

## 4. BASIC RESPONSES

Jump raises - minors	inverted minors
Jump raises - Majors	Bergen Raises
Jump shifts after minor opening	Weak Major
Jump shifts after Major opening	Bergen raises
Responses to strong 2 suit open.	2D - waiting with at least A, K or 3 Qs, 2H - double negative
Responses to 2NT opening	simple stayman, transfers, 3S = minors

## 5. PLAY CONVENTIONS Show priorities

	Versus <b>Suit</b> (or both)	Versus <b>NoTrump</b> (if different)
<b>Leads</b> Sequences:	Overlead all	A/Q = att, K = unblock/count
Four or more with an honour	4th	4th
From 4 small	second	top or second
From 3 cards (no honour)	MUD	top or MUD
In partner's suit	third or fourth	third or fourth
<b>Discards</b>	low encourage	low encourage
<b>Count</b>	reverse original	reverse original
<b>Signal</b> on partner's lead:	Low encourage	low encourage (or count on K)
<b>Signal</b> on declarer's lead:	reverse count if any	
<b>Notes</b>	If we switch to a king midway through play we may give partner reverse count	
	We might give suit preference signals when leading or playing the trump suit	
	We give suit preference when giving partner a ruff	

## 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/>	when?
<b>Slam Notes</b>	Exclusion Keycard		
Cue Bids <input checked="" type="checkbox"/>	1st and 2nd round control		
Asking Bids <input type="checkbox"/>			

## 7. OTHER CONVENTIONS

2 way checkback	2C Drury
1M-1NT;2NT - GF	Jacoby
DOPI not ROPI	
Smolen	
Non-serious NT	

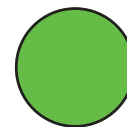
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# AUSTRALIAN BRIDGE FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	586358	Laura Ginnan
& Names:	711470	Sophie Ashton
Basic System:	2 over 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♣ 3+, 10+	1♥ 5+, 10+	
1♦ 3+, 10+	1♠ 5+, 10+	
1NT (14) 15-17	may contain 5 card Major <input checked="" type="checkbox"/>	
<b>1NT Responses</b> 2♣ Simple Stayman		
2♦ Transfer to Hearts	2♠ Transfer to Clubs	
2♥ Transfer to Spades	2NT Transfer to Diamonds	
other 3X= shortage		
2♣ GF		
2♦ Weak (0-6 points 1st seat fav, may be 5 card suit NV)		
2♥ Weak (0-6 points 1st seat fav, may be 5 card suit NV)		
2♠ Weak (0-6 points 1st seat fav, may be 5 card suit NV)		
2NT 20-22	3NT Solid minor, no outside A/K	
other		

## 2. PRE-ALERTS

Support Doubles and Redoubles	
Splinters	

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4S	Jump overcalls	majors are intermediate, minors are weak
Responsive doubles through	4S	Unusual NT	Lowest Unbid Suits
1NT overcall - immediate	15-18	Immediate cue of minor	Both Majors at least 5/5
1NT overcall - re-opening	14-16	Immediate cue of Major	Other Major + Minor (5+/5+)
Over weak twos	x = take out	Over opening threes	x=take out
Over opponent's 1NT	2C = majors (4+/4+), 2D = single suited major (6+),		
	2M = M (5+)+ minor(4+), 2NT = minors (5+/5+)		

