Lump raises - minors Limit Grozing Other 34 Imp. 34 Salam Iry over both Lump raises s- migrors Limit Grozing Other 5-9 4+ support	BASIC RESPONSES	AUSTRALIAN BRIDGE FEDERATION
STANDARD SYSTEM CARD	Jump raises - minors limit □ forcing □ Other: 3♠ lim, 3♦ slam try over both	INCORPORATED ©
Names Stephen Burgess Michael Courtney Michael Court Micha	Jump raises - majors limit □ forcing □ Other: 5-9 4+ support	
ABF Nos: 71781 75469	Jump shifts after minor opening 3-7 6 cards	
Responses to strong 2 suit opening 2 same as over 1NT Segments to 2NT opening Same as over 1NT opening Sa	Jump shifts after major opening 3-7 6 cards	
Classification: Green Blue Red Yellow Personance Persona	Responses to strong 2 suit opening 2♦ neg (0-8)	_
PLAY CONVENTIONS	Responses to 2NT opening same as over 1NT	
Not Versus Notitump	PLAY CONVENTIONS	
Sequence leads: Overlead all	'NT' Versus Notrump 'S' Versus Suit = Both	
Four or more with an honour with an	Sequence leads: Overlead all All except AK x (x)	
Transfers 2	Underlead Other:	1 NT 15-17 may contain 5 card major
From 4 small	Four or more with an honour 4th highest attitude	2♣ Stayman: simple
From 3 cards (no honour) top middle bottom	3rd/5th Other:	Transfers 2♦ ♥ 2♥ ♠ 2♠ a minor
Signal on partner's lead: high encourage low encourage 2	From 4 small 2nd highest Other: 3rd	2 NT Invit Other:
Other: Natural Count Signal on declarer's lead Natural Count Discards McKenney high encourage low encourage 2 NT 20-22 Sodd/even Other: Natural Count Count natural reverse PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED MEANING/S OR REQUIRE SPECIAL DEFENCE SINT: Blackwood RKCB Other: Other Conventions Opener's Jump Rebid of suit = < 3 card supp & 6+ suit Natural Count COMPETITIVE BIDDING Negative doubles through 4 Responsive doubles through 4	From 3 cards (no honour) top middle bottom	2 ♠ GF
Signal on declarer's lead Natural Count Discards McKenney high encourage low encourage 2 NT 20-22 odd/even Other: Natural Count Count natural reverse PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED MEANING/S OR REQUIRE SPECIAL DEFENCE 3NT opening 5♣/6♥ 9-13 PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED MEANING/S OR REQUIRE SPECIAL DEFENCE 3NT opening 5♣/6♥ 9-13 Count other Conventions Discards McKenney high encourage low encourage 2 NT 20-22 3NT 5♣/6♥ 9-13 COUNT NEW YORK OF REQUIRE SPECIAL DEFENCE 3NT opening 5♣/6♥ 9-13 COMPETITIVE BIDDING Negative doubles through 4♥ Responsive doubles through 4♥	Signal on partner's lead: high encourage low encourage	2♦ 6♥ or 6♠ 6-9
Discards McKenney high encourage low encourage 2 NT 20-22 3 NT 5♠/6♥ 9-13 Count natural reverse PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED MEANING/S OR REQUIRE SPECIAL DEFENCE 3NT opening 5♠/6♥ 9-13 NT: Blackwood RKCB Other: Gerber when? over NT Other Conventions Depener's Jump Rebid of suit = < 3 card supp. Opener's Lowest JS = 3 card supp & 6+ suit Negative doubles through 4♥ Responsive doubles through 4♥	Other: Natural Count	2♥ 5♥ 8-11
Odd/even	Signal on declarer's lead Natural Count	2♠ 5♠ 8-11
Count natural reverse CONVENTIONS INT: Blackwood RKCB Other: Other Conventions Opener's Lowest JS = 3 card supp & 6+ suit PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED MEANING/S OR REQUIRE SPECIAL DEFENCE 3NT opening 5♣/6♥ 9-13 COMPETITIVE BIDDING Negative doubles through 4♥ Responsive doubles through 4♥	Discards McKenney high encourage low encourage	2 NT 20-22
