

## 4. BASIC RESPONSES

Jump raises - minors	limit bid
Jump raises - Majors	limit bid
Jump shifts after minor opening	5 crd suit 10+pts
Jump shifts after Major opening	5 crd suit 10+pts
Responses to strong 2 suit open.	pointcount
Responses to 2NT opening	better minor

## 5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	overlead except AK	
Four or more with an honour	lowest	
From 4 small	middle	
From 3 cards (no honour)		
In partner's suit		
Discards	high or low	
Count	none	
Signal on partner's lead:	high or low	
Signal on declarer's lead:	none	
Notes		

## 6. SLAM CONVENTIONS

4♣ Gerber  keycard gerber {When is Gerb}

4NT: Blackwood  RKCB 3014

{4NT other meanings?}

Asking Bids  Cue Bids

## 7. OTHER CONVENTIONS

DOPI

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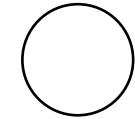
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AUSTRALIAN BRIDGE  
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos. 7994 455962

& Names: M Bunder Bill Fotheringham

Basic System: Schenken

Brown Sticker  Classification: Green  Blue  Red  Yellow  Canapé

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

1♣ 16-21 any dist 1♥

1♦ 11-15 no 5card maj 1♠ 11-15 5+ crds

1NT 12-15 flat hand may contain 5 card Major

**1NT Responses** 2♣ transfer to Dias

2♦ transfer to hearts 2♠ transfer to minors

2♥ transfer to spades 2NT 9-10

(Dbl) other

2♣ 22+

2♦ weak major 5-10pts

2♥ hearts and another 5/5 or 5/4 6-10pts

2♠ spades and another 5/5 or 5/4 6-10pts

2NT both minors weak 3NT gambling

other

## 2. PRE-ALERTS

1C=Strong 16-21 any distribution

1D=11-15pts no 5 crd maj says nothing abc

1NT balanced

## 3. COMPETITIVE BIDS / OVERCALLS

Doubles {Other Doubles and ReDoubles } Negative DBL thru 3S

{E.g. Support Doubles and Redoubles } Responsive DBL thru

Jump overcalls 5-10 Unusual NT

1NT overcall: (immediate) 12-15 (re-opening) 12-15

Immediate cue: (minor) michaels (Major) michaels

Over: Weak Twos double or bid suit 11+pts Opening Threes preempts

Opponent's transfers natural

Opponent's 1NT DONT

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 0-5	2♦ 6+	3♦
1♥ 6+ 4+cards	2♥ 10+ 5crds	3♥
1♠ 6+ 4=cards	2♠ 10+ 5crds	3♠
1NT 6-9	2NT 9-12	3NT 13-15
2♣ 6+	3♣	4♣
other		
1♦ 1♥ 6+ 4crds	2♥ 10+ 5crds	3♥
1♠ 6+ 4crds	2♠ 10+ 5crds	3♠
1NT 6-9	2NT 10-12	3NT 13-15
2♣ 10+ 5crds	3♣	4♣
2♦ 10+ 5crds	3♦	4♦
other		
1♥ 1♠ 6+ 4crds	2♥ 10+ 5crds	3♦
1NT 6-9	2♠ 10+ 5crds	3♥
2♣ 10+ 5crds	2NT 10-12	3♠
2♦ 10+ 5crds	3♣	3NT
other		
1♠ 1NT 6-9	2♠ 10+ 5crds	3♥
2♣ 10+ 5crds	2NT 10-12	3♠
2♦ 10+ 5crds	3♣	3NT
2♥ 10+ 5crds	3♦	4♣
other		
1NT 3♣ stayman	3♠	4♦
3♦	3NT	4♥
3♥	4♣	4♣
other		
2♣ 2♦ 0-2pts	2NT 9-11pts	3♥
2♥ 3-5	3♣ 12-14pts	3♠
2♠ 6-8	3♦	3NT
other		
2♦ 2♥ p or c	3♣	3♠
2♠	3♦	3NT
2NT asking bid	3♥	4♣
other		

Notes

2♥ 2♠	p or c	3♦	3NT
2NT	asking 2nd suit	3♥	4♣
3♣		3♠	4♥
other			
2♠ 2NT	asking 2nd suit	3♥	4♣
3♣	p or c	3♠	4♥
3♦		3NT	4♠
other			
2NT 3♣	better minor	3♠	4♦
3♦	better minor	3NT	4♥
3♥		4♣	4♠
other			

## 9. CONVENTIONS

Unusual NT: yes

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-empt 4♣/4♦

4♥ 4♠

## 10. OTHER NOTES