4. BASIC RESPONSES Jump raises - minors Inverted Jump raises - Majors Bergen Weak Jump shifts after minor opening Weak unless Bergen Jump shifts after Major opening 2D = waiting Responses to strong 2 suit open. Responses to 2NT opening Puppet Stayman and Transfers to Majors 5. PLAY CONVENTIONS **Show priorities** Versus Suit (or both) Versus NoTrump (if different) **Leads** Sequences: Overlead all except AK Four or more with an honour 4th 2nd From 4 small MUD From 3 cards (no honour) In partner's suit As above Odd Encourage, Even Mkny Discards Count Reverse **Signal** on partner's lead: Count Signal on declarer's lead: Count Notes Suit Preference when relevant 6. SLAM CONVENTIONS **RKCB 1430** 4♣ Gerber when? Basic Situations 4NT: Blackwood Slam Notes 5NT bid specific Kings up the line Cue Bids 1st/2nd controls Asking Bids 7. OTHER CONVENTIONS Ogust www.abf.com.au PDF Form Rev. 17K21 by RoL MyRev. Copyright © ABF 2017



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

		SIA	NUAND	<u> </u>	SIEWI	CAL	שו			
ABF Nos.	10497	'81 S	eb Wright							
& Names:	10556	82 D	amon Flicke	er						
Basic System:	Basic System: 2 Over 1 with Transfers over 1C									
Brown Sticker		Classific	ation: Gree	en 🗶	Blue		Red	Yellow		
			1. OPE	NIN	IG BIDS	}				
Describe strength, minimum length, or specific meaning Canape								Canape		
1 . 2+, 12+hcp					1♥ 5+, 12+hcp					
1♦ 4+, 12+hcp					1♠ 5+, 12+hcp					
1NT 15-17 hcp							may contain 5 c	ard Major		
1NT Responses	2♣ S	imple Sta	ayman							
2♦ Trans	sfer to H				2♠ Transfer to C or Range Ask					
2♥ Transfer to S					2NT Transfe	er to D				
other 3C = Puppet, 4NT/5NT = Quantitative										
2♣ 23+ hcp	Game F	orce								
2♦ Flannery	11-15h	cp 5+H, 4	4S							
2♥ Weak										
2♠ Weak										
2NT 20-22hd	NT 20-22hcp 3NT Gambling									
other	_									
				E-A	LERTS					
Wide ranging NT response 6-11hcp										
Transfers ov	Transfers over 1C									
					DS / OVEF	RCAL	LS			
Negative doubles t	•	4H	Jump overcalls							
Responsive doubles through 4H Unusual NT			LUBS							
1NT overcall - immediate 15-18						Michaels				
, g				te cue of Major	Michaels					
Over weak twos X = takeout Over opening threes X = Takeout										
Over opponent's 1NT X = Penalties, 2C = Majors, 2NT = Minors										

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

	Describe strei	ngın,	minimum length, or specific	: mea	aning		
1♣ 1♦	6+hcp, 4+H	2	Weak	3	Splinter 10-12hcp		
1♥	6+hcp, 4+S	2	Weak	3 Y	Splinter 10-12hcp		
1♠	6+hcp, NT or D	2	Weak	3♠	Splinter 10-12hcp		
1NT	6-9hcp	2NT	10-12hcp	3NT	To play		
2♣	10+hcp, 6+C	3 -	6-9hcp, 6+C	4			
other	er 4D, 4H, 4S = 13+ hcp Splinter						
1♦ 1♥	6+hcp, 4+H	2	Weak	3 💙	Splinter 10-12hcp		
1♠	6+hcp, 5+S	2	Weak	3 ♠	Splinter 10-12hcp		
1NT	6-11hcp	2NT	10-12hcp	3NT	To Play		
2	12+hcp, 4+C	3 -	Splinter 10-12hcp	4			
2	10+hcp, 4+D	3	6-9hcp, 4+D	4			
other							
1♥ 1♠	6+hcp, 4+S	2	6-9hcp, 3H	3	10-12hcp, 4+H		
1NT	6-11hcp	2	10-12hcp 3H	3	0-5hcp, 4+H		
2♣	GF Bal or 4+C	2NT	Jacoby 4+H	3 ♠	Splinter <12		
2	12+hcp, 5+D	3 -	6-9hcp, 4+H	3NT	13-15hcp, 3H Bal		
other	4C, 4D = Splinter						
1♠ 1NT	6-11hcp	2	6-9hcp, 3S	3	10-12hcp, 3S		
2♣	GF Bal or 4+C	2NT	Jacoby 4+S	3 ^	0-5hcp, 4+S		
2	12+hcp, 5+D	3 -	6-9hcp, 4+S	3NT	13-15hcp, 3S Bal		
2	12+hcp, 5+H	3	10-12hcp, 4+S	4	Splinter		
other	4D, 4H = Splinter						
1NT 3♣	Puppet Stayman	3	Natural slam try	4	Transfer to 4H		
3◆	Natural slam try	3NT	To play	4	Transfer to 4S		
3♥	Natural slam try	4	Natural slam try	4			
other							
2♣ 2♦	Waiting	2NT		3 💙			
2	7+hcp, 5+H	3 -	7+hcp, 6+C	3 ^			
2	7+hcp, 5+S	3	7+hcp, 6+D	3NT			
other							
2♦ 2♥	Natural forcing	3♣	Natural forcing	3♠	To Play		
	Natural forcing		Extending	_	To Play		
	Ogust		To Play	4♣			
other							
Notes							

Notes

2 2	24	Natural forcing	3◆	Natural forcing	3NT	To Play		
1	2NT	Ogust	3♥	Extending	4			
(3	Natural forcing	3	To Play	4	To Play		
0	ther							
2 ♠ 2	2NT	Ogust	3♥	Natural forcing	4♣			
(3	Natural forcing	3♠	Extending	4			
(3	Natural forcing	3NT	To Play	4			
0	ther							
2NT (3♣	Puppet Stayman	3♠	Minor Stayman	4	Transfer to 4H		
(3	Transfer to H	3NT	To Play	4	Transfer to 4S		
(3	Transfer to S	4	Natural slam try	4			
0	ther							
			9. C	ONVENTIONS	S			
Jnus	ual I	NT: LUBS						
						Game force		
NT Checkback Priorities: 2WCB: 3support, 4M, 2NT								
Defence to 3NT opening X = values								
Defence to Opening Twos X = takeout								
Multi 2♦ X of 2D = values, X of 2M = takeout								
RCO style 2-s								
Othe	er 2-s							
Defe	nce	(1♣): {Replace w	ith your	defence to strong 1♣	openin	gs}		
to	to							
stro	strong (2♣):							
	_	X = Majors, NT = M	linors					
		-						
_		Interference Leber		01				
Lebe	enso	hl - other uses Ove	er weak	2's				
Take out of 4 level pre-empts 4♣/4◆								
4♥ 4♠								
			10. C	THER NOTE	S			