

4. BASIC RESPONSES

Jump raises - minors **Inverted** 2♣=13+, 3♣=6-9, jump in the other minor 10-12

Jump raises - Majors **Limit Raises** 3M = 11-12 (10-12 if 4 trumps)

Jump shifts after minor opening Mostly Weak

Jump shifts after Major opening Mostly Weak

Responses to strong 2 suit open. 2♦ Waiting. Others show 8+ and good suits

Responses to 2NT opening 3♣ Stayman, 3♦/♥ Transfers

5. PLAY CONVENTIONS

Show priorities

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

Leads	Sequences:	Overlead All	
Four or more with an honour		usually 4th (or lowest)	
From 4 small		Second (or highest)	
From 3 cards (no honour)		Middle (or highest)	
In partner's suit		same	
Discards		Low Encourage	McKenney
Count		none	
Signal on partner's lead:		Low Encourage	
Signal on declarer's lead:		none	
Notes	When there is a singleton in Dummy, Natural Suit Preference		

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 14/30 4♣ Gerber when?

Slam Notes

Cue Bids

Asking Bids

7. OTHER CONVENTIONS

2-Way Checkback	
Fourth-Suit Forcing	
Support Double	
Splinter	
Cue Raise	

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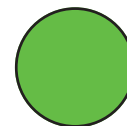
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**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos. **1082469** **Lara Topper**
 & Names: **1082582** **Jacob Rose**
 Basic System: **Standard**
 Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 2+♣ (10) 12- 20 1♥ 5+♥ (10) 12 - 20

1♦ 4+♦ (10) 12 - 20 1♠ 5+♠ (10) 12 - 20

1NT 15 - 17 may contain 5 card Major

1NT Responses 2♣ Simple Stayman

2♦ Transfer to Hearts 2♠ 6+minor (Weak)

2♥ Transfer to Spades 2NT Invite

other 3♣/3♦ 6+minor, strong

2♣ Game Forcing

2♦ 6+ ♥/♠, 0-6

2♥ Weak Two in Hearts 6+♥, 6 - 10

2♠ Weak Two in Spades 6+♠, 6 - 10

2NT 20 - 22

3NT

other

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4♥ Jump overcalls Weak

Responsive doubles through 4♥ Unusual NT 5/5 Lowest Unbid Suits

1NT overcall - immediate 15 - 17 Immediate cue of minor 5/5 Majors

1NT overcall - re-opening 15 - 17 Immediate cue of Major 5/5 Other + minor

Over weak twos X = T/O Over opening threes X = T/O

Over opponent's 1NT 2♣ Both Majors, 2♦ one Major, 2♥/♠: that suit and a minor

2NT: 5/5+ minors, 3minor = Natural

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♦, 6+	2♦ 5+♣ 10 - 12	3♦
1♥ 4+♥, 6+	2♥ Weak, 6+♥	3♥
1♠ 4+♠, 6+	2♠ Weak, 6+♠	3♠
1NT 6 - 10	2NT 11 - 12	3NT 13+
2♣ 5+♣, 13+ GF	3♣ 5+♣, 6 - 9	4♣
other		
1♦ 1♥ 4+♥, 6+	2♥ Weak	3♥
1♠ 4+♠, 6+	2♠ Weak	3♠
1NT 6 - 10	2NT 11 - 12	3NT 13+
2♣ 4+♣, 10+	3♣ 4+♦, 10 - 12	4♣
2♦ 4+♦, 13+ GF	3♦ 4+♦, 6 - 9	4♦
other		
1♥ 1♠ 4+♠, 6+	2♥ 3-4♥, 6-10	3♦
1NT 6 - 10	2♠ Weak 6+♠	3♥ 3-4♥, (10)11-12
2♣ 4+♣, 10+	2NT 4+♥, 13+	3♠
2♦ 4+♦, 10+	3♣ Weak, 6+♣	3NT
other		
1♠ 1NT 6 - 10	2♠ 3-4♠, 6-10	3♥
2♣ 4+♣, 10+	2NT 4+♠, 13+	3♠
2♦ 4+♦, 10+	3♣	3NT
2♥ 5+♥, 10+	3♦	4♣
other		
1NT 3♣ 6+♣, Game+	3♠ 6+♠, Slam interest	4♦
3♦ 6+♦, Game+	3NT To Play	4♥
3♥ 6+♥, Slam interest	4♣	4♠
other		
2♣ 2♦ Waiting or (0-7)	2NT 8+ balanced	3♥
2♥ 5+♥, 8+ points	3♣ 5+♣, 8+ points	3♠
2♠ 5+♠, 8+ points	3♦ 5+♦, 8+points	3NT
other		
2♦ 2♥ 5+ cards, Forcing	3♣ 5+ cards, Forcing	3♠
2♠ 5+ cards, Forcing	3♦ Weak	3NT
2NT (14) 15+ Enquiry	3♥	4♣
other		

Notes

2♥ 2♠ 5+ cards, Forcing	3♦ 5+ cards, Forcing	3NT
2NT (14) 15+ Enquiry	3♥ Weak	4♣
3♣ 5+ cards, Forcing	3♠	4♥
other		
2♠ 2NT (14) 15+ Enquiry	3♥ 5+ cards, Forcing	4♣
3♣ 5+ cards, Forcing	3♠ Weak	4♥
3♦ 5+ cards, Forcing	3NT	4♠
other		
2NT 3♣ Simple Stayman	3♠ Both Minors	4♦ 6+♦, slam interest
3♦ Transfer to Hearts	3NT To Play	4♥
3♥ Transfer to Spades	4♣ 6+♣, slam interest	4♠
other		

9. CONVENTIONS

Unusual NT: Lowest Unbid Suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 2-Way Checkback

Defence to 3NT opening

Defence to Opening Twos X = T/O

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