## 4. BASIC RESPONSES Jump raises - minors Inverted minor. (2m=GF) Jump raises - Majors Weak raise. 4+ card support. Major jump shift = weak. Minor jump shift = invite. Jump shifts after minor opening Bergen raises. Jump shifts after Major opening Responses to strong 2 suit open. $2 \Rightarrow = 0.7$ waiting. Other = 8+ HCP and 5 card suit. Responses to 2NT opening 3♣ = puppet. Transfers and 2 under transfers. 5. PLAY CONVENTIONS **Show priorities** Versus **NoTrump** (if different) Versus Suit (or both) Sequences: Overlead all\* Leads Four or more with an honour Fourths (10 is not an honour) From 4 small Second MUD From 3 cards (no honour) In partner's suit Same as above Discards Low encourage Reverse present Count **Signal** on partner's lead: Low encourage Signal on declarer's lead: Reverse count (default) Notes \*Overlead all except AK: A = attitude K = count Suit preference in trumps and other situations. 6. SLAM CONVENTIONS 4NT: Blackwood X RKCB 1430 4♣ Gerber when? **Slam Notes** Cue Bids X Asking Bids 7. OTHER CONVENTIONS Drury 12 Way checkback **Splinters** 4th suit forcing Jacoby 2NT Support doubles www.abf.com.au PDF Form Rev. 17K21 by RoL MyRev. Copyright © ABF 2017



## AUSTRALIAN BRIDGE FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	1055283	Bertie Morg	an					
& Names:	882313	George Bar	tley					
Basic System:	Standard 2	2/1						
Brown Sticker	Clas	sification: G	reen	X	Blue		Red	Yellow
		1. OF	EN	IING	BIDS	3		
Describe strenç	gth, minimum	length, or spec	ific n	neaning				Canape
1 🗘 3+ 🕏 , 10	+ HCP			1♥ 5	s <b>+ ♥</b> , 10	+ HC	Р	
1♦ 3+ ♦ ,10+	◆ 3+ ◆ ,10+ HCP 1♠ 5+ ♠, 10+ HCP							
<b>1NT</b> 15-17 H	CP, BAL or	semi-BAL					may contain	5 card Major X
1NT Responses	2. Simple	Stayman						
2♦ transf	er to 💙			2♠	Range	probe	or 🕭 tran	sfer
2♥ transf	er to 🛊			2NT	transfe	r to 🔷		
other 3 leve	el = 6 +cards	, Slam try						
2♣ Game for	ce							
2 Weak Nat								
2♥ Weak Na	t							
2♠ Weak Na	t							
<b>2NT</b> 20-21				3NT (	Gamblin	g		
other								
			RE	-ALE	RTS			
Semi-forcing	1NT repson	se						
		OMPETIT			OVE	RCAL	LS	
				Weak				
1			Lowest					
1NT overcall - imme			lmr	mediate cue	of minor		majors, 6	
			nediate cue	•				
Over weak twos Lebensohl				Over opening threes $x = T/O$				
Over opponent's 1N		lties 2♣ = sin	gle s	suited 2	= majo	rs 2♥	= <b>∀</b> + m 2	2 <b>♠</b> = <b>♠</b> + m
2NT = minors	3							

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

				Thin in the state of the state		-
		4+ ♦		invite in 🛧		splinter
	•	4+ ♥		weak		splinter
	-	4+ ♠		weak		splinter
		6-11HCP	2NT	12 HCP invite	3NT	to play
2	₽	GF 5+ ♣	3♣	5+♣ weak	4♣	keycard?
01	ther					
1 1	<b>Y</b>	4+ ♥	2	weak	3	splinter
1	<b>^</b>	4+ ♠	2♠	weak	3♠	splinter
1	INT	6-11 HCP	2NT	12 HCP invite	3NT	to play
2	2	GF 5+ ♣	3♣	invite ◆	4♣	
2	2	GF 5+ <b>♦</b>	3◆	weak	4	keycard?
01	ther					
1♥ 1	<b>^</b>	5+ ♠	2	6-9 3+♥	3 🄷	10-11 4+♥
1	INT	6-11 HCP (poss. 4♠)	2♠	weak	3♥	weak
2	₽	GF 3+ ♣	2NT	GF 4+ ♥	3♠	splinter
2	2	GF 5+ ◆	3♣	6-9 4+ ♥	3NT	to play
01	ther					
1 🛧 1	INT	6-11 HCP	2	6-9 3+♠	3 💙	splinter
2	2	GF 3+ <b>♣</b>	2NT	GF 4+ ♠	3 <b>♠</b>	weak
2	2	GF 5+ <b>♦</b>	3♣	6-9 4+ ♠	3NT	to play
2	2	GF 5+♥	3	10-11 4+ ♠	4♣	splinter
01	ther					
1NT 3	3♣	slam try 🍨	3♠	slam try ♠	4	transfer to 🛧
3	3	slam try ◆	3NT	to play	<b>4</b>	
3	<b>3♥</b>	slam try ♥	4♣	transfer to 💙	4	
01	ther					
2 <b>♣</b> 2	2	waiting 0-7HCP	2NT		3 💙	
		8+ HCP 5+ ♥	3♣		<b>3♠</b>	
2	24		3		3NT	
	ther					
2 • 2	_		3♣		3♠	
	2♠		3		3NT	
	2NT		3		4 <b>♣</b>	
	ther		<b>U</b> •		1-1-	
lotes						

3♣ to play 3♠ to play 4♥ to play other 2♠ 2NT enquiry **3** 4♣ 3♣ 3**♠** 3 3NT 4 other the rest is to play 2NT 3♣ puppet stayman **3♠** 4 3 3NT **3** 4 other 9. CONVENTIONS **Unusual NT:** Game force X 4th Suit Forcing One round NT Checkback X Priorities: 2-way. Show 3 card support always. **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♣): 14/24 Over 1NT Interference Lebensohl **Lebensohl - other uses** Over weak two openings from opps Take out of 4 level pre-empts **4♣/4**♦ **4 10. OTHER NOTES** 

3♦ to play

3♥ to play

3NT to play

4♣ to play

2♥ 2♠ to play

2NT enquiry