

4. BASIC RESPONSES

Jump raises - minors	Inverted	Other: Jump raise = 0-4, jump in other minor = 5-8
Jump raises - Majors	Preempt	Other: Bergen / Jacoby
Jump shifts after minor opening	In M = weak, natural. In om = 5-8 raise.	
Jump shifts after Major opening	Bergen. 1♠-3♥ or 1♥-2♠ = 3 card limit raise	
Responses to strong 2 suit open.	N/A	
Responses to 2NT opening	3♣ = Stayman/Smolen, 3♦/♥ = transfers, 3♠ = minors.	

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All	Overlead, A-Attitude K-Count
Four or more with an honour	4th highest	4th highest
From 4 small	2nd highest	2nd highest
From 3 cards (no honour)	Middle	Middle
In partner's suit		
Discards	Low Enc, Low-High = Even	Low Enc, Low-High = Even
Count	Low-High = Even	Low-High = Even
Signal on partner's lead:	Low Enc, Low-High = Even	Low Enc, Low-High = Even
Signal on declarer's lead:	Count / suit pref / (reverse) Smith peters in NT	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 1430 exc.C 4♣ Gerber when?

Slam Notes DOPI / ROPI in ♣, DIPO / RIPO else; PEDO.

Cue Bids 1st / 2nd in order

Asking Bids

7. OTHER CONVENTIONS

4th suit forcing to game	Lebensohl / Scramblesohl
Inverted minor raises	3NT often non-serious slam try if Major agreed
Drury after 3rd / 4th seat major opening	Cue raises
4m often minorwood	Blackout
1-2-3 doubles	

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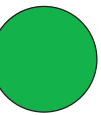
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**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	196134	Arjuna Delivera
& Names:	45632	Bruce Neill
Basic System:	Standard	
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♣ 3+, 11+ or less with with good shape 1♥ 5+, 11+ or less with with good shape

1♦ 3+, 11+ or less with with good shape 1♠ 5+, 11+ or less with with good shape

1NT 15-17 or thereabouts may contain 5 card Major

1NT Responses 2♣ Simple Stayman	Other:
2♦ Transfer to ♥	2♠ Transfer to ♣ or range probe
2♥ Transfer to ♠	2NT Transfer to ♦
other 3 any = GF, singleon/void in: suit above if bid ♥ or ♣, suit below if bid ♠ or ♦.	

2♣ Game force

2♦ 6-10 HCP, 5+♦ (6+ if vul)

2♥ 6-10 HCP, 5+♥ (6+ if vul)

2♠ 6-10 HCP, 5+♠ (6+ if vul)

2NT 20-22 balanced or thereabouts

3NT Solid minor, no more than a queen outside

other

2. PRE-ALERTS

Canape transfers over opponent's 1NT NT openings can be off-shape

Drury Bergen & Jacoby raises

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4♥ Jump overcalls Weak

Responsive doubles through 4♥ Unusual NT Lower two unbid suits, 5+ - 5+

1NT overcall - immediate 15-18 Immediate cue of minor Majors 5+ - 5+

1NT overcall - re-opening 11-14 Immediate cue of Major Other major + minor, 5+ - 5+

Over weak twos Double = takeout Over opening threes Double = takeout

Over opponent's 1NT Canape transfers, penalty double

