

## 4. BASIC RESPONSES

Jump raises - minors	Inverted	Other:
Jump raises - Majors	Limit 10-12	Other:
Jump shifts after minor opening	0-5 Hcp, 6-card suit, Ogust continuations.	
Jump shifts after Major opening	1M: 3m = 5-9 Hcp, 6+ suit, no sup, NF. 1♥:2♠ = 0-5 Hcp 6+	
Responses to strong 2 suit open.	2♦ = 1+ trick if played in ♥ or ♠ contract. 2♥ = 0 trick if played in ♥'s	
Responses to 2NT opening	Best minor	

## 5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead All except if AK stiff	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Top	
In partner's suit	Top is discourage, low to encourage	
<b>Discards</b>	McKenney	
<b>Count</b>	Low-High = Even	
<b>Signal</b> on partner's lead:	Attitude (low encourage)	
<b>Signal</b> on declarer's lead:	Count	
<b>Notes</b> V NT Reverse Smith Echo		
Count if: A led and Qxx(x) in dummy / 5+ level & K led (lead of A denies K and asks for attitude)		
Suit preference only if: no further trick available in the suit/ giving ruff/ crossing to partner		

## 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/>	when? NEVER
<b>Slam Notes</b>	Seldom start RCKB holding a suit in which no 1st or 2nd round control held		
Cue Bids <input checked="" type="checkbox"/>	First and second round controls shown equally		
Asking Bids <input type="checkbox"/>	After RKCB: Over interference: Pass = 0, X = 1, Step 1 = 2 w/o Q		

## 7. OTHER CONVENTIONS

Jacoby 2NT	Unassuming Cue Bid (IG+ with support/ any FG)
Ogust after weak J O/C in a M or any weak JS	2♣:(interfere):? Pass= 0 trick, X/XX = 1+ trick
Preempt : (interference): X = penalty	XYZ
Truscott	Splinter Bids
Perverse after reverse (2lvl = weak 2NT+= TRF)	

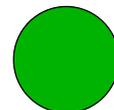
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**AUSTRALIAN BRIDGE  
FEDERATION INC.**



## STANDARD SYSTEM CARD

ABF Nos.	891533	Russell Skennerton
& Names:	720569	Jessica Brake
Basic System:	2/1	
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 <input type="checkbox"/>
1♣ 11/12+, 3	1♥ 11/12+, 5	
1♦ 11/12+, 3	1♠ 11/12+, 5	
1NT 15-17	may contain 5 card Major <input checked="" type="checkbox"/>	
<b>1NT Responses</b> 2♣ Simple Stayman	Other: NAT 2NT invite is bid via 2♣	
2♦ Transfer to ♥, 0+ pts, 5+ suit	2♠ Transfer to ♣, 0+ pts, 6+ suit (5+ c if FG)	
2♥ Transfer to ♠, 0+ pts, 5+ suit	2NT Transfer to ♦, 0+ pts 6+ suit (5+ c if FG)	
other		
2♣ Bal 22+ OR 8 playing tricks in M or 10 playing tricks in m OR weak 2♦ preemp		
2♦ Weak 6 card major OR 20-21 balanced OR 9-9.5 playing tricks in a minor		
2♥ 5♥'s and 4 of a minor 1st/2nd seat 6-11hcp		
2♠ 5♠'s and 4 of a minor 1st/2nd seat 6-11hcp		
2NT 5-5 minors weak or strong	3NT 7 card suit headed by AKQ, no side A or K	
other		

## 2. PRE-ALERTS

Transfer Advances to Overcalls	
Opening 2♣ could be weak or strong	
1M: 1NT is semi-forcing	

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♦	Jump overcalls	Weak
Responsive doubles through	4♦	Unusual NT	2 lowest suits, 5-5
1NT overcall - immediate	15-17	Immediate cue of minor	Majors 5-(4)5
1NT overcall - re-opening	11/12/13/14 + 3	Immediate cue of Major	Other Major + ♦ 5-(4)5
Over weak twos O/C is NF, X = T/O, 2NT = NAT	Over opening threes O/C is NF, X = T/O, 3NT = NAT		
Over opponent's 1NT 2♣ = Both Majors, 2♦ = either Major, 2♥/♠ = 5-c M & a 4-c m,			
2NT = both minors, 3lvl = NAT, X = (usually both minors, but penalty if in direct seat over weak NT).			

