3♠ SPL 10-13 3NT
1♠ 1NT 5-11, NF 2♣ 2+, GF 2♦ 5+, GF 2♥ 5+, GF other	2♠ 3S, 6-9 2NT 4+S, GF 3♣ 4+S, 6-9 3♦ 4+S, 10-11	3♥ 3S, 10-12 3♠ 4S, 0-6 3NT 4♣ SPL 10-13
1NT 3♣ Asks for 5M 3♦ 55+ minors 3♥ SPL, not 4S other	3♠ SPL, not 4H 3NT Natural 4♣ -> 4H	4♦ -> 4S 4♥ to play 4♠ to play
2♣ 2♦ negative or waiting 2♥ 5+ positive 2♠ 5+ positive other	2NT positive bal 3♣ 5+ positive 3♦ 5+ positive	3♥ 3♠ 3NT
2♦ 2♥ nv NF, v F 2♠ nv NF, v F 2NT asks shortage other	3♣ nv NF, v F 3♦ to play 3♥ splinter	3♠ splinter 3NT to play 4♣ splinter

Notes

2♥ 2♠ nv NF, v F 2NT shortage ask 3♣ nv NF, v F other	3♦ nv NF, v F 3♥ to play 3♠ splinter	3NT to play 4♣ splinter 4♥ to play
2♠ 2NT shortage ask 3♣ nv NF, v F 3♦ nv NF, v F other	3♥ nv NF, v F 3♠ to play 3NT to play	4♣ splinter 4♥ to play 4♠ to play
2NT 3♣ Simple stayman 3♦ -> 3H 3♥ -> 3S other 4NT quant, 5m NAT	3♠ both minors 3NT to play 4♣ 6+H Slam try	4♦ 6+S Slam try 4♥ 6+C Slam try 4♠ 6+D Slam try

9. CONVENTIONS

Unusual NT: Lowest Unbid Suits

4th Suit Forcing One round ☐ Game force ☒

NT Checkback ☒ Priorities: Two way

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦

RCO style 2-s

Other 2-s

Defence (1♣) :

to also after 1C - 1D and 2C - 2D

strong

1♣ / 2♣

Over 1NT Interference System on, XX to run away in 5-card minor

Lebensohl - other uses (2M) X (P)

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X

4♠ X

10. OTHER NOTES