BASIC RESPONSES	
Jump raises - minors limit forcing Other: weak	
Jump raises - majors limit forcing Other: weak	
Jump shifts after minor opening weak	Names: Tho
Jump shifts after major opening bergen	ABF Nos:
Responses to strong 2 suit opening	
Responses to 2NT opening $3 = 5$ card stayman	Basic System: Classification:
PLAY CONVENTIONS	Classification:
'NT' Versus Notrump 'S' Versus Suit \checkmark = Both	 Describe strength, m
Sequence leads: Overlead all All except AK x (x)	1♣ 3, 11+
Underlead Other:	1 NT 15-18 (ra
Four or more with an honour 4th highest attitude	2 ♣ Stayman:
3rd/5th Other:	Transfers 2
From 4 small 2nd highest 🗸 Other:	2 NT 🔶
From 3 cards (no honour) top 🗹 middle 🗹 bottom 🗸	2♣ strong GF or
Signal on partner's lead: high encourage low encourage	2♦ weak 6 card
Other:	2♥ 4+♥ and 4+
Signal on declarer's lead reverse count	2€ weak 5 € 7-
Discards McKenney high encourage low encourage	2 NT 21-22
odd/even 🔨 Other:	3 NT minor pree
Count natural reverse	PR
	2♥ = weak both ma
4NT: Blackwood C RKCB C Other: 1430	
4 Gerber when?	
Other Conventions	_
splinters, lebenshol	
	Negative doubles thr
	Jump overcalls
	1NT overcall (immed
	Immed cue of minor
	Immed cue of major
PO Box 397	Over opponent's 1NT
Fyshwick ACT 2609 Tel: 02 6239 2265	Over opponent's 1NT
FAX: 02 6239 1816	Over weak twos
Copyright © BCC 6.3.20.1	Over opening threes



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	ST/	ANDARD S	YSTEM C	ARD		
Names: Thor	nson		Brightling			
ABF Nos:						
Basic System:	Standard		Brov	wn Sticker		
Classification:	Green 🗹	Blue	Red	Yellow		
			IG BIDS			
Describe strength, mi	Ũ	. 0	_		Canap	ie ∐
♣ 3, 11+		11+	1♥ 5, 11+		5, 11+	_
	re to have 5 ca			may contain 5 ca	ard major	
2 ⊕ Stayman:	simple 🗹	extend		Other:		
Transfers 2	•		±	2♠ ♣		
2 NT 🔶	00 I I	Other:				
strong GF or						
	major 6-10 pts					
	weak 6-11 pts					
weak 5 ♠ 7-1	i i pts					
2 NT 21-22 3 NT minor pree	nent					
	•					
PR		CALLS THA S OR REQUI		E UNEXPECT L DEFENCE	ED	
?♥ = weak both ma						
	juis					
		OMPETITI				
Vegative doubles thro	÷		esponsive double	Ŭ	4♥	
lump overcalls	Weak	Unusual N				
INT overcall (immedia		15-18	(re-opening)	11-14		
mmed cue of minor		d another				
mmed cue of major		major and a mir				
Over opponent's 1NT			rs, $2 \blacklozenge = majors$	0		
Over opponent's 1NT	(strong)	-	uit,2 & = minors,	2♦ = majors		
Over weak twos		x= takeout				

x=takeout

RESPONSES TO OPENING BIDS					
Describe strength, minimum length or specific meaning					
1 £	1♦	natural	2NT	strong raise	
	1♥/♠	natural	3♣	pre-empt	
	1NT	6-11	3♦	splinter	
	2 🏚	7-9 raise	3♥	splinter	
	2♦	limit raise	3♠	splinter	
	2♥	weak	3NT	13-15 bal raise	
	2♠	weak	4 bids		
1♦	1♥/♠	natural	3♠	limit raise	
	1NT	6-11	3♦	pre-empt	
	2 🙅	natural	3♥	splinter	
	2♦	7-9 raise	3♠	splinter	
	2♥	weak	3NT	13-15 bal raise	
	2♠	weak	4♦	RKCB	
	2NT	strong raise	4 Other		
1♥/♠	1NT	6-11	3♣	4 card limit raise	
	2♣	natural	3♦	4 card 7-9 raise	
	2♦	natural	3♥/♠	weak	
	2♥/♠	raise	3NT	13-15 bal raise	
	2NT	strong raise	4 ♣ /♦	splinter	
2	2♦	0-3 or 10+	2♥/♠	2♥ =4-6, 2♠=7-9	
	other	2NT to 3 vare transfers 7-9			
2♦	2♥	to play	3♣/♦	to play	
	2♠	to play	3♥/♠	to play	
	2NT	ask	3NT	to play	
2♥/♠	2NT	ask	3NT	to play	
	3 ♣/♦	to play over 2♥, forcing over 2♠	4 ♣/♦	splinter	
	3♥/♠	to play (2 ≜ -3♥ invite)	4♥/♠	to play	
2NT	3	5 card stayman	4 🌪	rckb	
	3♦	transfer	4♦	rkcb	
	3♥	transfer	4♥		
	3♠	5 ≜ and 4♥	4♠		
	3NT	to play	other		

CONVENTIONS

Additional responses to 1NT								
3∉/3♦	Slamish, postive response is RKCB, Negative is 3NT							
3♥/3♠	Slamish, postive response is RKCB, Negative is 3NT							
4 🛧								
4♦								
4♥								
4♠								
Unusual NT:	mi	inors 🗌	other suits		lower 2	unbid suits	\square	
other								
Other slam biddin	g	Cue Bids	\square	Asking Bids				
4th Suit Forcing		One round]			Game force	\square	
NT Checkback	\square	Priorities	2♦ =any	min				
Defence to 3NT of	pening							
Defence to openir	ng Two's:	Multi 2 🔶	x =16 plus or	other good hand	S			
RCO style	2-s	x= 16 plus						
Other 2-s		x = t/o						
Defence to strong	•	x=majors, 1NT= minors						
Lebensohl		Over NT interfer	rence 🗹					
Other uses	5							
Take out of 4 level pre-empts 4€/4◆ X				(
	4♥	Х	4 ♠ X - s	hows values				

OTHER NOTES

Take out X can light with shape or opposite passed partner

1 suit (x) 2 lower suit - not forcing

Fit showing jumps in competition and by passed hand

2NT by passed hand = best raise over major and best hand over minor

Criss cross raise in a Major is 3 card limit raise