

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 after NT bid

4NT: Blackwood RKCB 3041

{4NT other meanings?}

Asking Bids Cue Bids

7. OTHER CONVENTIONS

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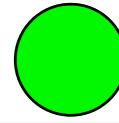
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AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos. 882062

& Names: 970921 Pauline Lane

Robyn Stanhope

Basic System:

Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS Describe strength, min.length, or specific meaning Canapé

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

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♥
1♠ 6+ pts, 4+♠	2♠	10-11 pts, 5♠
1NT 6-9 points, no 4CM	2NT	Bal, 10-12 pts, no 4CM
2♣ 10+pts, 5+♣	3♣	6-9 pts, 5+♣
other		4♣
1♦ 1♥ 6+ pts, 4+♥	2♥	10-11 pts, 5♥
1♠ 6+ pts, 4+♠	2♠	10-11 pts, 5♠
1NT 6-9 points, no 4CM	2NT	Bal, 10-12 pts, no 4CM
2♣ 10+pts, 5+♣	3♣	4♣
2♦ 10+pts, 4/5+♦	3♦	6-9 pts, 4/5+♦
other		4♦
1♥ 1♠ 6+ pts, 4+♠	2♥	6-9 pts, 3+♥
1NT 6-9 points, no 4CM	2♠	3♥ 10-12 pts, 3+♥
2♣ 10+pts, 4/5+♣	2NT	12+ pts, 4+♥
2♦ 10+pts, 4/5+♦	3♣	3NT bal opening hand <3♥
other 4♣ = Gerber		
1♠ 1NT 6-9 points	2♠	6-9 pts, 3+♠
2♣ 10+pts, 4/5+♣	2NT	12+ pts, 4+♠
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
3♥	4♣	Gerber
other		4♣
2♣ 2♦ 8+pts, waiting	2NT	4-7 pts, bal
2♥ 0-3 pts, weak	3♣	4-7 pts, 5+♣
2♠ 4-7 pts, 5+♠	3♦	4-7 pts, 5+♦
other		3NT
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-empt 4♣/4♦ X - both majors 5/5

4♥ X penalty, overcall to play

4♣ X penalty, overcall to play

10. OTHER NOTES