

4. BASIC RESPONSES

Jump raises - minors	Preempt	Other:
Jump raises - Majors	Preempt	Other:
Jump shifts after minor opening	1♣-2♦/♥=WK TRF, 1♣-2♠=L/R, 1♦-2♥/♠=WK NAT, 1♦-3♣=L/R	
Jump shifts after Major opening	Bergen raises. Jumps to OM (1♥ - 2♠ or 1♠ - 3♥) = 3 card L/R	
Responses to strong 2 suit open.	Not applicable	
Responses to 2NT opening	3♣=INQ (then 3♥=no M, 3NT=5♥). 3♦/♥=TRF, 3♠=m suit STAY	

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A-Attitude K-Count	Overlead, A-Attitude K-Count
Four or more with an honour	3rd/5th	Attitude
From 4 small	3rd	2nd
From 3 cards (no honour)	3rd	top
In partner's suit	As above but can lead top from xxx	As above
Discards	First discard - Odd/Even	First discard - Odd/Even
Count	Low-High = Even	Low-High = Even
Signal on partner's lead:	REV count	REV count (*low ENCRG)
Signal on declarer's lead:	1.REV count;2.S/Psometimes;3.NAT Smith Peters in NT sometimes	
Notes Vs NT, Ace or Queen asks for REV ATT (*low ENCRG), King asks for unblock/REV count		
Vs Suit, Ace or Queen asks for REV ATT (*low ENCRG), King asks for REV count		
In cash out situations, low ENCRG to partner's honour lead/odd ENCRG discard		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 3041	4♣ Gerber <input type="checkbox"/> when?
Slam Notes	4m is often Minorwood, D0P1/R0P1 (for numbers) & PEDO	
Cue Bids <input checked="" type="checkbox"/>	1st/2nd round CNTRLs in ascending suit order	
Asking Bids <input type="checkbox"/>		

7. OTHER CONVENTIONS

4SF FG	LEB
Bergen and Jacoby raises	Leaping Michaels
Drury after 3rd/4th seat M opening	Cue raises
D0P1, R0P1 (for numbers), PEDO	4m often Minorwood
Blackout	123 Xs

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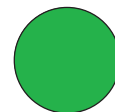
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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	177938	Jon Hunt
& Names:	148911	Ian Thomson
Basic System:	Standard	
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 <input type="checkbox"/>
1♣ 11+, 2+♣	1♥ 11+, 5+♥	
1♦ 11+, 4+♦	1♠ 11+, 5+♠	
1NT 15-17	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses	2♣ Simple Stayman	Other: Smolen
2♦ TRF to ♥ (can be mild S/T)	2♠ TRF to ♣ (2NT = super accept)	
2♥ TRF to ♠ (can be mild S/T)	2NT TRF to ♦ (3♣ = super accept)	
other Super accepts of TRF to M. 3♣/♦/♥/♠ = 6+ card suit S/T		
2♣ Acol 2 any suit or any Game Force or 23+ BAL/semi-BAL		
2♦ 4-7 HCP 6♥ or 6♠		
2♥ 8-11 HCP 6♥		
2♠ 8-11 HCP 6♠		
2NT 20-22 HCP BAL/semi-BAL	3NT Gambling, no more than a Q outside	
other		

