

4. BASIC RESPONSES

Jump raises - minors	Weak (4-9 HCP)
Jump raises - Majors	Weak (0-5 HCP)
Jump shifts after minor opening	1♣-2♦/1♦-3♣ = invitational raises; 2M very weak (3-5); Splinters
Jump shifts after Major opening	Bergen raises; 1♥-2♠/1♠-3♥ = invit. raises, 3cd supp; Splinters
Responses to strong 2 suit open.	2♦ = waiting, 2♥/2♠ = good 5c suit, 3♣/3♦ = good 6c suit
Responses to 2NT opening	Simple Stayman & Smolen

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead all*	underlead asks for unblock
Four or more with an honour	4th	
From 4 small	2nd	
From 3 cards (no honour)	MUD	
In partner's suit	low from length; att if raised	
Discards	Low encourage	
Count	Reverse present count	
Signal on partner's lead:	Low encourage	
Signal on declarer's lead:	Reverse present count	
Notes	King lead asks for count against 5-lvl contracts or pre-empts (shape hands)	

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
Slam Notes	1. step Queen ask, 2. step King ask;	
Cue Bids <input checked="" type="checkbox"/>	1st/2nd round controls	
Asking Bids <input type="checkbox"/>		

7. OTHER CONVENTIONS

2-way checkback	Michaels
Bergen & Jacoby	Splinters
Inverted Minors	Simple checkback over 2N
Smolen	Lebensohl
Support doubles/redoubles	Blackout

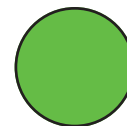
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	636134	Fraser Rew
& Names:	534765	Dagmar Neumann
Basic System:	2/1 GF, Semi-forcing NT	
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♣ 2+	1♥ 5+
1♦ 4+	1♠ 5+

