

4. BASIC RESPONSES

Jump raises - minors	Preemptive
Jump raises - Majors	4+H/4+S, 8+pts
Jump shifts after minor opening	Om limit raise; M preemptive
Jump shifts after Major opening	**** - Specialised bidding showing shape/points
Responses to strong 2 suit open.	2!D waiting; any other 8+ and 5+ card M suit, 6+ m suit
Responses to 2NT opening	Puppet. Trans to Ms, 3S, slam int m, 4H=6C, 4S=6D, 3NT 5S/4H

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Ace - Rev attitude; K - Rev A	Ace - Rev attitude; K - Rev C
Four or more with an honour	4th highest	4th highest
From 4 small	2nd from rubbish	2nd from rubbish
From 3 cards (no honour)	Top	Top
In partner's suit	Low promises 3 or more or s'ton	Low enc
Discards	Low enc	Low enc
Count	Rev C	Rev C
Signal on partner's lead:	Low enc	Low enc

Signal on declarer's lead: Rev C

Notes Ace = Rev attitude; K = Rev C KA = d'ton

When leading partner's suit give count especially if you have not supported, eg high/low shows a d'ton

6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 14/30	4♣ Gerber <input type="checkbox"/> when?	CRO = NT openings/rebids
Slam Notes	RCKG suit agreed, DIFS (X is first step, ie X = 0 or 4 etc) over 4NT in		
Cue Bids <input checked="" type="checkbox"/>	5NT asking for kings, show king - 6NT = 2 kings		
Asking Bids <input type="checkbox"/>			

7. OTHER CONVENTIONS

	Inverted minors; Journalist leads; Splinters;
DIFS over 4NT interference	Cue bids; Support X and XX;
Checkback over 1NT and 2NT rebids	Unassuming cue bid
Specialised raises after 1M opening, Jacoby,	Puppet Stayman over 1NT and 2NT
Maximal double - opener and overcaller	CRO/RCKG

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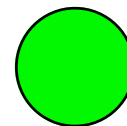
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Super accept, Kokish,
Rozenkantz X showing A or K after overcall
2C/D Drury by passed hand after 1M
Spade Michaels, Lebensohl



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	859079	Frank Hymus
& Names:	310174	Krystyna Homik
Basic System:	2/1 GF after 1M	
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♣ 10+, 2+C 1♥ 10+, 5+H, could be 4 in 3rd/4th seat

1♦ 10+, 4+D 1♠ 10+, 5+S, could be 4 in 3rd/4th seat

1NT 15-17 - can be 5422 or occasionally s'ton honour may contain 5 card Major ☒

1NT Responses 2♣ 9+pts - M enquiry/invitat when resp rebids 2NT (may only be NT enq)

