

#### 4. BASIC RESPONSES

Jump raises - minors	Inverted	Other:
Jump raises - Majors	Preempt	Other:
Jump shifts after minor opening	Strong, natural.	
Jump shifts after Major opening	3m = mod. Bergen, 2NT = Jacoby. Other major is 3 card raise, invite.	
Responses to strong 2 suit open.	2♦ = negative. Others = positive, 8+ points.	
Responses to 2NT opening	3♣=Puppet Stayman, 3♦/3♥=transfers, 3♠=minor ask.	

#### 5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead almost always.	Overlead almost always.
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	Same mostly.	Same mostly.
<b>Discards</b>	High Encourage	High Encourage
<b>Count</b>	High-Low = Even	High-Low = Even
<b>Signal</b> on partner's lead:	Attitude primarily.	Attitude primarily.
<b>Signal</b> on declarer's lead:	Count / suit preference	
<b>Notes</b>		

#### 6. SLAM CONVENTIONS

4NT: Blackwood  RKCB 3041 4♣ Gerber  when? over 1NT

**Slam Notes**

Cue Bids  First round control up the line usually.

Asking Bids  N/A

#### 7. OTHER CONVENTIONS

4th suit forcing to game	Cue raises in competition
Drury 2♦ after 3rd/4th seat opening	CTP doubles (cards/takeout/penalty)

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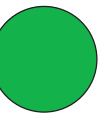
PDF Form Rev. 13E21 by RoL

MyRev. 3 Jun 2015

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**AUSTRALIAN BRIDGE  
FEDERATION INC.**



#### STANDARD SYSTEM CARD

ABF Nos.	232637	Avi Kanetkar
& Names:	45632	Bruce Neill
Basic System:	Standard. 2/1 shows 10+.	
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, 12+ or less with shape	1♥	5, 12+ or less with shape
1♦	3, 12+ or less with shape	1♠	5, 12+ or less with shape
1NT	15-17 or thereabouts. May be off shape.		may contain 5 card Major <input checked="" type="checkbox"/>
<b>1NT Responses</b>			
2♣	Simple Stayman	Other:	
2♦	Transfer to ♥	2♠	Transfer to ♣
2♥	Transfer to ♠	2NT	Transfer to ♦
other 3 of a suit = natural, slam interest.			
2♣	Game force		
2♦	Weak, usually 6 card suit, 6-10 HCP.		
2♥	Weak, usually 6 card suit, 6-10 HCP.		
2♠	Weak, usually 6 card suit, 6-10 HCP.		
2NT	20-22 balanced.	3NT	minimum opening, 5♠ 6♥
other			

#### 2. PRE-ALERTS

3NT opening shows major 2 suiter.
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#### 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	Weak.
Responsive doubles through	4♠	Unusual NT	Lower unbid suits, 5-5.
1NT overcall - immediate	15-18. System on.	Immediate cue of minor	5-5 in majors.
1NT overcall - re-opening	12-15.	Immediate cue of Major	5-5 including other major.
Over weak twos	Double	Over opening threes	Double
Over opponent's 1NT	2♣ = some long suit. 2♦ = both majors. 2M = that major + a minor.		