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+, 4 (3) if weak	2♦ 0-5 HCP, 6-c suit (Ogust)	3♦ Splinter, 13-16, 4+ SUPP
1♥ 6+, 4	2♥ 0-5 HCP, 6-c suit (Ogust)	3♥ Splinter, 13-16, 4+ SUPP
1♠ 6+, 4	2♠ 0-5 HCP, 6-c suit (Ogust)	3♠ Splinter, 13-16, 4+ SUPP
1NT 6-12, no M unless 4333	2NT 10-12, Bal, seldom 4-c M	3NT 13-15, Bal, seldom 4-c M
2♣ 10+, 5	3♣ 0-9, 5, seldom 4-c M	4♣ Preempt
other		
1♦ 1♥ 6+, 4	2♥ 0-5 HCP, 6-c suit (Ogust)	3♥ Splinter, 13-16, 4+ SUPP
1♠ 6+, 4	2♠ 0-5 HCP, 6-c suit (Ogust)	3♠ Splinter, 13-16, 4+ SUPP
1NT 6-12, no M unless 4333	2NT 10-12, Bal, seldom 4-c M	3NT 13-15, Bal, seldom 4-c M
2♣ 13+, 4, GF	3♣ 6-9, 7-c suit	4♣
2♦ 10+, 5	3♦ 0-9, 5, seldom 4-c M	4♦ Preempt
other		
1♥ 1♠ 6+, 4	2♥ 6-9, 3	3♦ weak
1NT 6-12, S/F	2♠ 0-5 HCP, 6-c suit (Ogust)	3♥ 10-12, 3
2♣ 13+, 4, GF	2NT 13+, 4, FG	3♠ Splinter, 13-16, 4+ SUPP
2♦ 13+, 4, GF	3♣ weak	3NT 13-15, Bal, 2-c Supp
other		
1♠ 1NT 6-12, S/F	2♠ 6-9/10, 3	3♥ weak
2♣ 13+, 4, GF	2NT 13+, 4, FG	3♠ 10-12, 3
2♦ 13+, 4, GF	3♣ weak	3NT 13-15, Bal, 2-c Supp
2♥ 13+, 5, GF	3♦ weak	4♣ Splinter, 13-16, 4+ SUPP
other		
1NT 3♣ 6+ suit with KQ or AQ	3♠	4♦ transfer to ♠
3♦ 6+ suit with KQ or AQ	3NT To Play	4♥ To play
3♥	4♣ transfer to ♥	4♠ To play
other if 5-4 in MM after 1NT: 2♣, 2♦ (a) 2M = S/O, (b) 3♦/♥ = IG+ in ♥/♠-O MUST S/A if max		
2♣ 2♦ 1+ trick in M contact	2NT IG in ♠-assume O is weak	3♥
2♥ 0 trick in ♥ contract	3♣ A/K feature ask [3NT=♣]	3♠
2♠ 0 trick in ♠, or IG in ♥	3♦ In comp, Raise of ♦ PRE	3NT
other After 2♣:2♦: (O's bid) : R's rebid of 2♠ or 2NT is ART, means 1 Trick only		
2♦ 2♥ pass or correct	3♣ 16+, F1, no M fit	3♠ pass or correct
2♠ S/O if O has ♠'s, IG+ if ♥	3♦ 16+, F1, no M fit	3NT To Play
2NT ART, Ogust relay	3♥ pass or correct	4♣
other Ogust Relay: 3♣/3♦ = better than minimum & 1 top honor ♥/♠. 3M = min & only 1 top h		

Notes

2♥ 2♠ To Play	3♦ Range ask, IG+	3NT To Play
2NT Puppet to 3♣	3♥ S/O	4♣
3♣ P/C	3♠ IG	4♥ To Play
other 2M:2NT:3♣, pass if weak ♣'s, 3 lower suit = S/O, 3NT asks what minor		
2♠ 2NT Puppet to 3♣	3♥ IG	4♣
3♣ P/C	3♠ S/O	4♥ to Play
3♦ Range ask, IG+	3NT To Play	4♠ To Play
other 2M:2NT:3♣, pass if weak ♣'s, 3 lower suit = S/O, 3NT asks what minor		
2NT 3♣ P/C	3♠ IG	4♦
3♦ P/C	3NT To Play if O is weak	4♥
3♥ IG	4♣	4♠
other		

## 9. CONVENTIONS

<b>Unusual NT:</b> Lower 2 unbid suits	3♣ = Top M and bot m unbid suits 5-5
<b>4th Suit Forcing</b> One round <input checked="" type="checkbox"/>	FG if 4SF resp at the 3 lvl <input type="checkbox"/> Game force <input type="checkbox"/>
<b>NT Checkback</b> <input checked="" type="checkbox"/>	Priorities: XYZ, 2♣ = 10-12 IG, 2♦ = 13+ FG
<b>Defence to 3NT opening</b>	
<b>Defence to Opening Twos</b>	X = 16 DP in direct/11DP in passout, 2NT=16-18 with stop, O/C = NF
Multi 2♦	
RCO style 2-s	
Other 2-s	
<b>Defence to</b>	X = ♣ & ♥, 1NT = ♦ & ♠. Other non-jump bids = that & next higher. 3 level = NAT
<b>strong</b>	If R is weak, 4th seat bids NAT (X = T/O with both M). If R bids ART & WK & 4th seat passes, treat O's rebid (auction's first natural bid) as O's opening bid.
♣	Over Strong 2♣/♦, same system, and use the system by 4th seat even if R is weak.

**Over 1NT Interference** Rumpelsohl

**Lebensohl - other uses** After X of weak 2 bid

<b>Take out of 4 level pre-empts</b>	4♣/4♦ X [A's 4NT = pick m],
4♥ X [(4♥):4NT = both m]	4♠ X [A's 4NT = pick m], (4♠): 4NT = 2PlacesTP

## 10. OTHER NOTES