CONVENTIONS INT: Blackwood	odd/even Other: Natural Count	3 NT 5♠/6♥ 9-13
ANT: Blackwood	Count natural reverse	PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED
INT: Blackwood □ RKCB □ Other: See Fig. When? over NT Other Conventions Opener's Jump Rebid of suit = < 3 card supp. Opener's Lowest JS = 3 card supp & 6+ suit Negative doubles through 3NT opening 5♠/6♥ 9-13 COMPETITIVE BIDDING Negative doubles through 4♥ Responsive doubles through	CONVENTIONS	MEANING/S OR REQUIRE SPECIAL DEFENCE
Gerber		3NT opening 5♠/6♥ 9-13
Other Conventions Opener's Jump Rebid of suit = < 3 card supp. Opener's Lowest JS = 3 card supp & 6+ suit Negative doubles through 4♥ Responsive doubles through		
Opener's Lowest JS = 3 card supp & 6+ suit Negative doubles through 4♥ Responsive doubles through		
Opener's Lowest JS = 3 card supp & 6+ suit Negative doubles through 4♥ Responsive doubles through	Opener's Jump Rebid of suit = < 3 card supp.	COMPETITIVE BIDDING
Dbl Jump Rebid = splinter Jump overcalls 7-10 (+2+2+2) Unusual NT lowest unbid suits	Opener's Lowest JS = 3 card supp & 6+ suit	Negative doubles through 4♥ Responsive doubles through 4♥
	Dbl Jump Rebid = splinter	Jump overcalls 7-10 (+2+2+2) Unusual NT lowest unbid suits
1NT overcall (immediate) 15-17 (re-opening) 15-17		1NT overcall (immediate) 15-17 (re-opening) 15-17
Immed cue of minor Michaels: ♥ and ♠		Immed cue of minor Michaels: ♥ and ♠
Immed cue of major Michaels: other major and a minor		Immed cue of major Michaels: other major and a minor
©ABF Marketing PO Box 397 Over opponent's 1NT (weak) 2♠ M's, 2♠ 1M, 2♥/2♠ = bid major and a minor		Over opponent's 1NT (weak) 2♣ M's, 2♦ 1M, 2♥/2♠ = bid major and a minor
Fyshwick ACT 2609 Over opponent's 1NT (strong) same	Fyshwick ACT 2609	Over opponent's 1NT (strong) same
Tel: 02 6239 2265 FAX: 02 6239 1816 Over weak twos X = T/O		Over weak twos X = T/O
Copyright \circ BCC 6.3.20.1 Over opening threes $X = T/O$		Over opening threes $X = T/O$



	340				INCORPOR	RATED ©		
		ST	ANDARD	SYSTEM	CARD			
ames: BF Nos:	Steph 7178	nen Burgess 1		Michael Cou 75469	urtney)
asic Syst	em:	Four Card Stan	dard		Brown Sticker			,
assificati	ion:	Green 🗹	Blue \square	Red 🗆	Yellov	v 🗆		
			OPEN	ING BIDS	8			
	trength, mini	mum length, or spe	ecific meaning				Canape \square	
4		1∳ 4		1♥ 4		1 ♠ 4		,
	15-17				•	tain 5 card maj	or 🔽	
2 ♣ Stayr	man:	simple 🗹		ended \square	Other:			
Transfer		Y	2♥	±		2 ♠ a minor	•	
2 NT			Other:					
GF								
	or 6 ♠ 6-9							
7 5 ♥	8-11							
5♠	8-11							
NT 2	20-22							
NT 5	5 ♠ /6 ♥ 9-13							
	Р	RE-ALERTS:						
		MEANING/	S OR REQ	UIRE SPEC	CIAL DEFEN	CE		
NT open	ning 5 ≜ /6 ∀ '	9-13						
		C	OMPETI	TIVE BIDI	DING			
egative d	loubles throu	gh	4 ♥	Responsive do	oubles through	1	1 ♥	Ī
ımp over	calls	7-10 (+2+2+2)	Unusual	NT lov	vest unbid suits			
NT overca	all (immediat	e)	15-17	(re-oper	ning) 15	5-17		
nmed cue	e of minor	Michae	els: ♥ and ♠					
nmed cue	e of major	Michae	els: other majo	or and a minor				
	nent's 1NT (\		•		= bid major an	d a minor		
	nent's 1NT (s		same		,			
ver weak		J .	X = T/O					
uor ononi	ing throos		V T/O					

		RESPONSES T	O OPENIN	NG BIDS
		Describe strength, minimum length	or specific meanir	ng
1♣	1♦	4+ cards	2NT	Nat, F
	1 ♥ /♠	4+ cards	3♣	Limit Raise
	1NT	6-10	3♦	Slam Try, raise of ♣
	2♣	natural, 6-9	3♥	Splinter
	2♦	6♦ 3-7	3♠	Splinter
	2♥	6♥ 3-7	3NT	To Play
	2♠	6♠ 3-7	4 bids	Natural
1♦	1 ♥ /♠	4+ cards	3♣	Limit Raise in ♦
	1NT	6-10	3♦	Slam Try, raise
