BASIC RESPONSES	AUSTRALIAN BRIDGE FEDERATION					
Jump raises - minors   limit   □   forcing   □   Other:   Bergen	INCORPORATED ©					
Jump raises - majors limit □ forcing □ Other: Bergen	STANDARD SYSTEM CARD					
Jump shifts after minor opening Weak						
Jump shifts after major opening Weak or Bergen						
Responses to strong 2 suit opening 2D negative then KOKISH						
Responses to 2NT opening 3C=pupet St 3S=one ior both minor 4C gerber 4d stayman						
PLAY CONVENTIONS	Classification: Green ⊠ Blue □ Red □ Yellow □  OPENING BIDS					
'NT' Versus Notrump 'S' Versus Suit = Both	Describe strength, minimum length, or specific meaning  Canape					
Sequence leads: Overlead all All except AK x (x)	1♠ 3 1♦ 3 1♥ 5 1♠ 5					
Underlead Other: A for attitude King for count	1 NT 15-17 may contain 5 card major					
Four or more with an honour 4th highest attitude	2♣ Stayman: simple ⊠ extended □ Other:					
3rd/5th Other: Attitude leads after trick one, except returning partners	Transfers 2♦ =H 2♥ =S 2♠ =C					
From 4 small 2nd highest Other:	2 NT =D Other: 3X =singletonX					
From 3 cards (no honour) top middle bottom	2♠ =Game force or 23-24 flat					
Signal on partner's lead: high encourage low encourage	2♦ =Natural weak					
Other:	2♥ =Natural weak					
Signal on declarer's lead Reverse Count, McKenney where obvious	2♠ =Natural Weak					
Discards McKenney high encourage low encourage	2 NT =20-22 flat					
odd/even Other:	3 NT =solid minor only					
Count natural reverse	PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED					
CONVENTIONS	MEANING/S OR REQUIRE SPECIAL DEFENCE					
4NT: Blackwood RKCB Other: 11430 high No must go on	2nt=T-out oposite take-out dble Support doubles only over 2S and higher					
4♣ Gerber ⊠ when? over 1nt	Kokish Ghestem					
Other Conventions	Bergen					
1m 1M Lowest Jump-shift = 3mrbid & 3M	COMPETITIVE BIDDING					
1NT 4D=Both majors, no slam interest	Negative doubles through 4S Responsive doubles through 4S					
Forcing 1NT response	Jump overcalls Weak except 3C Unusual NT Lower					
1x 1M;2M 2NT asks 3 or 4 M 3L=3 4L=4	1NT overcall (immediate) 15-18 (re-opening) Less					
	Immed cue of minor both majors					
	Immed cue of major 5+5+D&other major					
©ABF Marketing PO Box 397	Over opponent's 1NT (weak) 2C =2M 2D=1M 2H =H&m 2S=S&m					
Fyshwick ACT 2609	Over opponent's 1NT (strong) as above					
Tel: 02 6239 2265 FAX: 02 6239 1816	Over weak twos Dble, 2NT in response=Take-out					
Copyright ® BCC 6.3.20.1	Over opening threes Dble					



		RESPONSES TO  Describe strength, minimum length or				
<u> </u>		<u> </u>				
1♣	1♦	Natural	2NT	Flat game force		
	1 <b>♥</b> /♠	II	3♣	bergen		
	1NT	5-11 4+D	3♦	splinter splinter		
	2♠	Inverted	3♥			
	2♦	Game Force raise	3♠	splinter		
	2♥	Weak	3NT	strange gamble		
	2♠	Weak	4 bids	natural nonforcing		
1•	1 <b>♥</b> /♠	natural	3♣	weak,natural		
	1NT	5-11 4+Clubs	3♦	splinter		
	2♣	2/1 game force	3♥	splinter		
	2♦	inverted	3♠	splinter		
	2♥	weak	3NT			
	2♠	weak	4♦			
	2NT	flat game force	4 Other			
1 <b>♥</b> /♠	1NT	Forcing	3♣	good raise 4 trumpsBergen		
	2♣	Two over one game force	3♦	weak raise 4 trumpsBergen		
	2•	J	3 <b>♥</b> /♠	very weak/other M=super-splinter 12-15 flat three card support		
	2 <b>♥</b> /♠	7-11 3hs	3NT			
	2NT	Natural foercing	4♣/♦	Splinter		
2♣	2•	Negative/waiting	2 <b>♥</b> /♠	positive natural		
	other	· ·		F		
2♦	2♥	Natural non-forcing	3♣/♦			
	2♠	J	3 <b>♥</b> /♠			
	2NT	asks for feature	3NT	to play		
2♥/♠	2NT	asks for feature	3NT	to play		
	3♣/♦	nnf	4♣/♦	to play		
	3♥/♠	to play	4♥/♠	to play		
2NT	3♣	pupet stayman	4♣	=Gerber		
	3♦	Н	4♦	=2M no slam interest		
	3♥	S	4♥	=terminal		
	3♠	minor(s)	4♠	=terminal		
	3NT	Surely you know that one	other			

		CONV	<b>ENTION</b>	S				
Additional respo	onses to 1NT							
3♣/3♦	shows sing	gleton						
3♥/3♠	singleton							
4♣	Gerber							
4◆	Asks bette	r major						
4♥	terminal							
4♠	terminal							
Unusual NT:	m	inors 🗌	other suits		lower 2 unbid suits			
other	Lower two su	its						
Other class hidd	:	Cue Bids	$\boxtimes$	A aldina Dida				
Other slam bidding				Asking Bids	Game force	$\boxtimes$		
4th Suit Forcing NT Checkback		One round	to game		Game force			
Defence to 3NT	onening	FIMILIES						
Defence to open	-	Multi 2 <b>♦</b> nat	ural 1st two	doubles take-out				
2 3/3/100 to open	9 10 3.	maia 2 Tat	arai 13t two	acabics take-out				
RCO style 2-s		as above						
Other 2-s		as above						
Defence to strong ♠		X=2M 1nt=2m 2C=2M 2D=1M 2M=M&m						
Lebensohl		Over NT interference	e 🖂					
Other us		9						
Take out of 4 level pre-empts			4 <b>♣</b> /4 <b>♦</b> x					
	4♥	Х	4 <b>♠</b> x					
		OTHE	R NOTE	S				
ONT			- 1101E					
2NT oposite t-ou	ut double of 21	VI = t-out forcing						