

4. BASIC RESPONSES

Jump raises - minors	1m-3m = 0-5ish, vulnerability dependent
Jump raises - Majors	1M-3M = 0-5ish, vulnerability dependent
Jump shifts after minor opening	1m-2M=6+M invite Jump other minor=6-9 raise of minor
Jump shifts after Major opening	1M-3♣=6-9 4+M, 1M-3♦=10-12 4+M. Jump oM = 3-card limit
Responses to strong 2 suit open.	2♣-2♦=waiting. No Kokish by opener
Responses to 2NT opening	Stayman/Smolen, transfers, 3♠=minors, 4x='two-under' slam try

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All*	Overlead*, K asks for UB/count
Four or more with an honour	4th Best	4th best
From 4 small	2nd	2nd or top from bad suit
From 3 cards (no honour)	MUD	2nd or top from bad suit
In partner's suit	3rd/low (attitude if supported)	Low from xxx is possible
Discards	Low encourage	
Count	Reverse count	
Signal on partner's lead:	Low encourage (or count or SP)	
Signal on declarer's lead:	Reverse count (or SP). Suit preference primary signal vs NT.	
Notes	Vs. suit contract, A for attitude/K for count at five-level+ or preemptive declarer.	
	Vs. NT contract, K asks for unblock or count (from strong sequences);	
	Can lead Q from weaker KQ sequences vs. NT.	

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/>	when?
Slam Notes	3NT="non-serious" when M agreed. 4m = "rangewood" KC ask.		
Cue Bids <input checked="" type="checkbox"/>	1/2 round controls shown equally		
Asking Bids <input type="checkbox"/>			

7. OTHER CONVENTIONS

1m (1♥) Dbl=4♠, 1♠=5+♠	Step=blackout over opener's reverse
1m (1NT) 2♣=both majors	Support Xs and XXs
	1m-1M-2M-2NT = ART INV+ inquiry
Scrambling 2NT frequently used	2♣ Drury by passed hand over 1M

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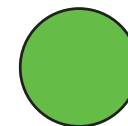
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After 1x (Dbl), system on for the most part.

Other jumps in competition usually natural and weak.



**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	522805	Dave Wiltshire
& Names:	45632	Bruce Neill
Basic System:	2/1 GF	
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♣ 2+ (4♦/2♣ might open 1♣)	1♥ 5+	
1♦ 4+ (can be BAL)	1♠ 5+	
1NT 14-16 NV 1st/2nd seat, 15-17 other positions	may contain 5 card Major	<input checked="" type="checkbox"/>
1NT Responses 2♣ Stayman, then Smolen.		
2♦ 5+♥	2♠ 6+♣ or invite to 3NT	
2♥ 5+♠	2NT 6+♦	
other 3♣=ask 5M, 3♦=GF minors, 3M=SPL (denies 4oM), 4m=Texas		
2♣ GF		
2♦ weak two (0-6 5+♦ dealer favourable)		
2♥ weak two (0-6 5+♥ dealer favourable)		
2♠ weak two (0-6 5+♠ dealer favourable)		
2NT 20-22	3NT	
other		

2. PRE-ALERTS

HCP are a guideline only	
Light action possible in all situations	
Very light action when favourable	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	preemptive
Responsive doubles through	4♠	Unusual NT	lowest unbid suits 5/5+
1NT overcall - immediate	15-18	Immediate cue of minor	Over 1m: 2♣=nat, 2♦=5♥+5♠
1NT overcall - re-opening	13-16ish	Immediate cue of Major	other major + minor 5/5+
Over weak twos	Dbl=t/o (then 2NT Leb)	Over opening threes	Dbl=t/o
Over opponent's 1NT	2♣=both majors, 2♦=one major, 2♥/2♠=5+M 4+m		
Dbl = values (next double takeout)			
In passout seat vs strong 1NT, reopening double can be very light (sometimes 9+ HCP)			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ nat	2♦ 5+♣ 6-9	3♦ Void splinter
1♥ nat	2♥ 6+!H invitational	3♥ Void splinter
1♠ nat	2♠ 6+!S invitational	3♠ Void splinter
1NT 6-10ish (no 4M)	2NT Invitational	3NT
2♣ 5+♣ inv+. F to 3♣.	3♣ 5+♣ 0-5	4♣
other		
1♦ 1♥ nat	2♥ `	3♥ Void splinter
1♠ nat	2♠ 6+♠ invitational	3♠ Void splinter
1NT nat	2NT Invitational	3NT
2♣ 4+♣ GF	3♣ 5+♦ 6-9	4♣
2♦ 5+♦ inv+. F to 3♦.	3♦ 5+♦ 0-5	4♦
other		
1♥ 1♠ nat	2♥ nat	3♦ 4+♥ 10-12
1NT 0-12 NF	2♠ 3♥ invitational	3♥ 4+♥ 0-5
2♣ 2+♣ GF	2NT 4+♥ GF (3♣=any min)	3♠ Splinter 9-12
2♦ (4)5+♦ GF	3♣ 4+♥ 6-9	3NT
other		
1♠ 1NT 0-12 NF	2♠ nat	3♥ 3♠ invitational
2♣ 2+♣ GF	2NT 4+♠ GF (3♣=any min)	3♠ 4+♠ 0-5
2♦ (4)5+♦ GF	3♣ 4+♠ 6-9	3NT
2♥ 5+♥ GF	3♦ 4+♠ 10-12	4♣ Splinter 9-12
other		
1NT 3♣ Asks for 5M	3♠ 13(54) or similar	4♦ Transfer to 4♠
3♦ Minors GF	3NT	4♥ To play
3♥ 31(54) or similar	4♣ Transfer to 4♥	4♠ To play
other		
2♣ 2♦ Waiting	2NT	3♥
2♥ (others=positive)	3♣	3♠
2♠	3♦	3NT
other		
2♦ 2♥ (new suits F when V)	3♣	3♠
2♠ (new suits NF when NV)	3♦	3NT
2NT Asks for shortage	3♥	4♣
other		

Notes

2♥ 2♠ (same as 2♦)	3♦	3NT
2NT	3♥	4♣
3♣	3♠	4♥
other		
2♠ 2NT (same as 2♦)	3♥	4♣
3♣	3♠	4♥
3♦	3NT	4♠
other		
2NT 3♣ Stayman	3♠ Both minors	4♦ 6+♠ slam try
3♦ 5+♥	3NT	4♥ 6+♣ slam try
3♥ 5+♠	4♣ 6+♥ slam try	4♠ 6+♦ slam try
other		

9. CONVENTIONS

Unusual NT: Lowest unbid suits, 5/5+

4th Suit Forcing One round Includes 2/1 auctions Game force

NT Checkback Priorities: 2-way CB over 1NT rebid

Defence to 3NT opening

Defence to Opening Twos X=takeout vs naturalish, values vs artificial (next X takeout)

Multi 2♦

RCO style 2-s

Other 2-s

Defence (1♣) : Dbl majors, NT minors

to

strong (2♣) : Dbl majors, NT minors

1♣ / 2♣

Over 1NT Interference Lebensohl

Lebensohl - other uses After opponent's two-level opening is doubled

Take out of 4 level pre-empts

4♣/4♦

4♥

4♠

10. OTHER NOTES

After 2NT-4m: step=L/T, 4M=min. After 2NT-4M: 4NT/5m=S/O, other free = RKCB.

After 1NT (X pen), XX=long minor (opener bids 2♣). Otherwise system on.