

#### 4. BASIC RESPONSES

Jump raises - minors	Preempt 0-8 HCP, 5(4)+ cards
Jump raises - Majors	Preempt 0-8 HCP, 4+ cards
Jump shifts after minor opening	Natural weak Major jumps at 2 level, criss-cross minor
Jump shifts after Major opening	bergan
Responses to strong 2 suit open.	2♦ = no A and K, 2♥ = +ve, 2nt = ♥
Responses to 2NT opening	puppet, transfers

#### 5. PLAY CONVENTIONS Show priorities

	Versus <b>Suit</b> (or both)	Versus <b>NoTrump</b> (if different)
<b>Leads</b> Sequences:	Overlead, A-Attitude K-Count	Overlead, A-Attitude K-Count
Four or more with an honour	4th highest	4th highest
From 4 small	2nd highest	2nd highest
From 3 cards (no honour)	Middle	Middle
In partner's suit	Ssx Xx xXx Hx hxX	Ssx Xx xXx Hx hxX
<b>Discards</b>	Odd=Enc., Even=McKenneyish	Odd=Enc., Even=McKenneyish
<b>Count</b>	Low-High = Even	Low-High = Even
<b>Signal</b> on partner's lead:	Low Encourage	Low Encourage
<b>Signal</b> on declarer's lead:	Count	
<b>Notes</b>	if leading partners suit that leader has unsupported then xxX	

#### 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/>	when?
<b>Slam Notes</b>			
Cue Bids <input checked="" type="checkbox"/>	1st or 2nd		
Asking Bids <input type="checkbox"/>			

#### 7. OTHER CONVENTIONS

3 way checkback	
drury, (2♣=3, 2♦=4)	
super accepts (3suit=wk +4, 2nt=max +4)	

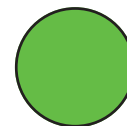
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**AUSTRALIAN BRIDGE  
FEDERATION INC.**



#### STANDARD SYSTEM CARD

ABF Nos.	666701	Jane Reynolds
& Names:	324043	Viv Wood
Basic System:	Standard	
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♣ 12+ HCP, 3+♣	1♥ 12+ HCP	5+♥	
1♦ 12+ HCP, 3+♦	1♠ 12+ HCP	5+♠	
1NT 15-17 Balanced	may contain 5 card Major <input checked="" type="checkbox"/>		
<b>1NT Responses</b> 2♣ Extended Stayman (Lavings)			
2♦ Transfer ♥	2♠ TRF ♣		
2♥ TRF ♠	2NT TRF ♦		
other			
2♣ 23+ BAL or any game force			
2♦ Weak Major			
2♥ weak, 5+♥ & 5(4 not vul) mnor			
2♠ weak, 5+♠ & 5(4 not vul) minor			
2NT 20-21 balanced	3NT Gambling, solid minor,		
other			

#### 2. PRE-ALERTS

#### 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4D	Jump overcalls	weak
Responsive doubles through	3S	Unusual NT	Lower 2 unbid suits
1NT overcall - immediate	15-18 BAL	Immediate cue of minor	Michaels 5/5 Majors
1NT overcall - re-opening	10-14 BAL	Immediate cue of Major	5 other Major & 5 minor
Over weak twos	2NT 16-18, T/O X with leb.	Over opening threes	T/O X
Over opponent's 1NT	X= PEN, 2♣=Majors, 2♦= single suit, 2M= 5Major and 4minor,		
	2NT= both minors 5/5, 3level =preempt		

