

4. BASIC RESPONSES

Jump raises - minors	6-9, 5+ support
Jump raises - Majors	0-5, 4+ support
Jump shifts after minor opening	6+ suit invitational
Jump shifts after Major opening	6+ suit initalional, except 1♥ - 2♠ = artificial raise
Responses to strong 2 suit open.	N/A
Responses to 2NT opening	Puppet Stayman, xfers to Ms, 3♠ = minor stayman, 4♥ Ace ask

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead but underlead Q109	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	lowest on opening lead only	2nd highest
In partner's suit	As above, but top if length known	3rd if suit not supported
Discards	Odds/Evens	
Count	Reverse	
Signal on partner's lead:	reverse attitude	
Signal on declarer's lead:	reverse count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 0314 4♣ Gerber when? over 1NT opening/rebid

Slam Notes

Cue Bids 1st/2nd below game but 1st at five level

Asking Bids

7. OTHER CONVENTIONS

Scroll, modified Bergen, cue raises	
Minorwood, serious, nonserious slam tries	
checkback, blackout	
Leaping Michaels	

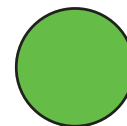
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**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	198390	Zol Nagy
& Names:	198218	David Middleton
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

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

1NT Responses 2♣ Stayman

2♦	transfer to 2♥	2♠	transfer to 3♣
2♥	transfer to 2♠	2NT	transfer to 3♦
other			

2♣ 23+ balanced or any GF

2♦ 5+♥/4+♠, 6-10 or strong ♣/♦

2♥ Weak, 6+♥, 6-10

2♠ Weak 6+♠, 6-10

2NT 20-22 balanced

3NT 4M preempt, one loser suit

other

2. PRE-ALERTS

Transfers after natural 2 level overcalls

Semi forcing NT over M openings

4th seat protect may be very weak

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4♥ Jump overcalls 12-15 to 2 level, 15-17 to 3 level

Responsive doubles through 4♥ Unusual NT highest and lowest suits 5+ 5+, 10+

1NT overcall - immediate 15-18 Immediate cue of minor Majors 5+ 5+, 10+

1NT overcall - re-opening 11-14 or 13-16 Immediate cue of Major other major and ♦s 5+ 5+, 10+

Over weak twos X = T/O Over opening threes X = T/O

Over opponent's 1NT 2♣ = majors; 2♦ = one major; 2M = 5+ and a minor; 2NT = xfer to ♣s:

3♣ = xfer to ♦s

X of strong NT = 5+m and 4M

