

## 4. BASIC RESPONSES

Jump raises - minors	mixed raise
Jump raises - Majors	4+ card raise, 0-5
Jump shifts after minor opening	jump om = INV raise; 2M = 0-5 NAT
Jump shifts after Major opening	Bergen
Responses to strong 2 suit open.	2♦ = waiting
Responses to 2NT opening	3♣ = Simple Stayman; 3♦/3♥ = TRF

## 5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b>		
Sequences:	Overlead	
Four or more with an honour	3rd from even, low from odd	4th
From 4 small	3rd	2nd
From 3 cards (no honour)	3rd	
In partner's suit	3rd	
<b>Discards</b>	Low Encourage	
<b>Count</b>	Low-High = Even	
<b>Signal</b> on partner's lead:	Low Encourage	
<b>Signal</b> on declarer's lead:	Reverse Count	
<b>Notes</b>		

## 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/>	when? Never
<b>Slam Notes</b>			
Cue Bids <input checked="" type="checkbox"/>	1 <sup>st</sup> and 2 <sup>nd</sup> round controls		
Asking Bids <input checked="" type="checkbox"/>			

## 7. OTHER CONVENTIONS

2-way checkback	Drury
Bourke Relay	

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# AUSTRALIAN BRIDGE FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	1180827	Remco Spencer
& Names:	961426	Jasmine Skeate
Basic System:	2/1 with transfers over 1♣	
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+, 2+♣	1♥ 11+, 5+♥
1♦ 11+, 5+♦ (unless 4441)	1♠ 11+, 5+♠

1NT 15-17 (can be off-shape) may contain 5 card Major ☒

1NT Responses	2♣ Simple Stayman
2♦ TRF ♥	2♠ Range Probe / TRF ♣
2♥ TRF ♠	2NT TRF ♦
other 1NT (X): 2x = to play, XX = 2 suits	

2♣	23+ BAL or GF	
2♦	weak with 6(5) ♦	
2♥	weak with 6(5) ♥	
2♠	weak with 6(5) ♠	
2NT	20-22 (can be off-shape)	3NT Gambling
other		

## 2. PRE-ALERTS

HCP are a guideline only	
transfers over 1♣	
weak 2s impacted by vulnerability	

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	weak
Responsive doubles through	4♥	Unusual NT	LUBS
1NT overcall - immediate	15-18	Immediate cue of minor	Both Majors
1NT overcall - re-opening	13-16	Immediate cue of Major	oM + m
Over weak twos	X = T/O	Over opening threes	X = T/O
Over opponent's 1NT	X = 16+ (PEN); 2♣ = Majors (5/4+); 2♦ = long Major; 2♥/2♠ = M + m		

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♥	2♦ 10-11, 5+♣	3♦ SPL
1♥ 4+♠	2♥ 0-5, 6♥	3♥ SPL
1♠ no major (or GF ♦)	2♠ 0-5, 6♠	3♠ SPL
1NT 11-12 BAL	2NT 13+	3NT
2♣ GF, 5+♣	3♣ 6-9, 5+♣	4♣
other		
1♦ 1♥ 4+♥	2♥ 0-5, 6♥	3♥ SPL
1♠ 4+♠	2♠ 0-5, 6♠	3♠ SPL
1NT 6-9, no major	2NT 10-11, no major	3NT to play
2♣ GF, NAT	3♣ 10-11, 3+♦	4♣ SPL
2♦ GF, 3+♦	3♦ 6-9, 3+♦	4♦
other		
1♥ 1♠ 4+♠	2♥ 6-9, 3♥	3♦ 10-11, 4+♥
1NT 5-12, <4♠	2♠ 10-11, 3♥	3♥ 0-5, 4+♥
2♣ GF, 2+♠	2NT GF, 4+♥	3♠ SPL
2♦ GF, 5+♦	3♣ 6-9, 4+♥	3NT
other 4m = SPL		
1♠ 1NT 5-12	2♠ 6-9, 3♠	3♥ 10-11, 3♠
2♣ GF, 2+♠	2NT GF, 4+♠	3♠ 0-5, 4+♠
2♦ GF, 5+♦	3♣ 6-9, 4+♠	3NT
2♥ GF, 5+♥	3♦ 10-11, 4+♠	4♣ SPL
other 4♦/♥ = SPL		
1NT 3♣ Puppet Stayman	3♠ 13(54)	4♦ TRF to ♠
3♦ GF, both minors	3NT to play	4♥ to play
3♥ 31(54)	4♣ TRF to ♥	4♠ to play
other		
2♣ 2♦ Waiting	2NT	3♥
2♥ 8+, 5+♥	3♣ 8+, 5+♣	3♠
2♠ 8+, 5+♠	3♦ 8+, 5+♦	3NT
other 2♦ does not deny positive hand		
2♦ 2♥ NAT, F1*	3♣ NAT, F1*	3♠
2♠ NAT, F1*	3♦ to play	3NT to play
2NT Shortage Ask	3♥	4♣ RKCB
other *NF if pre-empt was 1st seat favourable		

Notes

2♥ 2♠ NAT, F1*	3♦ NAT, F1*	3NT to play
2NT Shortage Ask	3♥ to play	4♣ RKCB
3♣ NAT, F1*	3♠	4♥ to play
other *NF if pre-empt was 1st seat favourable		
2♠ 2NT Shortage Ask	3♥ NAT, F1*	4♣ RKCB
3♣ NAT, F1*	3♠ to play	4♥ to play
3♦ NAT, F1*	3NT to play	4♠ to play
other *NF if pre-empt was 1st seat favourable		
2NT 3♣ Simple Stayman	3♠ both minors	4♦ TRF to ♠
3♦ TRF to ♥	3NT to play	4♥ TRF to ♣
3♥ TRF to ♠	4♣ TRF to ♥	4♠ TRF to ♦
other		

## 9. CONVENTIONS

Unusual NT: LUBS

4th Suit Forcing

One round ☐

Game force ☒

NT Checkback

☐ Priorities:

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦ 1-2-3 Xs

RCO style 2-s

Other 2-s

Defence (1♣) : X = Majors, 1NT = minors

to

strong (2♣) : X = Majors

1♣/2♣

Over 1NT Interference 2NT = Lebensohl

Lebensohl - other uses

Take out of 4 level pre-empts

4♣/4♦

4♥

4♠

## 10. OTHER NOTES