1NT (14) 15-17 may contain 5 card Major ☒

1NT Responses 2♣ Simple Stayman, after 2♦: Garbage, Invite, Smolen

2♦ ♥ 2♠ ♣

2♥ ♠ 2NT ♦

other 3♣ = Puppet Stayman, 4m = Texas

2♣ Game Force, or 23-24 bal

2♦ (5)6 <opening 2NT = shortage ask New suit = NF if fav

2♥ (5)6 <opening 2NT = shortage ask New suit = NF if fav

2♠ (5)6 <opening 2NT = shortage ask New suit = NF if fav

2NT 20-22 3NT Gambling, no more than outside K

other

2. PRE-ALERTS

All system on after a double

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak
Responsive doubles through	4♥	Unusual NT	Lowest unbid suits
1NT overcall - immediate	15-18	Immediate cue of minor	Michaels
1NT overcall - re-opening	11-14(m), 14-16(M)	Immediate cue of Major	Michaels
Over weak twos	Natural, x = t/o	Over opening threes	Natural, x = t/o
Over opponent's 1NT	Landy (2♣=majors, 2NT minors, others natural), x= points		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♦	2♦ 5+♣, 10-12	3♦ spl
1♥ 4+♥	2♥ 6+♥, (0)3-5	3♥ spl
1♠ 4+♠	2♠ 6+♠, (0)3-5	3♠ spl
1NT <4♦/♥/♠, 7-10	2NT <4♥/4♠, 11-12	3NT <4♥/4♠, 13-15 bal
2♣ 5+♣, GF	3♣ 5+♣, 4-9	4♣ pre-emptive
other 1m-2m-2y stopper showing (also 2N or limit raise); 1m-2M-2N shortage ask		
1♦ 1♥ 4+♥, 6+	2♥ 6+♥, (0)3-5	3♥ spl
1♠ 4+♠, 6+	2♠ 6+♠, (0)3-5	3♠ spl
1NT <4♥/♠, 6-10	2NT <4♥/4♠, 11-12	3NT <4♥/4♠, 13-15 bal
2♣ 4+♣, GF	3♣ 4+♦, 10-12	4♣ spl
2♦ 4+♦, GF	3♦ 4+♦, 4-9	4♦ preemptive
other 1m-2m-2y stopper showing (also 2N or limit raise); 1m-2M-2N shortage ask		
1♥ 1♠ 4+♠	2♥ 3♥, 6-9	3♦ 4+♥, 10-12
1NT <4♠, 6-12	2♠ 3♥, 10-12	3♥ 4+♥, 0-5
2♣ 3+♣, GF	2NT 4+♥, 12+	3♠ spl
2♦ 5+♦, GF	3♣ 4+♥, 6-9	3NT 12-15HCP, gen 4333
other 4♠ and 5m to play; Jacoby, Bergen		
1♠ 1NT 6-12	2♠ 3♠, 6-9	3♥ 3♠, 10-12
2♣ 3+♣, GF	2NT 4+♠, 12+	3♠ 4+♠, 0-5
2♦ 5+♦, GF	3♣ 4+♠, 6-9	3NT 12-15HCP, gen 4333
2♥ 5+♥, GF	3♦ 4+♠, 10-12	4♣
other 4♥ and 5m to play; Jacoby, Bergen		
1NT 3♣ Puppet Stayman	3♠ (0-1♠, 3♥)	4♦ Texas ♠ (play or KC)
3♦ (5+♣+5+♦, GF)	3NT to play	4♥ to play
3♥ (0-1♥, 3♠)	4♣ Texas ♥ (play or KC)	4♠ to play
other Smolen; 1N-2♣-2M-3oM = sets suit, S/T		
2♣ 2♦ Waiting	2NT	3♥
2♥ 5+ good ♥	3♣ 6+ good ♣	3♠
2♠ 5+ good ♠	3♦ 6+ good ♦	3NT
other 2♣-2♦-2N = 23+		
2♦ 2♥ nat, F1 vul	3♣ nat, F1 vul	3♠
2♠ nat, F1 vul	3♦ to play	3NT To play
2NT shortage inquiry	3♥	4♣
other 4M to play; 2N: 3♣=spl, 3♥/♠=non-min spl; 3♦=min; 3N=max, no spl		

Notes

2♥ 2♠ nat, F1 vul	3♦ nat, F1	3NT to play
2NT shortage ask	3♥ to play	4♣
3♣ nat, F1 vul	3♠ 5+♠, game force	4♥ to play
other 4♠ to play; 2N: 3♣/3♦=spl, 3♠=non-min spl; 3♥=min; 3N=max, no spl		
2♠ 2NT shortage ask	3♥ nat, F1 vul	4♣
3♣ nat, F1 vul	3♠ to play	4♥ to play
3♦ nat, F1 vul	3NT to play	4♠ to play
other 2N: 3♣/♦/♥=spl, 3♠=min; 3N=max, no spl		
2NT 3♣ Simple Stayman	3♠ Minor suit stayman	4♦ 6+♦suit, S/T
3♦ ♥ transfer	3NT to play	4♥ to play
3♥ ♠ transfer	4♣ 6+♣suit, S/T	4♠ to play
other Smolen; 2N-3♣-3M-3/4oM = sets suit, S/T		

9. CONVENTIONS

Unusual NT: Lowest unbid suits

4th Suit Forcing One round ☐ Game force ☐

NT Checkback ☒ Priorities: 2♣ trf ♦: to play or INV; 2♦: art GF; 2N: ♣ re-transfer

Defence to 3NT opening

Defence to Opening Twos Natural, x= t/o

Multi 2♦ x/x/x (FP)

RCO style 2-s x/x/x (FP)

Other 2-s

Defence x = majors, 1NT = minors

to Other bids preemptive

strong Pass and bid with good hand

♣

Over 1NT Interference System on after x, otherwise natural (X > Lebensohl)

Lebensohl - other uses overcall of 1N opening, weak 2's

Take out of 4 level pre-empts 4♣/4♦ x = t/o

4♥ x = t/o; 4N = two places to play 4♠ x = t/o; 4N = two places to play

10. OTHER NOTES

Over transfer responses: x = t/o of suit shown, bids are natural (bid of suit shown = 5+)