

## 4. BASIC RESPONSES

Jump raises - minors	Inverted minors
Jump raises - Majors	Weak
Jump shifts after minor opening	Other minor = limit raise, major = intermediate 6+ cards
Jump shifts after Major opening	Bergen raises
Responses to strong 2 suit open.	2D = 0-7 points, all else = 8+ points & 5 card suit
Responses to 2NT opening	3C = puppet stayman, 3D/H = transfer to H/S

## 5. PLAY CONVENTIONS

Show priorities

	Versus <b>Suit</b> (or both)	Versus <b>NoTrump</b> (if different)
<b>Leads</b> Sequences:	Top: A/K/Q J denies higher	same
Four or more with an honour	4th	
From 4 small	2nd	
From 3 cards (no honour)	2nd	
In partner's suit	same	
<b>Discards</b>	Reverse Attitude	
<b>Count</b>	Reverse Present	
<b>Signal</b> on partner's lead:	Reverse Attitude	
<b>Signal</b> on declarer's lead:	Reverse Present Count	
<b>Notes</b>		

## 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/>	when? Never
<b>Slam Notes</b>	Kickback		
Cue Bids <input type="checkbox"/>			
Asking Bids <input type="checkbox"/>			

## 7. OTHER CONVENTIONS

Lebensohl	3rd & 4th suit forcing
Jacoby 2NT	Drury
Ogust	DOPI
2 way checkback	Splinters

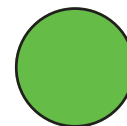
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AUSTRALIAN BRIDGE  
FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	942847	Alex Phillips
& Names:	940879	James Palmer
Basic System:	2 / 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+ cards, 11+ points	1♥ 5+ cards, 11+ points	
1♦ 3+ cards, 11+ points	1♠ 5+ cards, 11+ points	
1NT 15-17 balanced	may contain 5 card Major <input type="checkbox"/>	
<b>1NT Responses</b> 2♣ Simple Stayman		
2♦ Transfer to hearts	2♠ Transfer to clubs / invite	
2♥ Transfer to spades	2NT Transfer to diamonds	
other 3 level bids are suit setting slam tries		
2♣	Game forcing, strong	
2♦	Flannery, 4S & 5H 11-15 points	
2♥	6+ hearts, 6-10 points	
2♠	6+ spades, 6-10 points	
2NT	20-21 balanced	3NT Specific Ace Ask
other		

## 2. PRE-ALERTS

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4H	Jump overcalls	Weak
Responsive doubles through	4H	Unusual NT	Lowest 2 unbid suits
1NT overcall - immediate	15-18	Immediate cue of minor	Michaels, H + S, weak/strong
1NT overcall - re-opening	12-14	Immediate cue of Major	Michaels, M + m, weak/strong
Over weak twos	Double -> Lebensohl	Over opening threes	Double = Takeout
Over opponent's 1NT	Double = pen, 2C = majors, 2D = long suit, 2H/S = H/S + minor		
2NT = minors			

