

4. BASIC RESPONSES

Jump raises - minors	INV
Jump raises - Majors	0-5, 4+M
Jump shifts after minor opening	N/A
Jump shifts after Major opening	Bergen raises; 1♥-2♠ / 1♠-3♥ = 3 card limit raise
Responses to strong 2 suit open.	2♦ = waiting
Responses to 2NT opening	3♣ = Simple Stayman; 3♦/3♥ = TRF

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead all	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	MUD	
In partner's suit	as above; top of xxx if supported	
Discards	Low Encourage	
Count	N/A	
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:		
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 1430 4♣ Gerber when? never

Slam Notes Specific Kings

Cue Bids

Asking Bids

7. OTHER CONVENTIONS

Jacoby 2NT	Two-way checkback
Support Xs and XXs	

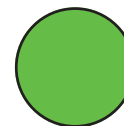
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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	1138405	Kate MacDonald
& Names:	1108123	Zac Ross (930901) Jack Luke-Paredi
Basic System:	2/1	
Brown Sticker	<input type="checkbox"/>	Classification: Green <input checked="" type="checkbox"/> Blue <input type="checkbox"/> Red <input type="checkbox"/> Yellow <input type="checkbox"/>

1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣	12+, 3+	1♥	12+, 5+
1♦	12+, 3+	1♠	12+, 5+
1NT	15-17 BAL		may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ Simple Stayman

2♦	TRF to ♥	2♠	TRF to ♣
2♥	TRF to ♠	2NT	INV
other	3♣ = TRF to ♦		

2♣ 23+ BAL or GF

2♦ NAT, weak

2♥ NAT, weak

2♠ NAT, weak

2NT 20-22 BAL

3NT

other

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	weak
Responsive doubles through	4♠	Unusual NT	Lower unbid suits
1NT overcall - immediate	15-18	Immediate cue of minor	Majors 5/5+
1NT overcall - re-opening	15-17	Immediate cue of Major	oM+m, 5/5+
Over weak twos	X = T/O	Over opening threes	X = T/O
Over opponent's 1NT	X = PEN; 2x = NAT		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+, 4+♦	2♦	3♦
1♥ 6+, 4+♥	2♥	3♥
1♠ 6+, 4+♠	2♠	3♠
1NT 6-9, no 4cM	2NT 10-11 no 4cM	3NT 13-15, no 4cM
2♣ 6-9, 5+♣	3♣ 10-11, 5+♣	4♣
other		
1♦ 1♥ 6+, 4+♥	2♥	3♥
1♠ 6+, 4+♠	2♠	3♠
1NT 6-9, no 4cM	2NT 10-11, no 4cM	3NT 13-15, no 4cM
2♣ GF, 4+♣	3♣	4♣
2♦ 6-9, 4+♦	3♦ 10-11, 4+♦	4♦
other		
1♥ 1♠ 6+, 4+♠	2♥ 6-9, 3♥	3♦ 10-11, 4+♥
1NT 6-11, SF	2♠ 10-11, 3♥	3♥ 0-5, 4♥
2♣ GF, 4+♣	2NT GF, 4+♥	3♠
2♦ GF, 4+♦	3♣ 6-9, 4+♥	3NT
other		
1♠ 1NT 6-11, SF	2♠ 6-9, 3♠	3♥ 10-11, 3♠
2♣ GF, 4+♣	2NT GF, 4+♠	3♠ 0-5, 4♠
2♦ GF, 4+♦	3♣ 6-9, 4♠	3NT
2♥ GF, 5+♥	3♦ 10-11, 4♠	4♣
other		
1NT 3♣	3♠	4♦
3♦	3NT to play	4♥ to play
3♥	4♣	4♠ to play
other		
2♣ 2♦ waiting	2NT	3♥
2♥ 8+, good 5+♥ suit	3♣ 8+, good 5+♣ suit	3♠
2♠ 8+, good 5+♠ suit	3♦ 8+, good 5+♦ suit	3NT
other		
2♦ 2♥ NAT, F1	3♣ NAT, F1	3♠
2♠ NAT, F1	3♦ NAT	3NT to play
2NT Strong Enquiry	3♥	4♣
other		

Notes

2♥ 2♠ NAT, F1	3♦ NAT, F1	3NT to play
2NT Strong Enquiry	3♥ NAT	4♣
3♣ NAT, F1	3♠	4♥ NAT
other		
2♠ 2NT Strong Enquiry	3♥ NAT, F1	4♣
3♣ NAT, F1	3♠ NAT	4♥
3♦ NAT, F1	3NT to play	4♠ NAT
other		
2NT 3♣ Simple Stayman	3♠	4♦ 6+♦
3♦ TRF to ♥	3NT to play	4♥
3♥ TRF to ♠	4♣ 6+♣	4♠
other		

9. CONVENTIONS

Unusual NT: LUBS

4th Suit Forcing One round Game force

NT Checkback Priorities: up the line

Defence to 3NT opening

Defence to Opening Twos X = T/O

Multi 2♦ 1-2-3 Xs

RCO style 2-s

Other 2-s

Defence (1♣) : X = Majors; 1NT = minors

to

strong (2♣) : natural

1♣ / 2♣

Over 1NT Interference

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ T/O

4♥ T/O 4♠ T/O

10. OTHER NOTES