2. PRE-ALERTS

TRF responses to 1♣ opening	Also transfer responses after 1♦ (X)
1♣/1♦ opening-(1♥ O/C)-1♠RESP=3 or less ♠	
Bergen raises	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Cheapest Jump=next 2 suits, other jumps = Intermediate
Responsive doubles through	4♥	Unusual NT	either ♥ & ♣ or ♠ & ♦, 5-5, wide range
1NT overcall - immediate	15-17	Immediate cue of minor	Next 2 suits up, 5-5, wide range
1NT overcall - re-opening	11-14	Immediate cue of Major	Next 2 suits up, 5-5, wide range
Over weak twos	X = T/O	Over opening threes	X = T/O
Over opponent's 1NT	WK NT: X = PEN, 2♣ = Both M, 2♦ = 1M, 2♥/♠ = 5+♥/♠ & 4+ m		
STR NT: X = 4M + 5m, else as above			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+ HCP, 4+♥ 1♥ 5+ HCP, 4+♠ 1♠ 5+ HCP, 4+♦ 1NT 6-10 HCP NAT 2♣ 5-9 HCP 5+♣ raise other	2♦ 4-7 HCP, 6♥ 2♥ 4-7 HCP, 6♠ 2♠ 10-11 HCP 5+♣ raise 2NT S/T 5+♣ raise 3♣ PRE 5+♣ raise	3♦ FG SPL raise, 5+ *CPs 3♥ FG SPL raise, 5+ *CPs 3♠ FG SPL raise, 5+ *CPs 3NT To play 4♣ Minorwood
1♦ 1♥ 5+ HCP, 4+♥ 1♠ 5+ HCP, 4+♠ 1NT 6-10 HCP NAT 2♣ NAT,FG unless rebid 3♣ 2♦ 5-9 HCP raise other	2♥ 4-7 HCP, 6♥ 2♠ 4-7 HCP, 6♠ 2NT S/T raise 3♣ 10-11 HCP raise 3♦ PRE raise	3♥ FG SPL raise, 5+ *CPs 3♠ FG SPL raise, 5+ *CPs 3NT To play 4♣ FG SPL raise, 5+ *CPs 4♦ Minorwood
1♥ 1♠ 5+ HCP 4+♠ 1NT 6-10 HCP NAT 2♣ NAT,FG unless rebid 3♣ 2♦ NAT,FG unless rebid 3♦ other 1♥ - 4♣/♦ = 10-14 HCP SPL raise	2♥ 6-9 HCP 3 card raise 2♠ 10-12 HCP 3 card raise 2NT FG 4+ card raise 3♣ 6-9 HCP 4+ card raise	3♦ 10-12 HCP 4+ card raise 3♥ PRE raise 3♠ 10-14 HCP SPL raise 3NT 13-15 HCP (likely 4333)
1♠ 1NT 6-10 HCP NAT 2♣ NAT,FG unless rebid 3♣ 2♦ NAT,FG unless rebid 3♦ 2♥ NAT,FG unless rebid 3♥ other 1♠ - 4♦/♥ = 10-14 HCP SPL raise	2♠ 6-9 HCP 3 card raise 2NT FG 4+ card raise 3♣ 6-9 HCP 4+ card raise 3♦ 10-12 HCP 4+ card raise	3♥ 10-12 HCP 3 card raise 3♠ PRE raise 3NT 13-15 HCP likely (4333) 4♣ 10-14 HCP SPL raise
1NT 3♣ 6+♣, S/T(RKCB RESPs) 3♦ 6+♦, S/T(RKCB RESPs) 3♥ 6+♥, S/T(RKCB RESPs) other 4♣/♦ can be definite slam going. TRF to M at 2 level can be mild S/T	3♠ 6+♠, S/T(RKCB RESPs) 3NT To play 4♣ TRF to ♥	4♦ TRF to ♠ 4♥ To play 4♠ To play
2♣ 2♦ 0-3 or 10+ HCP 2♥ 4-6 HCP any shape, FG 2♠ 7-9 HCP, BAL,semi-BAL other 2♣ - 2♦ - 2♥ = ART FG (then 2♠ = ART 0-3 HCP)	2NT 7-9 HCP 5+♣ 3♣ 7-9 HCP, 5+♦ 3♦ 7-9 HCP, 5+♥	3♥ 7-9 HCP, 5+♠ 3♠ 7-9 HCP, 5♠/4♥ 3NT 7-9 HCP, 5♦/4♣
2♦ 2♥ P/C 2♠ P/C 2NT INQ(3♣/♦RESP better) other 4♦ = asks opener to bid their M; 4♥/♠ = To play	3♣ NAT, F1 3♦ NAT, F1 3♥ P/C	3♠ P/C 3NT To play 4♣ asks opener to TRF to M

Notes * CPs = Control points (4 Aces and K of trumps = 2 CPs each; Q of trumps = 1 CP; Kings outside SPL suit = 1 CP each)

2♥ 2♠ NAT, F1 2NT INQ for S/S (3♣=MIN) 3♣ NAT, F1 other	3♦ NAT, F1 3♥ To play 3♠ SPL raise	3NT To play 4♣ SPL raise 4♥ To play
2♠ 2NT INQ for S/S (3♣=MIN) 3♣ NAT, F1 3♦ NAT, F1 other	3♥ NAT, F1 3♠ To play 3NT To play	4♣ SPL raise 4♥ SPL raise 4♠ To play
2NT 3♣ INQ (3NT RESP = 5♥) 3♦ TRF to ♥ 3♥ TRF to ♠ other TRF to M and raise = mild slam interest	3♠ m suit STAY 3NT To play 4♣ NAT Minorwood RESPs	4♦ NAT Minorwood RESPs 4♥ NAT, to play 4♠ NAT, to play

9. CONVENTIONS

Unusual NT: 2 non-touching suits

Any range

4th Suit Forcing

One round ☐

Game force ☒

NT Checkback ☒

Priorities: 2♣ PUP to ♦ or INV; 2♦ FG; 2NT PUP to 3♣ or INV

Defence to 3NT opening

123 Xs, 4♣/♦ = Both Ms

Defence to Opening Twos

X for takeout

Multi 2♦

123 Xs, 2NT and suits NAT

RCO style 2-s

123 Xs, 2NT and suits NAT

Other 2-s

X = T/O, 2NT and suits NAT

Defence

1♣ : X = Ms, 1NT = ms, jumps = WK, NAT

to

strong

2♣ : X = Ms, 2NT = ms, jumps = WK, NAT

♣

Over 1NT Interference

lebensohl

Lebensohl - other uses

After T/O Xs of OPPTs weak 2s

Take out of 4 level pre-empts

4♣/4♦ X

4♥ X

4♠ 4NT (X = cards)

10. OTHER NOTES

Invisible CUEs - an eg is 1♥ - (2NT) - 3♣ = L/R in ♥

- 3♦ = 5+♠, NF

- 3♥ = less than L/R in ♥

- 3♠ = 5+♠, FG

1M - 1NT - 2NT - artificial FG

Mini-splinters and some Jacoby raise responses by opener require 5+ *CPs