

4. BASIC RESPONSES

Jump raises - minors	Weak (0-5)
Jump raises - Majors	Mixed (4-8)
Jump shifts after minor opening	Fit showing. (Other minor is a 6-9 raise)
Jump shifts after Major opening	Invitational. (Other major is a 9-10 raise)
Responses to strong 2 suit open.	Over 2♣: 2♦ waiting, others natural.
Responses to 2NT opening	Simple Stayman/Smolen, Major transfers, 3♠ minors, 4x S/T.

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Top	
Four or more with an honour	3rd/5th.	4th.
From 4 small	3rd.	2nd.
From 3 cards (no honour)	3rd.	Top / 2nd.
In partner's suit	Same if unsupported.	
Discards	Reverse att / rev original count	
Count	Reverse original.	
Signal on partner's lead:	Reverse att / count	
Signal on declarer's lead:	Reverse original count.	
Notes	Reverse Smith by both hands at first opportunity only, when attitude is top priority.	

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB <input type="checkbox"/>	4♣ Gerber <input type="checkbox"/>	when?
Slam Notes Optional Minorwood / Kickback. 30/41.			
Cue Bids <input checked="" type="checkbox"/>	1st / 2nd up the line.		
Asking Bids <input type="checkbox"/>			

7. OTHER CONVENTIONS

Non-serious 3NT. Last train.	
First step blackout over reverse.	
4SGF.	
Leaping and Non Leaping Michaels.	

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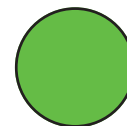
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	607630	Mike Doecke
& Names:	45632	Bruce Neill
Basic System:	2/1 (usually) G/F	
Brown Sticker <input type="checkbox"/>	<u>Classification:</u>	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♣ 3+♣, 11+ or less with shape	1♥ 5+♥, 11+ or less with shape	
1♦ 3+♦, 11+ or less with shape	1♠ 5+♠, 11+ or less with shape	
1NT Good 14 - poor 17	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses 2♣ Stayman / Smolen		
2♦ 5+♥	2♠ Range probe or 6+♣	
2♥ 5+♠	2NT 6+♦ or 5-5 minors	
other 3♣ = Puppet; 3♦ = 6♦, short ♣, GF; 3M=shortage, 54 minors. 4♣/4♦ = ♠/♥		
2♣ GF.		
2♦ Weak. 6-10, 6 card suit in most positions, maybe 5 card suit in 1st seat NV.		
2♥ Weak. As above.		
2♠ Weak. As above.		
2NT 20-21.	3NT 5♠-6♥, about 8-13	
other		

2. PRE-ALERTS

3NT opening 5♠ - 6♥.	
Over your 1♥ overcall, X=4/5♠, 2♥=6♠	
1M - 2♣ = ART, 3-way	

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	11-14 / 12-16	Immediate cue of Major	Michaels
Over weak twos	X=T.O.	Over opening threes	X=T.O.
Over opponent's 1NT	2♣=both majors, 2♦=1 major weakish, 2M=nat, strongish, 2NT=minors.		
Double weak NT = strength, X strong NT = 4M, 5+m.			

