

4. BASIC RESPONSES

Jump raises - minors	Inverted, no 4c major, about 3-9 HCP in C, 3-5 HCP in D
Jump raises - Majors	0-5 shapely 4+ trumps
Jump shifts after minor opening	1C-2D=10+ nat, 1D-3C=6-9 5+D, 1m-2M 3-6 HCP 6+M
Jump shifts after Major opening	3C/3D=Bergen 4c raise 6-9/10-12. Other=splinter
Responses to strong 2 suit open.	After 2C: 2D=neg or waiting, other shows 5c+ and 3+ controls
Responses to 2NT opening	3m/5m to play, 4m=Minorwood

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	AQ=attitude, K=count, overlead	
Four or more with an honour	4th highest	
From 4 small	2nd highest, then lowest	
From 3 cards (no honour)	MUD	
In partner's suit	either highest or normal lead	
Discards	low encourage	
Count	reverse	
Signal on partner's lead:	usually reverse attitude	
Signal on declarer's lead:	usually reverse count	
Notes	the 10 is not regarded as an honour	

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when? never
Slam Notes	after Q ask sign off if no Q, bid cheapest K otherwise or LNT if no K	
Cue Bids <input checked="" type="checkbox"/>		
Asking Bids <input type="checkbox"/>		

7. OTHER CONVENTIONS

4th suit forcing to game (except Blackout)	Bergen raises 3C/3D show 4c support
transfer responses to 1C opening	1H-2S and 1S-3H = 10-12 3c raise
splinters, mini-splinters	trial bids
TWERB over strong 1C and any 1NT	Blackout after reverse
DOPI(minors), DEPO(majors), ROPI after <input checked="" type="checkbox"/>	1D-1x-1NT-2C is an enquiry 6+

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after 1C-2C(inverted) responses show C holding

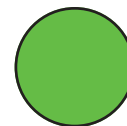
After 1C-1x-1NT 2C/2D=weak with D or inv/GF

leaping Michael's after opp's weak 2 or 3C

non leaping Michael's only after opp's 3D



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	143502	Kitty Muntz
& Names:	398713	Leigh Gold
Basic System:	Standard American with transfer responses 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♣ min 2, 11-14 NT or unbal (10)11+ with ☒ 1♥ min 5, (10)11+

1♦ min 2 (18-19 bal), min 4(unbal 11+) 1♠ min 5, (10)11+

1NT 15-17 incl 1 point for 5c suit, at least one 3 card major may contain 5 card Major ☒

1NT Responses 2♣ simple Stayman

2♦ transfer to H (superaccept with 4) 2♠ transfer to C (3C=superaccept)

2♥ transfer to S (superaccept with 4) 2NT transfer to D (3D=superaccept)

other after transfer 4NT as next bid is quantitative showing a 5332/6322 shape M/m

2♣ 8.5 PT M, 9 PT minor, 23+ bal (Puppet Stayman)

2♦ multi: weak 2H, weak 2S, 20-22 bal (3C=Puppet, 3S=minor suit Stayman)

