	BASIC RESPONSES
Jump raises - minors	limit forcing Other: weak (inverted)
Jump raises - majors	limit forcing Other: weak (bergen)
Jump shifts after minor opening	Fit-showing (majors), 6-9 raise (other minor)
Jump shifts after major opening	Bergen / Jacoby / criss-cross [fit showing in comp]
Responses to strong 2 suit openi	ing 2♦ = negative / waiting
Responses to 2NT opening	transfers, puppet Stayman, 3♠ = minors
	PLAY CONVENTIONS
'NT' Versus Notrump	'S' Versus Suit = Both
Sequence leads:	Overlead all All except AK x (x)
Underlead	Other: Overlead partner's suit
Four or more with an honour	4th highest attitude
3rd/5th	Other: Reverse count
From 4 small 2nd	d highest Other: bottom
From 3 cards (no honou	r) top / middle / bottom
Signal on partner's lead:	high encourage low encourage
Other:	
Signal on declarer's lead	
Discards McKenne	ey high encourage low encourage
odd/ever	n Other:
Count natu	ral reverse
	CONVENTIONS
4NT: Blackwoo	
4♠ Gerber □	□ when?
	Other Conventions
Leaping Michaels	RKCB 1430. Then:
Blackout	return to trumps without Q.
No support doubles	responder cuebids kings, partner asks.
Scramblesohl	
Fit showing jumps	16.02.2009
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		STANI	DARD	SYSTE	EM CAF	₹D		
Names: Bruce Neill			Mike Hughes					
ABF Nos:	45632			29327				
Basic System:	strong 2/	1			Brown	Sticker		
Classification:	Green	☐ BI	ue \square	Red		Yellow		
		(OPEN	ING BI	DS			
Describe strength	h, minimum lengt	h, or specific ı	meaning				Ca	nape \square
1♣ 3♣, 11+	1	3♦, 11+		1♥	5 ♥ , 11+		1 ♠ 5 ♠ , 11	+
1 NT 15-1	7					may conta	in 5 card major	
2♣ Stayman:	simple	· 🗆	exte	nded		Other: A	sk 5 card majo	or
Transfers	2♦ 5♥		2♥	5 .		2	≜ 6 ♣	
2 NT	6 ♦	Ot	her: 3	<suit> = sp</suit>	olinter			
2 ♣ Game for	rce							
2♦ Multi: 22	-23 balanced, o	or weak 6(5)	card maj	or				
2♥ weak 5(-	+) ♥ 4+ minor							
2 ♠ weak 5(-	+) ♠ 4+ minor							
2 NT 20-21								
3 NT Strong	g major preemp	t						
		RTS: CA						
	MEA	NING/S O	R REQ	JIRE SP	ECIAL D	EFENC	E	
		CON	PETIT	TIVE B	IDDING			
Negative doubles	s through	4♥			e doubles th		4♥	
Jump overcalls	weak		Unusual I	·	lowest unk			
1NT overcall (im	mediate)	15-1	7 (18)	(re-	opening)		14 (over M) / 1	5-17
Immed cue of minor 55, ♠ + and								
Immed cue of major 55, other m								
Over opponent's 1NT (weak)		canape transfers						
Over opponent's 1NT (strong)			canape transfers					
Over weak twos			X, scramblesohl					
Over opening threes			X					

		RESPONSES TO	OPENIN	NG BIDS
		Describe strength, minimum length or sp	pecific meanir	ng
1 ♣	1•		2NT	Invite.
	1 ♥ /♠		3♠	Raise, 0-5.
	1NT	6-10.	3♦	Splinter.
	2♣	11+ raise.	3♥	Splinter.
	2♦	Raise, 6-9.	3♠	Splinter.
	2♥	Fit, 7-10. 5(+) ♥ 4(3)+♠	3NT	
	2♠	Fit, 7-10. 5(+) ♠ 4(3)+♠	4 bids	4M to play.
1♦	1 ♥ /♠		3♣	Raise, 6-9.
	1NT	6-10.	3♦	Raise, 0-5.
	2♠		3♥	Splinter.
	2♦	11+ raise.	3♠	Splinter.
	2♥	Fit, 7-10. 5(+) ♥ 4(3)+◆	3NT	
	2♠	Fit, 7-10. 5(+) ♦ 4(3)+ ♦	4♦	
	2NT	Invite.	4 Other	4M to play.
1 ♥ /♠	1NT	5-11. Maybe 0-5 with support.	3♠	4 card raise, 6-9.
	2♣	GF.	3♦	4 card raise, 10-12.
	2♦	GF.	3 ♥/ ♠	1♠-3♥ = 3 card limit raise
	2♥/♠	1♥-2♠ = 3 card limit raise	3NT	
	2NT	Game force raise.	4♣/♦	
2 ♣	2•	Negative.	2 ♥ /♠	Natural.
	other	Natural.		
2•	2♥	Pass or correct.	3♣/♦	3♦ = inviting 4M.
	2♠	Pass or correct.	3♥/♠	Pass or correct.
	2NT	Ask.	3NT	To play.
2 ♥ /♠	2NT	Ask.	3NT	To play.
	3♣/♦	To play.	4♣/♦	Splinter.
	3 ♥ /♠	To play.	4♥/♠	To play.
2NT	3♣	Puppet Stayman.	4♣	Transfer to ♥.
	3♦	Transfer.	4♦	Transfer to ♠.
	3♥	Transfer.	4♥	Transfer to ♠???
	3♠	Both minors.	4♠	Transfer to ♦???
	3NT	To play.	other	

		CONVENTIONS					
Additional response	es to 1NT						
3♣/3♦	Splinter.						
3♥/3♠	Splinter.						
4♣	Transfer to	♥.					
4◆	Transfer to	♠.					
4♥	To play.						
4♠	To play.						
Unusual NT:	mi	nors					
other							
Other slam bidding		Cue Bids Asking Bids	,				
4th Suit Forcing	,	One round Game force					
NT Checkback		Priorities 2♣ puppet to 2♠, 2♠ GF, 2NT puppet to 3♣.					
Defence to 3NT ope	ening	Situational.					
Defence to opening	Two's:	Multi 2♦ double = 13-15 balanced or any 18+.					
RCO style 2	?-s						
Other 2-s							
Defence to strong 4	•	$X = \clubsuit + \blacktriangledown$, $1 \spadesuit = \spadesuit + \blacktriangledown$, $1 \blacktriangledown = \blacktriangledown + \spadesuit$, $1 \spadesuit = \clubsuit + \spadesuit$, $1 N = \spadesuit + \spadesuit$, $2 \clubsuit = \clubsuit + \spadesuit$.					
Labanaabl		Over NT interference					
Lebensohl Other uses		Over NT Interierence					
Take out of 4 level	nro omnts	4♣/4◆					
Take out of 4 level	ρι e-eπιρι3 4 ♥	4♠					
	4*	12					
		OTHER NOTES					
		31.01.2009					