

4. BASIC RESPONSES

Jump raises - minors	Inverted: 6-9 HCP, 5+C or 4+D cards
Jump raises - Majors	Limit raises
Jump shifts after minor opening	2♥ or 2♠ to 1♣/1♦ is 5,10-11 pts
Jump shifts after Major opening	Natural, game forcing
Responses to strong 2 suit open.	
Responses to 2NT opening	Better minor, or 3NT strong + cover in majors

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All	Overlead All
Four or more with an honour		4th highest
From 4 small		2nd highest
From 3 cards (no honour)		Middle
In partner's suit	Top	Top
Discards	Even=ENCRG, Odd=McKenney	Even=ENCRG, Odd=McKenney
Count		
Signal on partner's lead:	Suit Preference	Suit Preference
Signal on declarer's lead:		
Notes		

6. SLAM CONVENTIONS

4♣ Gerber	<input checked="" type="checkbox"/>	after NT bid
4NT: Blackwood	<input type="checkbox"/>	RKCB 3041 {4NT other meanings?}
Asking Bids	<input type="checkbox"/>	Cue Bids <input type="checkbox"/>

7. OTHER CONVENTIONS

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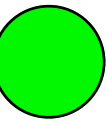
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AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos.	882062	Pauline Lane
& Names:	970921	Robyn Stanhope

Basic System:

Brown Sticker ☐ Classification: Green ☒ Blue ☐ Red ☐ Yellow ☐

1. OPENING BIDS

1♣ 2♣ 12+ points	1♥ 5♥ 12+ points
1♦ 4♦ 12+ points	1♠ 5♠ 12+ points
1NT 15-17 balanced	may contain 5 card Major <input type="checkbox"/>

1NT Responses 2♣ Extended Stayman

2♦ Transfer to ♥	2♠ Transfer to minor, partner resp 3C
2♥ Transfer to ♠	2NT 8-9 pts, no 4cm
(Dbl)	other

2♣	Strong hand, 21+ pts or 9 winners	
2♦	Multi 2, 6 maj and 6-9 points or strong balance 20-22	
2♥	Multi 2, 5♥ and 4/5 minor, <11 pts	
2♠	Multi 2, 5♠ and 4/5 undisclosed suit, <11 pts	
2NT	minors, 5/5 or 6/5 <11 pts	3NT Strong, 25+ balanced
other		

2. PRE-ALERTS

Resp 2♥ or 2♠ to 1♣/1♦ is 5,10-11 pts	

3. COMPETITIVE BIDS / OVERCALLS

Doubles	{Other Doubles and ReDoubles}	Negative DBL thru	3
	{E.g. Support Doubles and Redoubles}	Responsive DBL thru	
Jump overcalls	weak, 6 card	Unusual NT	minors
1NT overcall: (immediate)	15-17, bal	(re-opening)	15-17 plus cover in bid suit
Immediate cue: (minor)	both majors, 5/5	(Major)	other major + minor, 5/5 or 5/4
Over: Weak Twos	X strong t/out, o/call natur	Opening Threes	X strong t/out, o/call natural
Opponent's transfers	X lead direction		
Opponent's 1NT			
X - a similar hand if weak or strong NT; 2♥/2♠ natural overcall, 2♣ multi landy, 2♦ 6 +majo			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ pts, 4+♦ no 4CM	2♦	3♦
1♥ 6+ pts, 4+♥	2♥ 10-11 pts, 5♥	3♥
1♠ 6+ pts, 4+♠	2♠ 10-11 pts, 5♠	3♠
1NT 6-9 points, no 4CM	2NT Bal, 10-12 pts, no 4CM	3NT Strong Balanced
2♣ 10+pts, 5+♣	3♣ 6-9 pts, 5+♣	4♣
other		
1♦ 1♥ 6+ pts, 4+♥	2♥ 10-11 pts, 5♥	3♥
1♠ 6+ pts, 4+♠	2♠ 10-11 pts, 5♠	3♠
1NT 6-9 points, no 4CM	2NT Bal, 10-12 pts, no 4CM	3NT Strong Balanced
2♣ 10+pts, 5+♣	3♣	4♣
2♦ 10+pts, 4/5+♦	3♦ 6-9 pts, 4/5+♦	4♦
other		
1♥ 1♠ 6+ pts, 4+♠	2♥ 6-9 pts, 3+♥	3♦
1NT 6-9 points, no 4CM	2♠	3♥ 10-12 pts, 3+♥
2♣ 10+pts, 4/5+♣	2NT 12+ pts, 4+♥	3♠
2♦ 10+pts, 4/5+♦	3♣	3NT bal opening hand <3♥
other 4♣ = Gerber		
1♠ 1NT 6-9 points	2♠ 6-9 pts, 3+♠	3♥
2♣ 10+pts, 4/5+♣	2NT 12+ pts, 4+♠	3♠ 10-12 pts, 3+♠
2♦ 10+pts, 4/5+♦	3♣	3NT bal opening hand <3♠
2♥ 10+pts, 5+♥	3♦	4♣ Gerber
other		
1NT 3♣	3♠	4♦
3♦	3NT 10+ no 4CM	4♥
3♥	4♣ Gerber	4♠
other		
2♣ 2♦ 8+pts, waiting	2NT 4-7 pts, bal	3♥ 4-7 pts, 5+♥
2♥ 0-3 pts, weak	3♣ 4-7 pts, 5+♣	3♠
2♠ 4-7 pts, 5+♠	3♦ 4-7 pts, 5+♦	3NT
other		
2♦ 2♥ pass/correct	3♣	3♠
2♠	3♦	3NT
2NT 15+ game force	3♥	4♣
other		

Notes

2♥ 2♠ Natural, 6+♠ to play	3♦ Natural, 6+♦ to play	3NT strong, to play
2NT Asking other suit, 12+	3♥	4♣
3♣ Natural, 6+♣ to play	3♠	4♥ to play
other		
2♠ 2NT Asking other suit, 12+	3♥ Natural, 6+♥ to play	4♣
3♣ Natural, 6+♣ to play	3♠	4♥
3♦ Natural, 6+♦ to play	3NT strong, to play	4♠ to play
other		
2NT 3♣ to play	3♠ Natural, 6+♠ to play	4♦ strong 16+ pts, invite
3♦ to play	3NT 16+, cover in Majors	4♥
3♥ Natural, 6+♥ to play	4♣ strong 16+ pts, invite	4♠
other		

9. CONVENTIONS

Unusual NT: Minors

4th Suit Forcing One round ☒ Game force ☐

NT Checkback ☒ Priorities:

Defence to 3NT opening 4♣ both majors

Defence to Opening Twos

Multi 2♦ X - 16pts t/out, suit - natural 5+, 2nt bal

RCO style 2-s

Other 2-s X - 16pts t/out

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♦ X - both majors 5/5

4♥ X penalty, overcall to play 4♠ X penalty, overcall to play

10. OTHER NOTES