	BASIC RESPONSES								
Jump raises - minors	limit forcing Other: (5)6-9								
Jump raises - majors	limit ☐ forcing ☐ Other: 3♣=2way: 3 lvl bergen								
Jump shifts after minor opening	weak								
Jump shifts after major opening	bergen style								
Responses to strong 2 suit opening waiting or natural									
Responses to 2NT opening puppet/transfers									
PLAY CONVENTIONS									
'NT' Versus Notrump	'S' Versus Suit = Both								
Sequence leads:	Overlead all All except AK x (x)								
Underlead	d Other: A=Att: King for count								
Four or more with an honour 4th highest attitude									
3rd/5th	Other:								
From 4 small 2n	nd highest 🗹 Other:								
From 3 cards (no honou	ur) top middle 🗹 bottom 🗔								
Signal on partner's lead:	high encourage 📝 low encourage 📃								
Other:									
Signal on declarer's lead natural count									
Discards McKenn	ney high encourage low encourage								
odd/eve	en Other:								
Count nati	ural 🗹 reverse 🥅								
	CONVENTIONS								
4NT: Blackwo									
4 <b>♣</b> Gerber	when?								
	Other Conventions								
splinters	★ system on over TOX except PH								
splinters are GF in minors	1♦-2€2 ♥artificial reverse								
DOPI/ROPI	new suit after minor repeat:GF								
cue raises	general help trial bids								
support x and xx	Puppet and ch'bk after 2NT rebid								
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## AUSTRALIAN BRIDGE FEDERATION INCORPORATED ©

STANDARD SYSTEM CARD										
Names: GREER TUCKER			I	PAULINE EVANS						
ABF Nos: 107735				18775						
Basic System: 2/1 GF with semi force			ing NT		_[	Brown St	ticker			
Classification:	Green	В	ue 🗀	Rec			Yellow			
OPENING BIDS										
Describe strength, minimum length, or specific meaning										
1♣ 2+ 11	+ 14	4+ 1	+	1♥	5+	11+		1 <b>≜</b> 5	5+ 11+	1
1 NT (14) 1	15-17	ľ		_	-	m	ay contair	n 5 card i	major	
2 <b></b> Stayman:	simple		extend	ed 🗆		Ot	her: sn	nolen		
Transfers	2♦ ♥		2 🕈 🖓	<b>£</b>			24	<b>≜</b> ∕ra	nge probe*	
2 NT	2 NT ♦ Other: 3€:5 card ask-puppet resp/ super accept									
2♠ GAME FORCE: 22-23 BALANCED:24-26 BALANCED										
2• 5/4+ MAJORS LESS THAN OPENING HAND										
2♥ 6♥ WEAK or 5♥+ 5m: 6-9 NV 7-10 VUL										
2♠ 6♠ WEAK or 5♠+5m: 6-9 NV 7-10 VUL										
2 NT (19)-20 - 21: puppet/tfers										
3 NT To pla	ıy									
PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED MEANING/S OR REQUIRE SPECIAL DEFENCE										
4 card Bergen r	raises only with			criss cross responses to 1♣/1♦						
2-way 3n incl 3 crd raise				Jacoby style raises to GF inverted minors						
2 way checkback				over super accept re-t'fer applies						
COMPETITIVE BIDDING										
Negative doubles	s through	4♠	R	esponsiv	ve dou	bles thro	bugh		4♠	
Jump overcalls	WEAK		Unusual NT		min	over Ma	aj/Maj ov	er min		
1NT overcall (imr	mediate)	(14)	15-18	(re-	openir	ıg)	10-1-	4 syster	n on	
Immed cue of min	nor	other minor	+ Major							
Immed cue of ma	ajor	other Major	+ minor							
Over opponent's 1NT (weak) x=F			r=PEN:2 <b>⊕</b> =BOTH MAJ:2♦=S/S MAJ:							
Over opponent's 1NT (strong)			2♥/♠=SUIT+MINOR (5+4+) FOR BOTH							
Over weak twos			X (leb applies)							
Over opening threes			X							

