

4. BASIC RESPONSES

Jump raises - minors	Preemptive
Jump raises - Majors	Preemptive
Jump shifts after minor opening	2M 3-7 natual, om = 8-11 raise
Jump shifts after Major opening	NAT INV
Responses to strong 2 suit open.	2D Neg or Waiting
Responses to 2NT opening	3♣ Stayman, 3R TRF, 3♠ minors, 4x TRF (2 under)

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead except some AK ***	A/Q att K count/unblock
Four or more with an honour	3rd/Low	attitude (lower = stronger)
From 4 small	3rd	att
From 3 cards (no honour)	3rd	att
In partner's suit	same	att
Discards	reverse count	reverse attitude
Count	reverse original	reverse original (rarely)
Signal on partner's lead:	reverse count *** (rarely rev att)	reverse attitude
Signal on declarer's lead:	reverse count vs S, S/P vs NT (rev attitude to opening lead at T2)	
Notes	After Trick One vs Suit we switch reverse count (low from doubleton) and underlead from internal sequences (1st/3rd) except King from AK (others overlead)	
	After Trick One vs NT we underlead from internal sequences (1st/3rd)	

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
Slam Notes		
Cue Bids <input checked="" type="checkbox"/>	1st/2nd Round, last train cue bid	
Asking Bids <input type="checkbox"/>		

7. OTHER CONVENTIONS

Drury by PH	Lots of Equal Level Conversion after T/O X
Short Suit Trials	2NT often scramble after T/O X
After 1NT Overcall, 2m ART	2 way checkback in all 1-1-1 auctions
... after 1M opening = m + OM	... except 1♣-1♠;1NT
... after 1m opening om = Both Majors	

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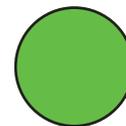
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*** King from AK when: AK doubleton, 5 level+, in a bid and raised suit, declarer opened 3♣ or higher and after Trick 1. We give rev att on an Ace in these cases



**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	736325	Max Henbest
& Names:	522805	Dave Wiltshire
Basic System:	2/1 GF (except 2C)	
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+♣ almost all BAL	1♥ 11-20 HCP 5+♥
1♦	11+ HCP, 4+♦	1♠ 11-20 HCP 5+♠
1NT	15-17 (may be semi-balanced)	may contain 5 card Major <input checked="" type="checkbox"/>
1NT Responses 2♣ Stayman		
2♦	Transfer ♥	2♠ Range Probe or TRF ♣
2♥	Transfer ♠	2NT Transfer ♦
other 3♣ Pupprt Stayman, 3♦ 55+ ms, 3M SPL, (13)(45) 4m Transfer		
2♣	GF or 23+ BAL	
2♦	weak 2, 5/6 nv 6(7 rarely) vul	
2♥	weak 2, 5/6 nv 6(7 rarely) vul	
2♠	weak 2, 5/6 nv 6(7 rarely) vul	
2NT	21-22 (may be semi-balanced)	3NT Solid minor, no outside A/K in 1st/2nd
other		

2. PRE-ALERTS

Transfers after 1♣ Opening	1M-2♣ 3 way: invite M, 12+BAL, GF ♣
1NT Rebid after 1♣-1R 18-20 BAL	Switch low from doubleton vs Suit

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	weak
Responsive doubles through	4♠	Unusual NT	Lowest Unbid Suits
1NT overcall - immediate	15-18	Immediate cue of minor	Both Majors
1NT overcall - re-opening	14-16	Immediate cue of Major	Other Major + minor
Over weak twos	X + Leb	Over opening threes	X
Over opponent's 1NT	X = PEN, 2♣ = Majors		

