

4. BASIC RESPONSES

Jump raises - minors		Other: 5 - 9, 5+ support
Jump raises - Majors		Other: 5 - 9, 4+ support
Jump shifts after minor opening	Game forcing splinter	
Jump shifts after Major opening	Game forcing splinter	
Responses to strong 2 suit open.	2♦ = <2 controls, all else = 2+ controls & game forcing	
Responses to 2NT opening	3♣ stayman; 3♦ trf to ♥; 3♥ trf to ♠; 3♠ 4+ 4+ minor suit stayman GF	

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	over lead all except AK	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	2nd highest	
In partner's suit	highest or small from an honour	
Discards	Low encourage	rev count. 1st disc discourage
Count	only where required (reverse)	low-high = even
Signal on partner's lead:	reverse attitude suits or count NTs	rev count except opening honour lead
Signal on declarer's lead:	reverse attitude suits, and reverse count against NT contracts	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 03/14	4♣ Gerber <input type="checkbox"/> when? never
Slam Notes	5NT = trump ask for top 3 honours: responses 6♣=0, 6♦=1, 6♥=2, 6♠=3	
Cue Bids <input checked="" type="checkbox"/>		
Asking Bids <input type="checkbox"/>		

7. OTHER CONVENTIONS

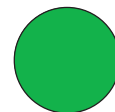
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**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	197165	Judy Hocking
& Names:	362786	Therese Demarco
Basic System:	Natural	
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 <input type="checkbox"/>	
1♣ 10+ 3+ ♣	1♥ 10+ 4+ ♥	
1♦ 10+ 4+ ♦	1♠ 10+ 5+ ♠	
1NT 14 -16 bal.	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses	2♣ Simple Stayman	Other:
2♦ trf to ♥	2♠ GF Baron	
2♥ trf to ♠	2NT trf to minor, weak; or slam try in a minor	
other 1NT, 3♥/♠ slam try in a major. 1NT 3♣/3♦ 6 card suit to 2 of the top 3 honours - invite		
2♣ 23+ bal or 19+ unbal		
2♦ 8-11, 4+ ♥ 4+♠		
2♥ 8-11, 5+ ♥ can be 5332 or hold 4+ suit outside		
2♠ 8-11, 5+ ♠ can be 5332 or hold 4+ suit outside		
2NT bal 21-22	3NT gambling, long solid minor	
other		

2. PRE-ALERTS

Refer to 2 level openings	
Also opening 2♦, 2♥ & 2♠ bids may be	
lighter in 3rd seat	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	weak to intermediate (to vulnerability)
Responsive doubles through	4♠	Unusual NT	majors or minors
1NT overcall - immediate	15-18	Immediate cue of minor	5-5 other minor + major
1NT overcall - re-opening	15-18	Immediate cue of Major	5-5 other major + minor
Over weak twos	x = t/o, 2nt = 15-18bal	Over opening threes	x = takeout
Over opponent's 1NT	x=penalties, 2♣ - any single suiter, 2♦ - 4+4+majors, 2♥ or 2♠ 5+ suit 4+ minor		
	2nt=minors	3♣, ♦, ♥, ♠ pre-emptive	

