

4. BASIC RESPONSES

Jump raises - minors	Weak (4-9 HCP)
Jump raises - Majors	Weak (4-6 HCP)
Jump shifts after minor opening	1♣-2♦/1♦-3♣ = invitational raises; 2M very weak (3-5); Splinters
Jump shifts after Major opening	Bergen raises; 1♥-2♠/1♠-3♥ = invit. raises, 3cd supp; Splinters
Responses to strong 2 suit open.	2♦ = waiting, 2♥/2♠ = good 5c suit, 3♣/3♦ = good 6c suit
Responses to 2NT opening	Simple Stayman & Smolen

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead all (A=att, K=count)	Q from KQT9 asks for unblock
Four or more with an honour	4th	
From 4 small	2nd	
From 3 cards (no honour)	MUD, count (pt suit), top of	nothing (bid & raised)
In partner's suit	low from length; att if raised	
Discards	Low encourage	
Count	Reverse present count	
Signal on partner's lead:	Low encourage	
Signal on declarer's lead:	Reverse present count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
Slam Notes	1. step Queen ask, 2. step King ask; 5N pick a slam	
Cue Bids <input checked="" type="checkbox"/>	1st/2nd round controls	
Asking Bids <input type="checkbox"/>		

7. OTHER CONVENTIONS

2-way checkback	Michaels & Leaping Michaels
Bergen & Jacoby	Splinters
Inverted Minors	Simple checkback over 2N
Smolen	Lebensohl
Support doubles/redoubles (incl ♦)	Blackout

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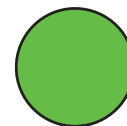
Non-Serious 3N

Help-Suit Trials

Exclusion, Kokish



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	620688	Maurits van der Vlugt
& Names:	534765	Dagmar Neumann
Basic System:	2/1 GF, Semi-forcing NT	
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♣ 2+	1♥ 5+	
1♦ 4+	1♠ 5+	
1NT (14) 15-17	may contain 5 card Major <input checked="" type="checkbox"/>	

1NT Responses 2♣ Simple Stayman, after 2♦: Garbage, Invite, Smolen

2♦ ♥ 2♠ Range Ask or ♣

2♥ ♠ 2NT ♦

other 3♣ = 5cd Stayman, 4m = Texas; 3♦ = Minors; 3♥/♠ = 3/1-4/5

2♣ Game Force, or 22+ bal

2♦ 5/6 <opening 2NT = enquiry New suit = NF if n/v

2♥ 5/6 <opening 2NT = enquiry New suit = NF if n/v

2♠ 5/6 <opening 2NT = enquiry New suit = NF if n/v

2NT 20-22

3NT Gambling in 1st or 2nd

other Kokish (simple)

