

#### 4. BASIC RESPONSES

Jump raises - minors	limit raise, 10-11
Jump raises - Majors	limit raise, 10-11
Jump shifts after minor opening	weak
Jump shifts after Major opening	weak
Responses to strong 2 suit open.	2D 0-7, else 8+ natural
Responses to 2NT opening	Same as 1NT

#### 5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	top	
Four or more with an honour	low	
From 4 small	high	
From 3 cards (no honour)		
In partner's suit		
<b>Discards</b>	low encourage	
<b>Count</b>		
<b>Signal</b> on partner's lead:	low encourage	
<b>Signal</b> on declarer's lead:		
<b>Notes</b>		

#### 6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/> RKCB	4♣ Gerber <input type="checkbox"/>
Asking Bids <input type="checkbox"/>	Cue Bids <input type="checkbox"/>

#### 7. OTHER CONVENTIONS

cue raises	

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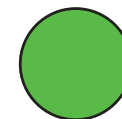
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AUSTRALIAN BRIDGE  
FEDERATION LTD.

#### STANDARD SYSTEM CARD



ABF Nos.	1170821	Alex Heller
& Names:	1171097	Magnus Eadie
Basic System:	Standard American	
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, min.length, or specific meaning Canapé

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

1NT Responses	2♣ Simple Stayman
2♦ transfer to Hearts	2♠
2♥ transfer to Spades	2NT invite
(Dbl)	other

2♣ 22+ points	
2♦ weak 6+	
2♥ weak 6+	
2♠ weak 6+	
2NT 20-21 balanced	3NT 25-27
other	

#### 2. PRE-ALERTS


#### 3. COMPETITIVE BIDS / OVERCALLS

Doubles generally take-out, sometimes values or penalty	Negative DBL thru	3H
	Responsive DBL thru	3H
Jump overcalls weak	Unusual NT	
1NT overcall: (immediate) 15-18	(re-opening)	12-14
Immediate cue: (minor)	(Major)	
<b>Over:</b> Weak Twos	Opening Threes	
Opponent's transfers		
Opponent's 1NT natural		

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+D, 6+ points	2♦	3♦
1♥ 4+H, 6+ points	2♥ weak, 6+H, 0-5 points	3♥
1♠ 4+S, 6+ points	2♠ weak, 6+S, 0-5 points	3♠
1NT 6-10 points	2NT 11-12 points	3NT to play
2♣ 5+C, 6-10 points	3♣ 5+C, 11-12 points	4♣
other		
1♦ 1♥ 4+H, 6+ points	2♥ weak, 6+H, 0-5 points	3♥
1♠ 4+S, 6+ points	2♠ weak, 6+S, 0-5 points	3♠
1NT 6-10 points	2NT 11-12 points	3NT to play
2♣ 5+C, 10+ points	3♣	4♣
2♦ 4+D, 6-10 points	3♦ 5+D 11-12 points	4♦
other		
1♥ 1♠ 4+D, 6+ points	2♥ raise, 6-9 points	3♦
1NT 6-10 points	2♠ weak, 6+S, 0-5 points	3♥ raise, 10-12 points
2♣ 5+C, 10+ points	2NT 11-12 points	3♠
2♦ 5+D, 10+ points	3♣	3NT to play
other		
1♠ 1NT 6-10 points	2♠ raise, 6-9 points	3♥
2♣ 5+C, 10+ points	2NT 11-12 points	3♠ raise, 10-12 points
2♦ 5+D, 10+ points	3♣	3NT to play
2♥ 5+H, 10+ points	3♦	4♣
other		
1NT 3♣	3♠	4♦
3♦	3NT to play	4♥
3♥	4♣	4♠
other		
2♣ 2♦ waiting	2NT	3♥
2♥	3♣	3♠
2♠	3♦	3NT
other		
2♦ 2♥	3♣	3♠
2♠	3♦ preemptive	3NT to play
2NT	3♥	4♣
other		

Notes

2♥ 2♠	3♦	3NT to play
2NT	3♥ preemptive	4♣
3♣	3♠	4♥ to play
other		
2♠ 2NT	3♥	4♣
3♣	3♠ preemptive	4♥
3♦	3NT to play	4♠ to play
other		
2NT 3♣ simple stayman	3♠	4♦
3♦ transfer to H	3NT to play	4♥
3♥ transfer to S	4♣	4♠
other		

## 9. CONVENTIONS

Unusual NT:

4th Suit Forcing One round  Game force

NT Checkback  Priorities: up the line

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦

RCO style 2-s

Other 2-s

Defence (1♣) : natural

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