	2♠	Nat, 1RF	3♥	Splinter
	2♦	6-9	3♠	Splinter
	2♥	6♥ 3-7	3NT	To Play
	2♠	6♠ 3-7	4♦	Natural
	2NT	Nat F	4 Other	Natural
1 ♥ /♠	1NT	6-10	3♠	Limit raise
	2♣	Nat, 1RF	3♦	Slam Try, raise
	2♦	Nat, 1RF	3 ♥/ ♠	5-9 raise
	2♥/♠	6-9, 3 or 4 support	3NT	To Play
	2NT	Nat F	4♣/♦	Splinter
2 ♣	2♦	Neg 0-8	2 ♥ /♠	Nat 8+
	other	Nat 8+		
2•	2♥	p/c	3♣/♦	Nat NF
	2♠	p/c	3 ♥/ ♠	p/c
	2NT	Forcing Enquiry	3NT	To play
2 ♥ /♠	2NT	Forcing Enquiry	3NT	To Play
	3♣/♦	Nat, to play	4♣/♦	Splinter
	3♥/♠	Natural	4♥/♠	To Play
2NT	3♣	as over 1NT, Stayman	4♣	•
	3♦	♥	4♦	•
	3♥	±	4♥	To Play
	3♠	minor(s)	4♠	To Play
	3NT	To Play	other	

Additional responses to 1NT 3 ♣ 3 ♦ Nat F 3 ✔ 73 ♠ Nat F 4 ♠ Gerber 4 ♦ - 4 ✔ To Play 4 ♠ To Play Unusual NT: minors other suits lower 2 unbid suits other Other slam bidding Cue Bids Asking Bids Other Slam bidding One round Game force NT Checkback Priorities Defence to 3NT opening Defence to opening Two's: Multi 2 ♦ RCO style 2-s Other 2-s Defence to strong ♠ X = points, 1 ♦ = ♥/♠, 1NT = ♣/♦
Nat F 4 Gerber 4 To Play Unusual NT: minors other suits lower 2 unbid suits other Other slam bidding Cue Bids Asking Bids NT Checkback Priorities Defence to 3NT opening Defence to opening Two's: Multi 2 Other 2-s
4 Gerber 4 Or Play To Play Unusual NT: minors other suits lower 2 unbid suits other Other slam bidding Cue Bids Asking Bids NT Checkback Priorities Defence to 3NT opening Defence to opening Two's: Multi 2 ◆ Other 2-s
4 To Play 4 To Play Unusual NT: minors □ other suits □ lower 2 unbid suits □ Other slam bidding Cue Bids □ Asking Bids □ 4th Suit Forcing One round □ Game force □ NT Checkback □ Priorities Defence to 3NT opening Defence to opening Two's: Multi 2 ◆ RCO style 2-s Other 2-s
4▼ To Play Unusual NT: minors other suits lower 2 unbid suits Other slam bidding Cue Bids Asking Bids 4th Suit Forcing One round Game force NT Checkback Priorities Defence to 3NT opening Defence to opening Two's: Multi 2◆ RCO style 2-s Other 2-s
Unusual NT: minors □ other suits □ lower 2 unbid suits □ other Other slam bidding Cue Bids □ Asking Bids □ 4th Suit Forcing One round □ Game force □ NT Checkback □ Priorities Defence to 3NT opening Defence to opening Two's: Multi 2◆ RCO style 2-s Other 2-s
Unusual NT: minors other suits lower 2 unbid suits other Other slam bidding Cue Bids Asking Bids 4th Suit Forcing One round Game force MT Checkback Priorities Defence to 3NT opening Defence to opening Two's: Multi 2 RCO style 2-s Other 2-s
Other slam bidding Cue Bids Asking Bids 4th Suit Forcing One round Priorities Defence to 3NT opening Defence to opening Two's: RCO style 2-s Other 2-s
Other slam bidding Cue Bids Asking Bids 4th Suit Forcing One round Priorities Defence to 3NT opening Defence to opening Two's: RCO style 2-s Other 2-s
4th Suit Forcing One round Game force MT Checkback Priorities Defence to 3NT opening Defence to opening Two's: Multi 2 RCO style 2-s Other 2-s
4th Suit Forcing One round Game force MT Checkback Priorities Defence to 3NT opening Defence to opening Two's: Multi 2 RCO style 2-s Other 2-s
NT Checkback
Defence to 3NT opening Defence to opening Two's: Multi 2◆ RCO style 2-s Other 2-s
Defence to opening Two's: RCO style 2-s Other 2-s
RCO style 2-s Other 2-s
Other 2-s
Other 2-s
Defence to strong ♣ X = points, 1♦ = ♥/♠, 1NT = ♣/♦
Defence to strong \clubsuit $X = points, 1 \spadesuit = \psi/\exists, 1NT = \psi/\exists$
Lebensohl Over NT interference
Other uses
Take out of 4 level pre-empts 4♣/4♦ X
4♥ X 4♠ X
OTHER NOTES