2♦ to 2H, re-transfers*

2♠ 3C

2♥ to 2S, re-transfers

2NT 3D

other

2♣ 23+/9 playing tricks

2♦ 6-10, 6-card M

2♥ 6-10 pts 5H/5 ano

2♠ 6-10pts 5S/5m

2NT 20-22 may contain 5-card M

3NT 6+H and 5+S**

other 3C = Puppet Stayman; transfer to M/m, 3NT = 5!S/4!H

2. PRE-ALERTS

^	^
^	^
^	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4H	Jump overcalls	Preemptive
Responsive doubles through	3S	Unusual NT	Other two lower unbid suits
1NT overcall - immediate	15-18	Immediate cue of minor	Spade Michaels****
1NT overcall - re-opening	11-14m; 15-18M	Immediate cue of Major	Spade Michaels
Over weak twos	X t/o with Leb, 2NT 15-18	Over opening threes	X=t/o
Over opponent's 1NT	strong. Meckwell. X=long m or both M, 2C=C/M, 2D=D/M, 2H=H, 2S=S, 2		
Over weak NT:	Mod Cappelletti X=equal pts, 2C=D or m/M, 2D=M, 2H/2S=natural, 2NT=n		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+, 4+D	2♦ 10-11, 5+C	3♦ ^
1♥ 6+, 4+H	2♥ < 6, 6+H	3♥ ^
1♠ 6+, 4+S	2♠ < 6, 6+S	3♠ ^
1NT 6-10, no 4-card M	2NT 11, bal, no 4-card M	3NT To play
2♣ 12+, 5+C	3♣ 6-9, 5+C	4♣
other ^		
1♦ 1♥ 6+, 4+H	2♥ < 6, 6+H	3♥ ^
1♠ 6+, 4+S	2♠ < 6, 6+S	3♠ ^
1NT 6-12, no 4-card M ffor	2NT 11 bal, no 4-card M	3NT To play
2♣ four, 4+C	3♣ 10-11, 4+!D	4♣ ^
2♦ 12+, 4+D	3♦ 6-9, 4+!D	4♦
other ^		
1♥ 1♠ 6+, 4+S	2♥ 6-10, 3H	3♦ 9-11, 4H, s'ton****
1NT 6-12, forcing one round	2♠ < 6, 6+S	3♥ 8-10, 4H
2♣ GF, 4+C	2NT 15+, 4+H	3♠ 12-14, 4H, s'ton****
2♦ GF, 4+D	3♣ 10-11, 4+H	3NT 13-15, 3+H
other 4!C = 12-14, 4H, bal		
1♠ 1NT 6-12, no 4-card M	2♠ 6-10, 3S	3♥ 12-14, 4S, s'ton****
2♣ GF, 4+C	2NT 15+, 4+S	3♠ 8-10, 4S
2♦ GF, 4+D	3♣ 10-11, 4S	3NT 13-15, 3+S
2♥ GF, 5+H	3♦ 9-11, 4S, s'ton****	4♣ 12-14, 4S, bal
other		
1NT 3♣ 5/5m	3♠ 5H/5S GF	4♦ ^
3♦ 5/5m, GF	3NT 10+ - to play	4♥ ^
3♥ 5H/5S invit	4♣ CRO Gerber	4♠ ^
other 2H transf to spades, 3H bid by partner, 4H, slam interest		
2♣ 2♦ waiting	2NT ^	3♥ ^
2♥ 8+, 5+H	3♣ 8+, 6+C	3♠ ^
2♠ 8+, 5+S	3♦ 8+, 6+D	3NT 5S and 4H
other ^		
2♦ 2♥ pass or correct	3♣ to play	3♠
2♠ spades and game in H	3♦ to play	3NT To play
2NT 14+ pts	3♥ 3H and 4S	4♣ ^
other		

Notes

Def against 1C transfers. Bidding transfer suit is t/o, X transfer suit - lead directing

2♥ 2♠ pass or correct	3♦ to play	3NT to play
2NT 14+	3♥ preemptive	4♣ ^
3♣ to play	3♠ ^	4♥ to play
other ^		
2♠ 2NT 14+	3♥ to play	4♣ ^
3♣ pass or correct	3♠ preemptive	4♥ ^
3♦ to play	3NT To play	4♠ to play
other ^		
2NT 3♣ Puppet/Stayman	3♠ minor suit slam try	4♦ ^
3♦ to !H	3NT 5!s/4!H	4♥ 6+!C
3♥ to !S	4♣ CRO Gerber	4♠ 6+!D
other ^		

9. CONVENTIONS

Unusual NT: two lower unbid suits

4th Suit Forcing One round ☐ ^ Game force ☒

NT Checkback ☒ Priorities: 2-way Check back (always 2C) over 1NT/2NT rebids***

Defence to 3NT opening 4C = 6H/5S 4D = 6S/5H

Defence to Opening Twos T/o X with Lebensohl; 2NT=15-18M stopped

Multi 2♦ 10+ = good suit; X=13+ with Lebensohl, 2NT=15-18M stoppped

RCO style 2-s ^

Other 2-s (2H/S) X = 12+ and 4OM, partner bids wih 9+ or 2NT=Lebenshol

Defence (1C) : Mod Meckwell X=C or both M, 1D/1H/1S=natural, 1NT both m

to 2C=C/M, 2D=D/M, 2H or 2S=preemptive

strong (2C) Natural

1♣/2♣ ^

Over 1NT Interference Lebensohl. With shortage in suit bid, opener or resp Xs for t/o

Lebensohl - other uses Over opp's 2!H/!S; multi 2s

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

4♥ X = t/o; 4NT = minors 4♠ X= t/o; 4NT 5/5+ any two suits

10. OTHER NOTES

*Re-transfers 1NT 2D/2NT, 3D to 3H. **4!C slam interest !H; 4!D slam interest !S

***With Checkback, opener bypasses a M if bal, resp bypasses a m with <11

**** 1M/2M 6-10pts 3/4 of M; 1M/3M 8-10pts 4M;

1M/3C 10-11pts 4M; 1M/3D 9-11pts 4M mini splinter; 1M/3OM 12-14pts maxi splinter;

3NT 13-15pts 3M; 1M/4!C 12-14pts 4M bal. *****Spade Michaels. (1C) 2C=5S/5D,

(1!D)2D=5S/5C, (1H)2H=5S/5m, (1S)2S=5H/5m, (1C/1D)=both M not GF, (1C1D/1H/1S)

2NT=two lower suits. (2!D) 5+3!H/3!S = 18+pts. RKCB, can show Q of trumps and Ks.