2. PRE-ALERTS

All system on after a double

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4♠ Jump overcalls Weak

Responsive doubles through 4♠ Unusual NT Lowest unbid suits

1NT overcall - immediate 15-18 Immediate cue of minor Michaels

1NT overcall - re-opening 11-14 Immediate cue of Major Michaels

Over weak twos x = t/o; Lebensohl Over opening threes x = t/o

Over opponent's 1NT Landy (2♣=majors, 2NT minors, others natural), x= points

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♦	2♦ 5+♣, 10-12	3♦ spl
1♥ 4+♥	2♥ 6+♥, (0)3-5	3♥ spl
1♠ 4+♠	2♠ 6+♠, (0)3-5	3♠ spl
1NT no M, 6-9	2NT <4♥/4♠, 10-12	3NT <4♥/4♠, 13-15 bal
2♣ 5+♣, GF	3♣ 5+♣, 4-9	4♣ pre-emptive
other 1m-2m-2y stopper showing (also 2N or limit raise); 1m-2M-2N shortage ask		
1♦ 1♥ 4+♥, 6+	2♥ 6+♥, (0)3-5	3♥ spl
1♠ 4+♠, 6+	2♠ 6+♠, (0)3-5	3♠ spl
1NT no M, 6-11	2NT no M, 11-12	3NT no M, 13-15 bal
2♣ 4+♣, GF	3♣ 4+♦, 10-12	4♣ spl
2♦ 4+♦, GF	3♦ 4+♦, 4-9	4♦ preemptive
other 1m-2m-2y stopper showing (also 2N or limit raise); 1m-2M-2N shortage ask		
1♥ 1♠ 4+♠	2♥ 3♥, 6-9	3♦ 4+♥, 10-12
1NT <4♠, 6-12	2♠ 3♥, 10-12	3♥ 4+♥, 0-5
2♣ 2+♣, GF	2NT 4+♥, 12+	3♠ spl
2♦ 5+♦, GF	3♣ 4+♥, 6-9	3NT 12-15HCP, gen 4333
other 4♠ and 5♣/♦ to play; Jacoby, Bergen		
1♠ 1NT 6-12	2♠ 3♠, 6-9	3♥ 3♠, 10-12
2♣ 2+♣, GF	2NT 4+♠, 12+	3♠ 4+♠, 0-5
2♦ 5+♦, GF	3♣ 4+♠, 6-9	3NT 12-15HCP, gen 4333
2♥ 5+♥, GF	3♦ 4+♠, 10-12	4♣
other 4♥ and 5♣/♦ to play; Jacoby, Bergen		
1NT 3♣ Puppet Stayman	3♠ (1♠, 3♥, GF)	4♦ Texas ♠ (play or KC)
3♦ (5+♣ & 5+♦, GF)	3NT to play	4♥ to play
3♥ (1♥, 3♠, GF)	4♣ Texas ♥ (play or KC)	4♠ to play
other Smolen; 1N-2♣-2M-3oM = sets suit, S/T		
2♣ 2♦ Waiting	2NT	3♥
2♥ 5+ good ♥	3♣ 6+ good ♣	3♠
2♠ 5+ good ♠	3♦ 6+ good ♦	3NT
other 2♣-2♦-2N = 22+; Kokish relays		
2♦ 2♥ nat, F1 vul	3♣ nat, F1 vul	3♠
2♠ nat, F1 vul	3♦ to play	3NT To play
2NT enquiry	3♥	4♣
other 4M to play; 2N: 3♣=spl, 3♥/♠=non-min spl; 3♦=min; 3N=max, no spl		

Notes

2♥ 2♠ nat, F1 vul	3♦ nat, F1 vul	3NT to play
2NT enquiry	3♥ to play	4♣
3♣ nat, F1 vul	3♠ 5+♠, game force	4♥ to play
other 4♠ to play; 2N: 3♣/3♦=spl, 3♠=non-min spl; 3♥=min; 3N=max, no spl		
2♠ 2NT enquiry	3♥ nat, F1 vul	4♣
3♣ nat, F1 vul	3♠ to play	4♥ to play
3♦ nat, F1 vul	3NT to play	4♠ to play
other 2N: 3♣/♦/♥=spl, 3♠=min; 3N=max, no spl		
2NT 3♣ Simple Stayman	3♠ Minor suit stayman	4♦ 6+♦suit, S/T
3♦ ♥ transfer	3NT to play	4♥ to play
3♥ ♠ transfer	4♣ 6+♣suit, S/T	4♠ to play
other Smolen; 2N-3♣-3M-3/4oM = sets suit, S/T		

9. CONVENTIONS

Unusual NT: Lowest unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 2♣ trf ♦: to play or INV; 2♦: art GF; 2N: ♣ re-transfer/2s

Defence to 3NT opening

Defence to Opening Twos Natural, x= t/o

Multi 2♦ x/x/x

RCO style 2-s x/x/x

Other 2-s

Defence x = majors, 1NT = minors

to Other bids preemptive ??

strong Pass, then bid 16+

♣

Over 1NT Interference System on if non-pen x and 2♣ unknown (x=Stayman); or val&to

Lebensohl - other uses overcall of 1N opening, weak 2's

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

4♥ x = t/o; 4N = two places to play 4♠ x = t/o; 4N = two places to play

10. OTHER NOTES

Over transfer responses: x = t/o of suit shown, bids are natural (bid of suit shown = 5+)