BASIC RESPONSES								
Jump raises - minors	limit 🗌	forcing		Other:	Preemptive (+)			
Jump raises - majors	limit 🗆	forcing		Other:	Preemptive			
Jump shifts after minor opening								
Jump shifts after major opening								
Responses to strong 2 suit openir	ng							

Responses	to	2NT	opening
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## PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	✓ = Both		
Sequence leads: 0	Overlead all	All except AK x (x)		
Underlead Other	:			
Four or more with an honour	4th highest NT att	itude		
3rd/5th S Other:				
From 4 small 2nd highest NT	Other: 3rd (suit)			
From 3 cards (no honour) to	pp NT middle NT	bottom S		
Signal on partner's lead: high e	ncourage	low encourage		
Other:				
Signal on declarer's lead				
Discards McKenney	high encourage	low encourage		
odd/even	Other: Reverse Count			
Count natural	reverse			
C	ONVENTIONS			

RKCB 🖂

Other:

 4NT:
 Blackwood

4♣
 Gerber

when?

Other Conventions





Over opponent's 1NT (strong)

Over weak twos

Over opening threes

## AUSTRALIAN BRIDGE FEDERATION INCORPORATED ©

		STAN	DARD	SYSTE	M CA	RD			
Names: A	ndrew Peake			Orlando					
ABF Nos: 2	291269			687790					
Basic System:	Strong clu	dı			Brown	Sticker			
Classification:	Green	В	lue 🖂	Red		Yellow			
OPENING BIDS									
Describe strength,	minimum length	, or specific	meaning					Canape	e 🗆
1 <b> </b>	1♦	11-15,	2+	1•	11-15, 5-	F	1≜	11-15, 5+	
1 NT 14-16 I	may be offsha		rd/4th			may cont	ain 5 caro	d major	$\boxtimes$
2 <b>⊕</b> Stayman:	simple	$\boxtimes$	exten	ded 🗌	]	Other:			
Transfers 2	2♦ ♥		27	<b>±</b>			2 ==	> 2NT (min	or(s))
2 NT SI	am int (inv by l	PH) O	ther: 3x	= shortag	le				
2 11-15, 6+	ŀ								
2• 11-15 sho	rt diamonds. (4	1414, 4405	, 4315, 341	15)					
2 <b>v</b> Weak									
2 <b></b> ♦ Weak									
2 NT 19-bad	21 (20-21 in 3ı	rd/4th)							
3 NT Solid 7	card minor and	d and outsid	de A/K ('to	play' in 3r	rd/4th)				
PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED MEANING/S OR REQUIRE SPECIAL DEFENCE									
Tfr +ve to 1♣ (1♥	<b>!=</b> ♠; 1 <b>≜</b> =♥; 1N	IT= <b>⊕</b> ; 2 <b>⊕</b> =∢	)						
Negative free bid	ls (Majors only	)							
Ū									
		CON	IPETIT	IVF BI	DDING				
Negative doubles t	hrough	4			e doubles t			4♠	
Jump overcalls	Intermed		Unusual N	•	Low unbi	•		72	
1NT overcall (immediate)     15-18				pening)		-16			
Immed cue of mino	·	5/5 Majors	10	(, , , , ,	/Pormig/	14	10		
Immed cue of major 5/5 OM + minor									
		Multi-Land	dv						

Multi-Landy

T/O X + leb

T/O X

RESPONSES TO OPENING BIDS							
	Describe strength, minimum length or specific meaning						
1♣	1♦	0-7 any	2NT	11+, any 4441			
	1♥/♠	8+, 5+ <b>≜/</b> ♥	3♠	8-10, 4441			
	1NT	8+, 5+	3♦	8-10, 4414			
	2 🛳	8+, 5+♦	3♥	8-10, 4144			
	2♦	8-10 bal	3♠	8-10, 1444			
	2💙	11-13 bal	3NT	AKQJ to 7 in a suit, no A/K			
	2♠	14+ bal	4 bids				
1♦	1♥/♠	Natural	3♣	minors, for pass/correct.			
	1NT	NF (~6-10)	3♦	to play, long 🔶			
	2 🛳	♣F1 or Art GF with no other bid	3♥	Spl, length in both minors			
	2♦	5+ <b>♦</b> , F1	3♠	Spl, length in both minors			
	27	5♠, 4♥, less than inv	3NT	to play			
	2♠	5 <b>≜</b> , 4 <b>♥</b> , inv	4♦				
	2NT	11+-12, inv	4 Other				
1♥/♠	1NT	Semi-Forcing, can be 0 HCP	3♣	3 card supp, GF, offers 3NT			
	2♣	Nat, GF unless rebid suit	3♦	3 or 4 card supp, inv			
	2♦	Nat, GF unless rebid suit	3♥/♠	Preempt			
	2♥/♠	~7+-11-, constructive	3NT	COG with 3 trumps			
	2NT	GF 4 card support	4 <b>♣/</b> ♦	Splinter			
2	2♦	Art Enq,	2♥/♠	Nat, F1			
	other	2NT = inv; 3 = to play; 3x = splinters	S				
2♦	2♥	To play	3∉/♦	To play/Inv to 3NT			
	2♠	To play	3♥/♠	To play			
	2NT	Enq	3NT	To play			
2♥/♠	2NT	Enq	3NT				
	3♣/♦	Nat, NF	4 <b>♣/</b> ♦				
	3♥/♠		4♥/♠				
2NT	3♣	Simple Stayman	4	Nat, mild slam try			
	3♦	<b>Y</b>	4•	Nat, mild slam try			
	3♥	<b>±</b>	4♥	Nat, mild slam try			
	3♠	Both minors	4♠	Nat, mild slam try			
	3NT		other				

## CONVENTIONS Additional responses to 1NT 3∉/3♦ shortage 3♥/3♠ shortage (3♠ also has 4 card ♥) 4**♠** ۷ 4♦ 47 ۷ 4 other suits Unusual NT: minors lower 2 unbid suits $\boxtimes$ other Cue Bids Asking Bids Other slam bidding One round 4th Suit Forcing Game force $\boxtimes$ $\bowtie$ NT Checkback Priorities 2 way checkback, up the line Defence to 3NT opening Defence to opening Two's: Multi 2 X=13-15 or 16+ RCO style 2-s X=13-15 or 16+ Other 2-s Defence to strong 뢒 X = Majors, 1NT = minors Over NT interference $\boxtimes$ Lebensohl Other uses After T/O X of weak 2 Take out of 4 level pre-empts 4**♣**/4♦ 4♥ 4♠

## **OTHER NOTES**

HCP are only a guide