

#### 4. BASIC RESPONSES

Jump raises - minors	INVERTED MINORS 1C - 3C = 6-9pts 1C - 2C = 10+pts PLUS 5 CARD
Jump raises - Majors	BERGEN RAISES 1H/1S - 3C=7-9pts 1H/1S - 3D=10-12pts WITH 4 CAR
Jump shifts after minor opening	WEAK - 0-5pts AND A 6 CARD SUIT
Jump shifts after Major opening	10+pts 4+ CARD SUIT
Responses to strong 2 suit open.	2D=8+pts 2H=0-3pts 2NT=4-7pts (no 5 card suit) 5+ suit=4-7p
Responses to 2NT opening	STAYMAN AT 3 LEVEL - 3+pts, TRANSFERS - 0+pts

#### 5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	A/Q = Rev. Attitude King = Cou	May underlead
Four or more with an honour	Low	^
From 4 small	2nd Highest, except 109xx Play	
From 3 cards (no honour)	Middle, Up, Down	
In partner's suit	Highest	
<b>Discards</b>	Odd - Encourage/Even - McKenr	
<b>Count</b>	High/Low = Even Up the line = C	
<b>Signal</b> on partner's lead:	Low Encourage	
<b>Signal</b> on declarer's lead:		
<b>Notes</b>		
^		

#### 6. SLAM CONVENTIONS

4NT: Blackwood	<input type="checkbox"/> RKCB	1430	ON LAST BID SUIT
Asking Bids	<input type="checkbox"/> Cue Bids	<input type="checkbox"/> CUE BIDS AND ASKING BIDS	

#### 7. OTHER CONVENTIONS

INVERTED MINORS	PREEMPTIVE 3s (all suits) 7+ CARD SUIT
4TH SUIT FORCING (ASK)	^
BERGEN RAISES	^
CUE RAISE	^
JACOBY 2NT	^

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AUSTRALIAN BRIDGE  
FEDERATION LTD.

#### STANDARD SYSTEM CARD

ABF Nos.	809284	SUE EISHAUER
& Names:	317551	PAULINE ERBY
Basic System:	STANDARD AMERICAN	
Brown Sticker	<input type="checkbox"/>	Classification: Green <input type="checkbox"/> Blue <input type="checkbox"/> Red <input type="checkbox"/> Yellow <input type="checkbox"/>

#### 1. OPENING BIDS

1♣ 3+ 11+pts	1♥ 5+ 11+pts
1♦ 3+ 11+pts	1♠ 5+ 11+pts
1NT 15-17 HCPs Balanced	may contain 5 card Major <input type="checkbox"/>

#### 1NT Responses 2♣ EXTENDED STAYMAN - No 5CM

2♦ Transfer to Hearts 0+pts 5+ card suit	2♠ Transfer to Minors 0+ pts 6+ card suit
2♥ Transfer to Spades 0+pts 5+ card suit	2NT 7pts and a 5 card Minor
(Dbl) ^	other 3NT = 10+pts No 4 or 5CM

2♣	Game Force	
2♦	6 card Major 3-7HCPs OR 19-21HCPs Balanced	
2♥	8-10HCPs, 6 card suit, no void	
2♠	8-10HCPs, 6 card suit, no void	
2NT	22-23HCPs, Balanced	3NT
other	3C Opening - Weak (7 card suit)	

#### 2. PRE-ALERTS

#### 3. COMPETITIVE BIDS / OVERCALLS

Doubles Support Double, Negative Double	Negative DBL thru	3S
Redouble - No fit with partner's suit, no cover in overcaller's suit,	Responsive DBL thru	3S
Jump overcalls Weak - 6-10HCPs + a 6 card suit	Unusual NT 5/5 Maj over Min 5/5 Min ove	
1NT overcall: (immediate) 15-17pts with Stopper	(re-opening) 12-14HCPs	
Immediate cue: (minor) Other Minor + a Major	(Major) Other Major + a Minor	
<b>Over:</b> Weak Twos X for Takout or bid own st	Opening Threes X for Takeout or bid suit with good	
Opponent's transfers X ARTIFICIAL BID AS LEAD DIRECTION		
Opponent's 1NT NATURAL		
WITH 16+PTS X FIRST THEN BID SUIT		

^

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦	2♦	3♦
1♥	2♥	3♥
1♠	2♠	3♠
1NT	2NT	3NT
2♣	3♣	4♣
other		
1♦ 1♥	2♥	3♥
1♠	2♠	3♠
1NT	2NT	3NT
2♣	3♣	4♣
2♦	3♦	4♦
other		
1♥ 1♠	2♥	3♦
1NT	2♠	3♥
2♣	2NT	3♠
2♦	3♣	3NT
other		
1♠ 1NT	2♠	3♥
2♣	2NT	3♠
2♦	3♣	3NT
2♥	3♦	4♣
other		
1NT 3♣	3♠	4♦
3♦	3NT	4♥
3♥	4♣	4♠
other		
2♣ 2♦	2NT	3♥
2♥	3♣	3♠
2♠	3♦	3NT
other		
2♦ 2♥	3♣	3♠
2♠	3♦	3NT
2NT	3♥	4♣
other		

Notes

2♥ 2♠	3♦	3NT
2NT	3♥	4♣
3♣	3♠	4♥
other		
2♠ 2NT	3♥	4♣
3♣	3♠	4♥
3♦	3NT	4♠
other		
2NT 3♣	3♠	4♦
3♦	3NT	4♥
3♥	4♣	4♠
other		

## 9. CONVENTIONS

Unusual NT:

4th Suit Forcing One round ☐

Game force ☐

NT Checkback ☐ Priorities:

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦

RCO style 2-s

Other 2-s

Defence (1♣): {Replace with your defence to strong 1♣ openings}

to

strong (2♣):

1♣ / 2♣

Over 1NT Interference

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦

4♥

4♠

## 10. OTHER NOTES