2♥ H+another 5+/5+ 5-10 HCP

2♠ S+minor 5+/5+ 5-10 HCP

2NT minors 5+/5+ 5-10 HCP

3NT gambling, solid suit no outside K/A

other

2. PRE-ALERTS

1C (when bal 11-14), 1D (when bal 18-19)	Transfer responses to 1C
and 1NT (bal 15-17) can all contain a	1C can have a (not good) 6c D suit
five card major	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4H	Jump overcalls	weak
Responsive doubles through	4H	Unusual NT	2 lowest unbid suits, not 11-15
1NT overcall - immediate	15-18	Immediate cue of minor	S+another, not 11-15
1NT overcall - re-opening	good 10-14	Immediate cue of Major	other major+minor not 11-15
Over weak twos	X=takeout, Leb reply<=8	Over opening threes	X=takeout
Over opponent's 1NT	Over weak NT X=penalty, suit=TWERB (shows the suit above or 2 below). Over strong NT X=C or both red suits, suit=TWERB		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+H, 6+ HCP	2♦ 10+, 5+D, forcing	3♦ splinter 12-14, 6+C
1♥ 4+S, 6+ HCP	2♥ weak 0-7 6c suit	3♥ splinter 12-14, 6+C
1♠ 6-10, transfer to 1NT	2♠ weak 0-7 6c suit	3♠ splinter 12-14, 6+C
1NT 11-12 bal, no good M	2NT 8-10 minors 5/4 +	3NT 13-15 no major, 4+C
2♣ 11-15: show C length	3♣ weak 3-9, 5+C	4♣ preemptive, long Cs
other 4M - splinter 15+		
1♦ 1♥ 4+H, 6+HCP	2♥ weak 0-7 6c suit	3♥ splinter 12-14, 5+D
1♠ 4+S, 6+HCP	2♠ weak 0-7 6c suit	3♠ splinter 12-14, 5+D
1NT 6-9 no 4c major	2NT 10-12 bal'd 5+D	3NT 13-15 no major 4+D
2♣ 4+C, 10+HCP	3♣ 6-9, 5+D	4♣ splinter 12+
2♦ 10-15: 5+D, no major	3♦ weak 2-5, 5+D	4♦ preemptive, long Ds
other		
1♥ 1♠ 4+S, 6+HCP	2♥ 6-9 3c raise	3♦ 10-12 4c raise
1NT 6-9HCP, <3H, <4S	2♠ splinter agreeing H	3♥ 0-5 4+ shapely raise
2♣ 3-way bid	2NT 12+ 4c raise GF	3♠ splinter
2♦ 4+D, 10+HCP	3♣ 6-9 4c raise	3NT 13-15 3c bal'd raise
other 4C/4D splinters, 4S exclusion Blackwood in H		
1♠ 1NT 6-9, <3S	2♠ 6-9 3c raise	3♥ splinter agreeing S
2♣ 3-way bid	2NT 12+ 4c raise GF	3♠ 0-5 4+ shapely rais
2♦ 4+D, 10+HCP	3♣ 6-9 4c raise	3NT 13-15 3c bal'd raise
2♥ 5+H, usually <3S	3♦ 10-12 4c raise	4♣ splinter
other 4D splinter, 4H to play		
1NT 3♣ Puppet Stayman	3♠ H shortage, 3c S suit	4♦ transfer to S
3♦ Minor suit Stayman	3NT 10-14 no major	4♥ to play
3♥ S shortage, 3c H suit	4♣ transfer to H	4♠ to play
other 4NT/5NT quantitative to 6NT/7NT		
2♣ 2♦ negative or waiting	2NT not used	3♥ not used
2♥ 5+H, 3+ controls	3♣ HHxxxx, 3+controls	3♠ not used
2♠ 5+S, 3+ controls	3♦ HHxxxx, 3+controls	3NT not used
other Splinters apply after opener's rebid. Fast arrival shows a weaker hand.		
2♦ 2♥ pass or correct	3♣ non-forcing	3♠ pass or correct
2♠ pass or correct, 3+H	3♦ non-forcing	3NT 4+H 4+S no slam int.
2NT 14+ enquiry	3♥ pass or correct	4♣ not used
other responder does not exceed 3NT in case opener has 20-22 balanced		

Notes

2♥ 2♠ pass or correct	3♦ pass or correct	3NT to play
2NT 14+ enquiry	3♥ preemptive raise	4♣ pass or correct
3♣ pass or correct	3♠ pass or correct	4♥ to play
other		
2♠ 2NT 14+ enquiry	3♥ NF (forcing via 2NT)	4♣ pass or correct
3♣ pass or correct	3♠ preemptive raise	4♥ splinter
3♦ pass or correct	3NT to play	4♠ to play
other		
2NT 3♣ to play	3♠ forcing: raise with 2+	4♦ RKCB in D
3♦ to play	3NT to play	4♥ to play
3♥ forcing: raise with 2+	4♣ RKCB in C	4♠ to play
other		

9. CONVENTIONS

Unusual NT: lowest 2 unbid suits

4th Suit Forcing One round ☐ Game force ☒

NT Checkback ☒ Priorities: 1C-1x-1N 2-way checkback, 2C forces 2D, 2D GF

Defence to 3NT opening 4C/4D=both majors longer H/S

Defence to Opening Twos

Multi 2♦ 2NT=15-18 bal, X=15+ in 1st seat, 12+ after relay. Leb after X.

RCO style 2-s VTP doubles with Leb. Suit=very good 6c suit.

Other 2-s Weak 2s dbl=takeout. Acoll 2s TWERB

Defence	1♣ : TWERB, suit shows the suit above or 2 below, NT=2 non-touching suits
to	
strong	2♣ : TWERB, suit shows the suit above or 2 below, NT=2 non-touching suits
♣	

Over 1NT Interference system on after 2C, else dbl for takeout (optional on 3-level), Leb.

Lebensohl - other uses after opps single raise their suit and we double

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

4♥ X=takeout 4♠ X=penalty, 4NT=takeout at least 2 suits

10. OTHER NOTES

After 1NT: superaccept major with 4c support - raise with min, bid other with max

superaccept minor with Hxx or xxxx by bidding 3m, else bid suit below

After Puppet Stayman and 3D reply: 4C=both majors slam interest, 4D ditto no slam int.

In Minorwood sequence 5m and 4NT are signoffs

After multi 2 interference and opener's dbl showing big hand Lebensohl applies