BASIC RESPONSES	AUSTRALIAN BRIDGE FEDERATION				
Jump raises - minors limit $\square$ forcing $\square$ Other: weak	INCORPORATED ©				
Jump raises - majors limit □ forcing □ Other: weak	STANDARD SYSTEM CARD				
Jump shifts after minor opening weak if Major; other minor agrees opener's minor 6-9					
Jump shifts after major opening Bergen type - also over our major intervention	Names: Andy Braithwaite Bill Haughie				
Responses to strong 2 suit opening NA	ABF Nos: 402974 251739				
Responses to 2NT opening Puppet Stayman and transfers	Basic System: Standard  Classification: Green Blue Red Yellow				
PLAY CONVENTIONS	Classification: Green M Blue M Red M Yellow M OPENING BIDS				
'NT' Versus Notrump 'S' Versus Suit = Both	Describe strength, minimum length, or specific meaning  Canape				
Sequence leads: Overlead all All except AK x (x)	1 11-20; 3 1 1 11-20; 4+				
Underlead Other: A/Q ask for Attitude, K asks for cnt; 9 from QT9(x)	1 NT (14)15-17 may contain 5 card major				
Four or more with an honour  4th highest attitude NT	2♣ Stayman: simple □ extended □ Other: 5 card major Stayman				
3rd/5th S Other: A/Q ask for Attitude, K asks for cnt; 9 from QT9(x)	Transfers 2 → => ♥ 2 ▼ => ♠ 2 ★ => ♠				
From 4 small 2nd highest Other: Att v NT; 3rds against suits	2 NT => ♦ Other: 3 of suit = shortage in suit above, no 5 card major				
From 3 cards (no honour) top middle bottom _S_	2♠ (1) weak two in ♦ (2) 6-10 both majors (3) 23-24 balanced, or (4) 9 PTs in any suit				
Signal on partner's lead: high encourage low encourage	2 (1) weak two in ♥ 5/6 suit (2) 6-10 black suits 5+/5+ (3) 25+ balanced, or (4) any GF				
Other: In obvious situations, Suit Preference Signals. Smith Echo.	2▼ (1) weak two in ♠ 5/6 suit (2) 6-10 minors 5+/5+				
Signal on declarer's lead reverse count	2♠ (1) pre-empt in ♠ (2) 6-10 red suits 5+/5+				
Discards McKenney high encourage low encourage	2 NT (20)21-22 balanced				
odd/even Other: first discard only	3 NT 4 level minor preempt - promises at least A of the minor				
Count natural reverse	PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED				
CONVENTIONS	MEANING/S OR REQUIRE SPECIAL DEFENCE				
4NT: Blackwood RKCB Other:	3♣ = 6-10, 5+ ♣ and 5+ ♥ After 1C WE TRANSFER AT THE 1-LEVEL:				
4♠ Gerber ☐ when?	3♦ = 6-10, 5+ ♦ and 5+ ♠ We transfer over intervening 1 and 2 level bids				
Other Conventions	After 1X:1Y;1Z: 2♣/2♦ Artificial Inverted minor raises				
Lebensohl	COMPETITIVE BIDDING				
Aspro	Negative doubles through 4♥ Responsive doubles through 4♥				
Leaping Michaels	Jump overcalls variable Unusual NT for two lowest suits				
Min/max splinters	1NT overcall (immediate) 15-18 (re-opening) 11-14				
	Immed cue of minor majors 5+ 5+				
	Immed cue of major other major and a minor 5+ 5+				
©ABF Marketing PO Box 397	Over opponent's 1NT (weak) 2♣ = ♥ and another suit; 2♦ = ♠ and a minor				
Fyshwick ACT 2609	Over opponent's 1NT (strong) as above				
Tel: 02 6239 2265 FAX: 02 6239 1816	Over weak twos $X = 2$ level o/call in H/S; $2H/2S = T.O.$ of suit bid or strong				
Copyright © BCC 6.3.20.1	Over opening threes X				



		INCORPORATED ©					
5	STANDARD	SYSTEM C	ARD				
James: Andy Braithwait	е	Bill Haughie					
ABF Nos: 402974		251739					
Basic System: Standard							
Classification: Green	Z Blue □	Red	Yellow				
	OPEN	ING BIDS					
escribe strength, minimum length	n, or specific meanin	g		Canape $\square$			
<b>◆</b> 11-20; 3	<b>11-20</b> ; <b>4+</b> ◆	<b>1♥</b> 11-20;	5+ ♥ 1♠	11-20; 5+ <b>♠</b>			
NT (14)15-17			may contain 5 ca	ard major 📈			
2♣ Stayman: simple	exte	nded $\square$	Other: 5 card r	major Stayman			
Transfers 2♦ => ♥	2♥	=> ♠	2♠ =>	• ♠			
2 NT => <b>♦</b>	Other: 3	of suit = shortage	in suit above, no	5 card major			
(1) weak two in      (2) 6-10 both majors (3) 23-24 balanced, or (4) 9 PTs in any suit							
♦ (1) weak two in ♥ 5/6 su	it (2) 6-10 black su	uits 5+/5+ (3) 25+	balanced, or (4) a	any GF			
(1) weak two in <b>♠</b> 5/6 su	it (2) 6-10 minors	5+/5+					
(1) pre-empt in ♠ (2) 6-1	10 red suits 5+/5+						
NT (20)21-22 balanced							
NT 4 level minor preempt	- promises at leas	t A of the minor					
	ΓS: CALLS TH NG/S OR REQU			ED			
♣ = 6-10, 5+ ♣ and 5+ ♥		After 1C WE	TRANSFER AT T	HE 1-LEVEL:			
$\blacklozenge$ = 6-10, 5+ $\blacklozenge$ and 5+ $\spadesuit$		We transfer over intervening 1 and 2 level bids					
After 1X:1Y;1Z: 2♣/2♦ Artificia	1	Inverted mind	•				
, -		IVE BIDDIN					
legative doubles through	4 <b>♥</b>	Responsive double		4♥			
ump overcalls variable		NT for two	•	4▼			
NT overcall (immediate)	15-18	(re-opening)					
	najors 5+ 5+	(re-opening)	11-14				
	-	ninor E . E .					
mmed cue of major of Origonal Original Origina Original Original Origina Origina Origina Origina Origi	ther major and a n		1 ▲ and a min	or			
• •		♦ and another suit; 2♦ = ♠ and a minor  another					
Over opponent's 1NT (strong)		as above					

