

4. BASIC RESPONSES

Jump raises - minors	Inverted
Jump raises - Majors	Bergens
Jump shifts after minor opening	weak
Jump shifts after Major opening	weak
Responses to strong 2 suit open.	
Responses to 2NT opening	puppet stayman and transfers to majors

5. PLAY CONVENTIONS

	Show priorities	Versus	Suit (or both)	Versus	NoTrump (if different)
Leads	Sequences:	Top			
	Four or more with an honour	4th			
	From 4 small	second highest			
	From 3 cards (no honour)	MUD			
	In partner's suit	as above			
Discards		odd enc / even McKenney			
Count		On king leads and our own suit			
Signal on partner's lead:		low enc			
Signal on declarer's lead:					
Notes					

6. SLAM CONVENTIONS

4♣ Gerber

4NT: Blackwood	<input type="checkbox"/>	RKCB	30/14
Asking Bids	<input type="checkbox"/>	Cue Bids	<input checked="" type="checkbox"/> cue bids

7. OTHER CONVENTIONS

Over 1NT x rescue transfers	Super accept majors 2 of major no super acc
xx = bid clubs	2NT 3 of major and max points
2C - transfer to diamonds	3 of major 4 of major and min points
2D - transfer to hearts	Cue of another suit is 4 of major and max pts
2H transfer to spades	

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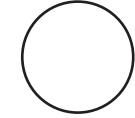
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AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos.

313556

Viv Zotti

& Names:

805025

Andrea McCallum

Basic System:

Standard with mini multis

Brown Sticker



Classification:



Green



Blue



Red



Yellow



1. OPENING BIDS

Describe strength, min.length, or specific meaning Canapé

1♣ 2 + clubs and 10 + points



5 + hearts and 10 + points

1♦ 4 + diamonds and 10 + points



5 + spades and 10 + points

1NT 15-17 balanced

may contain 5 card Major

1NT Responses 2♣ Lavings

2♦ Transfer to hearts

2♠ Transfer to clubs

2♥ Transfer to spades

2NT Transfer to diamonds

(Dbl)

other 4NT 16-17 super accept majors

2♣ G/F or 8 playing tricks

2♦ 6-10 points 6 hearts or 6 spades

2♥ 6-10 points 5 hearts and 5 of another

2♠ 6-10 points 5 spades and 5 of minor

2NT 20-22 points

3NT

other

2. PRE-ALERTS

Cue bids

Michaels

Bergens

Inverted minors

Support doubles

3. COMPETITIVE BIDS / OVERCALLS

Doubles t/o

Negative DBL thru 4 hearts

Responsive DBL thru

Jump overcalls

Weak

Unusual NT 2 lower suits

1NT overcall: (immediate) 15-18 points

(re-opening)

Immediate cue: (minor) spades and another

(Major) other major and minor

Over: Weak Twos x=t/o 2NT 16-18

Opening Threes x=t/o suit natural

Opponent's transfers x=t/o suit natural

Opponent's 1NT x - 16 + / reverse cappelletti

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6 + points 4 + suit	2♦ to play	3♦
1♥ 6 + points 4 + suit	2♥ to play	3♥
1♠ 6 + points 4 + suit	2♠ to play	3♠
1NT 6-9 points	2NT 10-12 flat	3NT to play
2♣ 10 + points 5 + suit	3♣ 0-5 points 5 + suit	4♣ MSKC
other		

1♦ 1♥ 6 + points 4 + suit	2♥ to play	3♥
1♠ 6 + points 4 + suit	2♠ to play	3♠
1NT 6 - 9 points	2NT 10-12 flat	3NT to play
2♣ 10 + points 5 + suit	3♣	4♣ MSKC
2♦	3♦	4♦
other		

1♥ 1♠ 6 + points 4 + suit	2♥ 6 - 9 points 3 + hearts	3♦ 10-12 points 4 of suit
1NT 6-9 points	2♠ < 6 points 6 of suit	3♥ 0-5 points 4 of suit
2♣ 10 + points 5 + suit	2NT 12+ points 3 + suit	3♠
2♦ 10 + points 5 + suit	3♣ 6-9 points 4 of suit	3NT 13-15 points 3 of suit
other	4C splinter	4N RKCB

1♠ 1NT 6-9 points	2♠ 6-9 points 3 + spades	3♥
2♣ 10 + points 5 + suit	2NT 12+ points 3 + suit	3♠ 0-5 points 4 of suit
2♦ 10 + points 5 + suit	3♣ 6-9 points 4 of suit	3NT 13-15 points
2♥ 10 + points 5 + suit	3♦ 10-12 points 4 of suit	4♣ splinter
other	RKCB	

1NT 3♣	3♠	4♦	MSKC
3♦	3NT To play	4♥ to play	
3♥	4♣ MSKC	4♠ to play	
other	4NT 16-17 pts quantitative		

2♣ 2♦ 0-7 points	2NT 8 + balanced	3♥
2♥ 8 + points 5 + suit	3♣ 8 + points 5 + suit	3♠
2♠ 8 + points 5 + suit	3♦ 8 + points 5 + suit	3NT
other		

2♦ 2♥ pass or correct	3♣	3♠
2♠	3♦	3NT
2NT forcing	3♥	4♣
other		

Notes		

2♥ 2♠	pass or correct	3♦	pass or corre	3NT
2NT	forcing	3♥	to play	4♣ pass or correct
3♣	pass or correct	3♠	pass or correct	4♥ pass or correct
other				
2♠ 2NT	forcing	3♥		4♣ pass or correct
3♣	pass or correct	3♠		4♥ pass or correct
3♦	pass or correct	3NT		4♠
other				
2NT 3♣	puppet stayman	3♠		4♦ MSKC
3♦	transfer to hearts	3NT	to play	4♥
3♥	transfer to spa	4♣	MSKC	4♠
other				

9. CONVENTIONS

Unusual NT: 2 lower unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: shape and strength

Defence to 3NT opening

Defence to Opening Twos 2NT 16 - 18 X = t/o

Multi 2♦ 2NT 16 - 18 X = t/o

RCO style 2-s

Other 2-s

Defence (1♣) : suit natural

to

strong (2♣) :

1♣ / 2♣

Over 1NT Interference rescue transfers see back page

Lebensohl - other uses

Take out of 4 level pre-empt 4♣/4♦ t/o

4♥ to play 4♠ penalty

10. OTHER NOTES