

## 4. BASIC RESPONSES

Jump raises - minors	Pre-emptive, 5-9,(4)5 card support, no 4-card Major
Jump raises - Majors	10-12, 4-card support
Jump shifts after minor opening	Natural, weak
Jump shifts after Major opening	Natural, weak
Responses to strong 2 suit open.	2♦ = semi-automatic waiting bid. Others = Natural & 8+
Responses to 2NT opening	3♣ = Simple Stayman. 3♦/♥ = transfer to ♥/♠

## 5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead all except AK stiff	
Four or more with an honour	4th highest	
From 4 small	2nd highest (then up, down)	
From 3 cards (no honour)	Middle-up-down	
In partner's suit	As others, but top of 3 small if shown SUP	
<b>Discards</b>	Low Encourage	
<b>Count</b>	Low-high = even	
<b>Signal</b> on partner's lead:	Low encourage	
<b>Signal</b> on declarer's lead:	Count	
<b>Notes</b>		

## 6. SLAM CONVENTIONS

4NT: Blackwood  RKCB 1430 4♣ Gerber  when? If 4♣ is jump over NAT NT

### Slam Notes

Cue Bids  1st and 2nd round controls equally shown up the line.

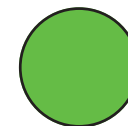
Asking Bids

## 7. OTHER CONVENTIONS

Unassuming cue bid	Jacoby 2NT (game invite or better)
Pre-empt-(interference)-X = Penalty	Drury
Ogust after weak 2 M opening, WJS, WJO/C	Checkback-type bids
4th Suit Forcing	Support X's (through to 2 of Responder's suit)
	Inverted Minors
<a href="http://www.abf.com.au">www.abf.com.au</a>	Lebensohl-type bids
PDF Form Rev. 17D23 by RoL	Low range (concealed) & high range Splinters over 1M opening
MyRev. 2018-06-25 17:09	
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# AUSTRALIAN BRIDGE FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	991023	Ben Leung
& Names:	930301	Jack Luke-Paredi 2018 ANC Qld Youth Team Card 3
Basic System:	2 over 1 with 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

1♣	11/12+, 3	1♥	11+, 5
1♦	11/12+, 3	1♠	11+, 5
1NT	15-17	may contain 5 card Major <input checked="" type="checkbox"/>	

1NT Responses 2♣ Simple Stayman

2♦ ♥'s	2♠ ♣'s or balanced invitational hand
2♥ ♠'s	2NT ♦'s or weak both minors
other 3♣ = Modified Puppet Stayman [Opener's rebid of 3♦ = no 5-c Major]	

2♣ If balanced, 22+. If unbalanced, within 1 trick of game & 4+ defensive tricks

2♦ 5-10, 6-card suit

2♥ 5-10, 6-card suit

2♠ 5-10, 6-card suit

2NT 20-21 balanced, may have 5-c Major 3NT AKQx 7 or AKx 8 in a minor, no outside A/K

other

## 2. PRE-ALERTS

1M:2♣ = NAT FG, BAL FG, or 3-c SUPP, INV+

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak
Responsive doubles through	4♥	Unusual NT	Lowest 2 unbid suits, 5-5
1NT overcall - immediate	15-18 with stop	Immediate cue of minor	5-5 in Majors
1NT overcall - re-opening	13-16 no stop promised	Immediate cue of Major	5-5 in other M and a minor
Over weak twos	2NT = 15-17, X = Takeout	Over opening threes	X = Takeout
Over opponent's 1NT	X = penalty		
2♣ = Both Majors [advancer usually bids 2M or 2♦ (asks intruder to pick their best M)]			
2♦ = 6-card suit [2♥ = P/C]. 2Major = 5-card Major & 4+card minor. 2NT = Both minors. 3lvl = NAT			

