	BASIC RE	ESPONSES		
Jump raises - minors	limit forcing	Other:		,
Jump raises - majors	limit forcing	Other:		
Jump shifts after minor opening	Wea	k		Names:
Jump shifts after major opening	Wea	k		ABF Nos:
Responses to strong 2 suit openio	ng 2 <b>♦/</b> 2	<b>♥</b> pos or neg		Basic Sys
Responses to 2NT opening	Baron and t	ransfers		Classificat
	PLAY CON	VENTIONS		Classificat
'NT' Versus Notrump	'S' \	/ersus Suit	= Both	 Describe s
Sequence leads:	Overlead	all 🔽	All except AK x (x)	1 4 (3
Underlead	Other: A vs	NT asks for unbloc	k or count	1 NT
Four or more with an honour	4th hi	ghest 🔽	attitude	2 <b>♣</b> Stay
3rd/5th	Other:			Transfe
From 4 small 2nd	highest	ier:		2 N
From 3 cards (no honour	top	middle 🗸	bottom	2♠ 23
Signal on partner's lead:	high encourage	e 🔽	low encourage	2 <b>♦</b> Ga
Other:				2♥ 6 -
Signal on declarer's lead	natural count if	given		2♠ 6 -
Discards McKenne	y high er	ncourage	low encourage	2 NT
odd/even	Other:			3 NT
Count natur	ral reverse			
	CONVE	NTIONS		
4NT: Blackwoo	d RK	CCB Ot	her:	Non-forci
4 <b>♣</b> Gerber	when?			overcall
	Other Conventio	ns		Bidding s
Blackout		Negative free bio	ds to 3♦	
DOPI / ROPI		NF fit showing ju	umps by passed	Negative of
Long suit trials		hand, after overc	calls , after t/o x	Jump over
Mini/maxi splinters		by opponents		1NT overd
Lebensohl				Immed cu
	0.55			Immed cu
	©ABF Marketing PO Box 397			Over oppo
	Fyshwick ACT 260			Over oppo
KĀ TĀ TĀ	Tel: 02 6239 2265 FAX: 02 6239 181			Over weak
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## AUSTRALIAN BRIDGE FEDERATION INCORPORA INCORPORATED ©

		STANDA	ARD SY	STEM CA	\RD			
Names: Gytis Danta			Denise McKinnon					
ABF Nos:	294616		41	491				
Basic System:	Standar	d						
Classification:	Green	Blue		Red L	Yellow			
		0	PENING	BIDS				
Describe streng	th, minimum leng	th, or specific me	aning				Canape $\Box$	
1♣ 4 (3)	1	4		1 4		1 <b>♠</b> 4	X	
1 NT 15 -					may conta	n 5 card majo	or 🖂	
2 <b>♣</b> Stayman:	simpl	e $\square$	extended		Other: L	avings		
Transfers	2♦ 2♥		2♥ 2♠			<b>4</b> 3 <b>♣</b>		
2 NT	3♦	Other	r: 3 level	bids show sin	gleton			
	bal/ 8+ playing	tricks						
2♦ Game f								
	cp 6 card suit							
	cp 6 card suit							
	22 bal							
3 NT Gam	bling							
		ERTS: CALL NING/S OR						
Non-forcing b	ds to 3   after a	n						
overcall								
Bidding single	ton after 1NT							
		COMP	ETITIV	E BIDDIN	G			
Negative double	es through	4♥	Res	ponsive doubles	through	۷	l <b>♥</b>	
Jump overcalls	Weak	Uı	nusual NT	2 lower	suits			
1NT overcall (ir	nmediate)	15 - 18	}	(re-opening)	11 -	14		
Immed cue of n	ninor	Spades and a	nother					
Immed cue of major Other major and a			nd a minor					
Over opponent's 1NT (weak)		Po	Pottage (modified)					
Over opponent's 1NT (strong)		Po	Pottage (modified)					
Over weak twos			х					
Over opening threes								

		RESPONSES TO (	PENIN	NG BIDS			
	Describe strength, minimum length or specific meaning						
1 <b>♣</b>	1•	4+ 6+hcp	2NT	12 - 14 bal			
	1 <b>♥</b> /♠	4+ 6+hcp	3♣	GF			
	1NT	6 -10	3♦	splinter			
	2♣	6 -10	3♥	splinter			
	2♦	weak	3♠	splinter			
	2♥	weak	3NT	15 - 16			
	2♠	weak	4 bids	void			
1•	1 <b>♥</b> /♠	4+ 6+hcp	3♣	weak			
	1NT	6 -10	3♦	GF			
	2♣	4+ 10+ hcp	3♥	splinter			
	2♦	6 -10	3♠	splinter			
	2♥	weak	3NT	15 - 16 bal			
	2♠	weak	4◆				
	2NT	12 - 14 bal	4 Other	splinters			
1 <b>♥</b> /♠	1NT	6 -10	3♣	weak			
	2♣	4+ 10+ hcp	3♦	weak			
	2♦	4+ 10+ hcp	3 <b>♥/</b> ♠	GF			
	2 <b>♥</b> /♠	6 -10	3NT	15 - 16 bal			
	2NT	12 - 14 bal	4♣/♦	splinter			
2♣	2•	neg or waiting	2 <b>♥</b> /♠	5+ positive			
	other						
2•	2♥	neg or waiting	3♣/♦	5+ positive			
	2♠	5+ positive	3 <b>♥/</b> ♠	positive			
	2NT	positive	3NT				
2 <b>♥</b> /♠	2NT	Ogust	3NT	to play			
	3♣/♦	Natural focing	4♣/♦	splinters			
	3 <b>♥</b> /♠	Premptive	4 <b>♥</b> /♠	to play			
2NT	3♣	Baron	4♣	natural and strong			
	3♦	transfer to 🔻	4♦	natural and strong			
	3♥	transfer to ♠	4♥	to play			
	3♠	5♠and 4♥	4♠	to play			
	3NT	to play	other				

		COI	AVENTIO	NS				
Additional response	es to 1NT							
3♣/3♦	singleton							
3♥/3♠	singleton							
4♣	transfer to 🔻							
4◆	transfer to ♠							
4♥	to play							
4♠	to play							
Unusual NT:	mi	inors 🖂	other suits		lower 2 unbid suits			
other								
			,					
Other slam bidding		Cue Bids		Asking Bids				
4th Suit Forcing		One round	$\mathbb{Z}$		Game force	<u> </u>		
NT Checkback		Priorities						
Defence to 3NT ope	ning	4 <b>♠</b> T/O ♥	pref; 4♦ T/O	<b>♠</b> pref				
Defence to opening Two's: Multi 2♦ x = 16+, 2NT = 2 suiter								
RCO style 2-s Other 2-s		x = 16+, 2nd X is t/o; 2NT = 2 suiter not GF,						
		and 3C is GF by resp, all others P/C;						
		Leaping Michaels						
Defence to strong 4	•	Pottage (modified)						
		O NELL C	_/					
Lebensohl	A (1	Over NT interfer	rence 🔽					
Other uses		r t/o x of weak 2,	4.0/4.6					
Take out of 4 level p	•	.,		X				
	4♥	Х	4 <b>♠</b> 4NT					
		OTI	HER NOT	ES				
After interference:								
Cue raises = limit o	r better afte	er opening and iur	mn raise is we	ak				
	. Dottor art	or opening and jui	np raiso io wo	un				
Cue raises = raises	s with 2 det	fensive tricks after	we overcall					