

#### 4. BASIC RESPONSES

Jump raises - minors	Weak 6 - 10 HCP
Jump raises - Majors	Preemptive
Jump shifts after minor opening	Weak 3~7 HCP 6+
Jump shifts after Major opening	Bergen
Responses to strong 2 suit open.	<8 HCP 2D waiting
Responses to 2NT opening	Stayman and transfers (majors only)

#### 5. PLAY CONVENTIONS

Show priorities

Versus **Suit** (or both)      Versus **NoTrump** (if different)

<b>Leads</b> Sequences:	Top	
Four or more with an honour	4th highest	
From 4 small	2nd top	
From 3 cards (no honour)	MUD	
In partner's suit	Natural	
<b>Discards</b>	Low encourage	
<b>Count</b>	reverse	
<b>Signal</b> on partner's lead:	Low encourage	
<b>Signal</b> on declarer's lead:	Count sometimes	
<b>Notes</b>		

#### 6. SLAM CONVENTIONS

4NT: Blackwood  RKCB 1430      4♣ Gerber  when?

Slam Notes

Cue Bids

Asking Bids

#### 7. OTHER CONVENTIONS

4th suit forcing	
Two way Checkback	
Ogust	

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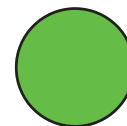
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AUSTRALIAN BRIDGE  
FEDERATION INC.



#### STANDARD SYSTEM CARD

ABF Nos. 1057261      Tamara De Mel  
& Names:      Cameron Webb  
Basic System: 2/1  
Brown Sticker       Classification: Green  Blue  Red  Yellow

#### 1. OPENING BIDS

Describe strength, minimum length, or specific meaning      Canape

1♣ 3+ 12+HCP      1♥ 5+ 12+HCP  
1♦ 3+ 12+HCP      1♠ 5 + 12+HCP  
1NT 15-17 balanced      may contain 5 card Major

1NT Responses 2♣ Simple Stayman

2♦ Transfer to Hearts      2♠ Transfer to Clubs  
2♥ Transfer to Spades      2NT Transfer to Diamonds  
other Going through Stayman for invite to 3NT

2♣ Strong 22HCP+  
2♦ Weak 6-9, 6+  
2♥ Weak 6-9, 6+  
2♠ Weak 6-9, 6+  
2NT 20-21 Balanced      3NT Gambling - solid minor  
other

#### 2. PRE-ALERTS

#### 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4H      Jump overcalls Weak  
Responsive doubles through 4H      Unusual NT LUBS  
1NT overcall - immediate 15-18 balanced      Immediate cue of minor Michaels both M  
1NT overcall - re-opening 12-14      Immediate cue of Major Other M and one m  
Over weak twos X = T/O      Over opening threes X = T/O  
Over opponent's 1NT X = Penalties, 2C =Majors, 2NT = minors

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+ 6+ HCP	2♦ Weak 3-7	3♦
1♥ 4+ 6+ HCP	2♥ Weak 3-7	3♥
1♠ 4+ 6+ HCP	2♠ Weak 3-7	3♠
1NT 6 - 11 HCP Balanced	2NT Invite to 3NT	3NT To Play
2♣ 5+ 11+ HCP	3♣ 5+ 6-10	4♣
other		
1♦ 1♥ 4+ 6+ HCP	2♥ Weak 3-7	3♥
1♠ 4+ 6+ HCP	2♠ Weak 3-7	3♠
1NT 6 - 11 HCP Balanced	2NT Invite to 3NT	3NT To Play
2♣ 4+ 12+ HCP	3♣	4♣
2♦ 5+ 11+ HCP	3♦ 5+ 6-10	4♦
other		
1♥ 1♠ 4+ 6+ HCP	2♥ 3 6+ HCP	3♦ 4+H 10-12 HCP
1NT 6 - 11 HCP Balanced	2♠ Weak 3-7	3♥ 4+ 0-6 HCP
2♣ 4+ 12+ HCP	2NT Balanced 4+H 12+HCP	3♠ 4+H GF sing/void unkn
2♦ 4+ 12+ HCP	3♣ 4+H 6-10HCP	3NT To Play
other		
1♠ 1NT 6 - 11 HCP Balanced	2♠ 3 6+ HCP	3♥ 4+S GF sing/void unkn
2♣ 4+ 12+ HCP	2NT Balanced 4+S 12+HCP	3♠ 4+ 0-6 HCP
2♦ 4+ 12+ HCP	3♣ 4+S 6-10HCP	3NT To Play
2♥ 4+ 12+ HCP	3♦ 4+S 6-10HCP	4♣
other		
1NT 3♣	3♠ Natural Slam interest	4♦
3♦	3NT To Play	4♥
3♥ Natural Slam interest	4♣	4♠
other		
2♣ 2♦ Waiting <8 HCP	2NT Balanced 8+	3♥
2♥ 5+ 8+HCP	3♣	3♠
2♠ 5+ 8+HCP	3♦	3NT
other		
2♦ 2♥ 5+ 15+HCP	3♣	3♠
2♠ 5+ 15+HCP	3♦	3NT To Play
2NT Ogust	3♥	4♣
other		

Notes

2♥ 2♠ 5+ 15+HCP	3♦	3NT To Play
2NT Ogust	3♥	4♣
3♣	3♠	4♥
other		
2♠ 2NT Ogust	3♥	4♣
3♣	3♠	4♥
3♦	3NT To Play	4♠
other		
2NT 3♣ Stayman	3♠	4♦
3♦ Transfer for H	3NT To play	4♥
3♥ Transfer to S	4♣	4♠
other		

## 9. CONVENTIONS

Unusual NT: LUBS

4th Suit Forcing One round  Game force

NT Checkback  Priorities: Two way Checkback

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦

RCO style 2-s

Other 2-s

Defence (1♣): {Replace with your defence to strong 1♣ openings}

to

strong (2♣):

1♣ / 2♣

Over 1NT Interference

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦

4♥

4♠

## 10. OTHER NOTES