		RESPONSES TO	OPENII	NG BIDS
		Describe strength, minimum length or	specific mea	ning
1 <b>♠</b> 1 <b>♦</b>		3+HCP 4+ ♥suit	2NT	Balanced limit raise
	1 <b>♥</b> /♠	3+HCP 4+ <b>★</b> / <b>♦</b> suit	3♣	Preemptive
	1NT	6-10 no 4 major	3♦	Splinter
	2♣	10+ 4+ support	3♥	Splinter
	2♦	Artifiicial 5+ ♣, 6-9	3♠	Splinter
	2♥	Weak 2-5HCP	3NT	Balanced raise, 12-15
	2♠	Weak 2-5HCP	4 bids	Pre-emptive, to play
1♦	1 <b>♥</b> /♠	3+HCP 4+ suit	3♠	◆ support, 6-9 pts
	1NT	6-10	3♦	Preemptive
	2♣	Natural 10 +	3♥	Splinter
	2♦	10+ 4+ support	3♠	Splinter
	2♥	Weak	3NT	Balanced raise 13-15
	2♠	Weak	4♦	More pre-emptive
	2NT	11-12, natural, no major	4 Other	4♣ = splinter; 4♥/♠ to play
1 <b>♥</b> /♠ 1	1NT	6-10	3♠	Bergen
	2♣	Artificial Game Force	3♦	Bergen
	2♦	Artificial Game Try	3 <b>♥</b> /♠	Weak
	2 <b>♥</b> /♠	5-9 with 3(4) card support	3NT	Balanced raise 13-15
	2NT	Bergen	4♣/♦	Splinter
2♣	2•	Pass/correct	2 <b>♥</b> /♠	2♥ p/c; 2♠ nat non-forcing
	other	2NT game try+ enquiry		
2•	2♥	Pass/correct	3♣/♦	Natural non-forcing
	2♠	Natural non=forcing	3 <b>♥</b> /♠	3♥ p/c; 3♠ nat pre-empt
	2NT	Game try+ enquiry	3NT	NA
2 <b>♥</b> /♠	2NT	Game try+ enquiry	3NT	To play
	3♣/♦	P/C; Natural non-forcing	4♣/♦	
	3 <b>♥/</b> ♠	Natural non-forcing; P/C	4 <b>♥</b> /♠	P/C
2NT	3♣	Puppet Stayman	4♣	=>♥
	3♦	=> <b>♥</b>	4♦	=>♠
	3♥	=>♠	4♥	To play
	3♠	Minors 5+/4+ forcing to game	4♠	To play

## CONVENTIONS

Additional respon	ses to 1NT					
3♣/3♦	Short in suit above, no 5 card major					
3♥/3♠	Short in suit above, no 5 card major					
4♣	Transfer to	o 4 <b>♥</b>				
4◆	Transfer to	0 4♠				
4♥	To play, n	o slam suggestic	on			
4♠	To play, n	o slam suggestic	on			
Unusual NT:	mi	inors	other suits		lower 2 unbid suits	
other						
Other slam biddin	g	Cue Bid:	s 🗹	Asking Bids		
4th Suit Forcing		One round		Game Force	:	
NT Checkback		Priorities	up the lir	ne		
Defence to 3NT op	pening	X=16+ a	ıny; 4 <b>♣/</b> ♦=beti	ter Major takeout		
Defence to opening Two's:		Multi 2♦ X=2-level overcall in a major;				
		2♥/♠= Takeout of the suit bid, or very strong				
RCO style 2-s		X = values, 2nd X= T.O., 3rd X = penalties				
Other 2-s		X = T/O over na	atural bids			
Defence to strong <b>♣</b>		simple overcalls	s show touchi	ng suits; X = 🛧 + '	<b>♥</b> ; 1NT = <b>♦</b> + <b>♠</b>	
		jump overcalls weak				
Lebensohl		Over NT interfe	erence 🗹			
Other uses Over x of their weak 2 opener or multi 2D						
Take out of 4 level pre-empts			4♣/4♦	Χ		
	4♥	Χ	4 <b>♠</b> X			
OTHER NOTES						
		Ull	TEK NU I	EO		