

4. BASIC RESPONSES

Jump raises - minors	Limit	10-12 HCP, 4+ cards
Jump raises - Majors	Limit	10-12 HCP, 4+ cards
Jump shifts after minor opening		weak
Jump shifts after Major opening		weak
Responses to strong 2 suit open.		
Responses to 2NT opening		Stayman, transfers

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	Highest	
Discards	Odd=ENCRG, Even=McKenney	
Count	No agreement	
Signal on partner's lead:	Odd=ENCRG, Even=McKenney	
Signal on declarer's lead:	No agreement	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 4♣ Gerber when? After NT bid

Slam Notes

Cue Bids

Asking Bids

7. OTHER CONVENTIONS

Truscott 2NT	

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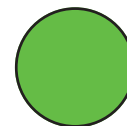
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	984183	Sue Martin
& Names:	957127	Haj Skilton
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♣	11-21 HCP, 3+C	1♥	11-21 HCP 5+H
1♦	11-21 HCP 3+D	1♠	11-21 HCP 5+S
1NT	15-17 Balanced		may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses	2♣	Simple Stayman	
2♦	Transfer ♥	2♠	Range probe or TRF to C
2♥	TRF ♠	2NT	TRF to D
other			

2♣ 22+ BAL or any game force

2♦ 5+♥ AND 5+♠

2♥ Weak, 6-10 HCP, 6♥

2♠ Weak, 6-10 HCP, 6♠

2NT 20-21 balanced

3NT 25+ Balanced

other

2. PRE-ALERTS

No agreement	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	3♠	Jump overcalls	Weak
Responsive doubles through	--	Unusual NT	Lower 2 unbid
1NT overcall - immediate	15-18HCP	Immediate cue of minor	Both majors
1NT overcall - re-opening	15-18	Immediate cue of Major	5 other Major & 5 minor 6-10
Over weak twos	2NT 16-18, T/O X	Over opening threes	T/O X/NATURAL
Over opponent's 1NT			
Weak (<15)	X=14+, 2C=S/S,	2D=S & H,	2H & 2S = that suit+minor, 2NT=minors
Strong (15+)	X=17+, 2C=S/S,	2D=S & H,	2H & 2S = that suit+minor, 2NT=minors

