

## 4. BASIC RESPONSES

Jump raises - minors	Preempt 0-6 HCP, 5(4)+ cards
Jump raises - Majors	Preempt 0-5 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♦ = -ve or waiting, 2♥ = +ve, 2nt = ♥
Responses to 2NT opening	puppet, transfers

## 5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead, AQ-Attitude K-Count	Overlead, AQ-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>	exclusion answers, 0,1,1Q,2,2Q		
Cue Bids <input checked="" type="checkbox"/>	1st or 2nd		
Asking Bids <input checked="" type="checkbox"/>	after Kcard +cheapest king response and the next bid is asking for that king		

## 7. OTHER CONVENTIONS

3 way checkback	1NT-(Xpen)- P-(P)-XX=my own suit
drury, (2♣=3, 2♦=4)	1NT-(Xpen)- suit= that and higher
super accepts (3suit=wk +4, 2nt=max +4)	1NT-(Xpen)- XX= bid 2♣
minor super accepts, accept the transfer	1nt-(3♣)-X= t/o, 3♦=1H, 3♥=♠
support double for major only	1minor -4Major is minor wood

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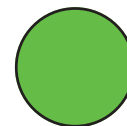
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1♦-1M-2M-2NT=NF invite, 3NT=GF  
 BOURKE RELAY 1minor - 1y- 2minor, next step is GF  
 except 1♣ -1♠-2♣-2♥ is the GF  
 1♦-1♥-2♠=splint



# AUSTRALIAN BRIDGE FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	666701	Jane Reynolds
& Names:	324043	Viv Wood
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 <input type="checkbox"/>
1♣	11+ HCP, 2+♣ (only when 4432)	1♥	12+ HCP 5+♥
1♦	12+ HCP, 4+♦	1♠	12+ HCP 5+♠
1NT	(some 14)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♣	22+ 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

transfers over 1♣

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4S	Jump overcalls	weak
Responsive doubles through	4S	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 4+minor,	2NT= both minors5/5, 3level =preempt	