		RESPONSES TO	OPENI	NG BIDS				
Describe strength, minimum length or specific meaning								
1♣	1♦	4+ 6+	2NT	Invitational 11-12				
	1♥/♠	4+ 6+	3♠	5-9				
	1NT	6-10	3♦	splinter GF				
	2	GF (jacoby)	3♥	splinter GF				
	2♦	5+♣10-11	3♠	splinter GF				
	2♥	Weak	3NT	to play				
	2♠	Weak	4 bids	4 <b>⊕</b> =preemptive				
1♦	1♥/♠	4+ 6+	3	10-11 ♦				
	1NT	6-10	3♦	5-9♦				
	2	4+ GF	3♥	splinter GF				
	2♦	GF (jacoby)	3♠	splinter GF				
	2💙	weak	3NT	to play				
	2♠	weak	4♦	pre-emptive				
	2NT	Invitational-11-12	4 Other					
1♥/♠	1NT	semi forcing 6-11	3♠	7-9 =4 card:10-11= 3 card				
	2 🛖	4+ GF	3♦	4 card limit				
	2♦	4+ GF	3♥/♠	3-7 in suit bid 4 cards				
	2♥/♠	6-9 3 card raise in suit	3NT	flat game raise				
	2NT	Jacoby	4 <b>♣/</b> ♦	splinter GF				
2	2♦	waiting	2♥/♠	natural+				
	other	3 <b>⊕</b> =natural						
2♦	2♥	non forcing	3♣/♦	nonforcing natural				
	2♠	non forcing	3♥/♠	to play				
	2NT	enquiry	3NT	to play				
2♥/♠	2NT	forcing enquiry	3NT	to play				
	3♣/♦	nat and forcing except PH	4♣/♦	splinter				
	3♥/♠	to play	4♥/♠	to play				
2NT	3♣	puppet	4	6+ v slam interest				
	3♦	transfer :3♥=2:3<♠=3+3N=4+	4•	6+ <b>≜</b> slam interest				
	3♥	transfer 3 <b>≜</b> =2:3NT=3+:4 <b>♣</b> =4	4♥	6+ <b>≜</b> slam interest				
	3 <b>≜</b>	4-4 minors	4♠	6+ ♦slam interest				
l	3NT	to play	other	next suit after 4lvl tfer=RKCB				

## CONVENTIONS Additional responses to 1NT 3♣/3♦ $3 \neq 5$ card ask: $3 \neq =5/5$ minors 4m = minorwoodsingleton in suit bid: game force:=minorwood 3♥/3♠ 4 tfer to 💙 tfer to 🛦 4 47 extreme minors slam interest 4♠ extreme minors weak minors 📈 other suits lower 2 unbid suits Unusual NT: MAJORS other Cue Bids Asking Bids Other slam bidding One round 4th Suit Forcing $\square$ Game force Priorities 2-way checkback NT Checkback 4**♣**=TO♥: 4**♦**=TO**♦** Defence to 3NT opening Defence to opening Two's: Multi 2 x=TO:2NT=15-18 sys on RCO style 2-s x= 15+ TO: 2NT = nat system on: Other 2-s x = take out in general x=single suit:1♦=both majors:1♥=♥+min:1♠=♠+min 1N=min Defence to strong 뢒 Over NT interference Lebensohl weak twos Other uses Take out of 4 level pre-empts 4**♣**/4♦ x 4**≜** 4NT 4**♥** x

## **OTHER NOTES**

System on over opps X - not overcall

Over penalty x of our NT opening/o'call :-xx forces 2 = 2 = stayman: transfers apply

Over artificial x - xx= Values: subsequent x= Take out and penalty VTP

2♥- #2NT= 3♥=min 6 card suit:3♠= max 6 card suit

2♠- #2NT= 3♥=maximim 6 card suit:3♠=mini 6 card suit

2♥/♠-2NT: 3 minor = natural