4. BASIC RESPONSES

Jump raises - minors 1 r	m -3m	= 5-8; 6c minor
Jump raises - Majors 1N	M-3M	= 6-9; 4c Major
Jump shifts after minor opening		1♦ - 2M = weak; 6c-suit
Jump shifts after Major ope	ening	1M - 3♣ = limit raise; 1M-3♦ = Jacoby (4c GF raise), 15+ hcpts
Responses to strong 2 suit	t open.	NA
D ONT		$2m = t_0 plays 2M = pateral CEs 4m = pro amptiva$

3m = to play; 3M = natural GF; 4m = pre-emptive Responses to 2NT opening

5. PLAY CONVENTIONS

Shov	<u>v priorities</u>	Versus Suit	(or both)	Versus	NoTrump	(if different)
Leads	Sequences:	Overlead all				
Four or more with an honour		4th best				
From 4	4 small	2nd				
From 3 cards (no honour)		MUD		top		
In partner's suit		low		low		
Discards		Natural count				
Count		Natural				
Signal	on partner's lead:	Natural count				
Signal	on declarer's lead:	Natural count				
Notes	SP when obvio	ous shift				
	r more with an honour 4th best 2nd 4small 2nd top 1000000000000000000000000000000000000					

6. SLAM CONVENTIONS 44 Gerber X After 1NT

3014 4NT = guantitative after NT openings/overcalls Cue Bids **X** First or second round control (or shortage)

7. OTHER CONVENTIONS

RKCB

Supp	oort [Dou	bles	(not	CO	mp	ulso	ry)
		-			-			

1 - 1 = Art GF any 9 + hcpts

1 - other = 0-8 hcpts

4NT: Blackwood

Asking Bids

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AUSTRALIAN BRIDGE FEDERATION LTD. STANDARD SYSTEM CARD ABF Nos. 7765 Peter Buchen & Names: 71781 Stephen Burgess Basic System: Strong Club Classification: Green Blue X Red Brown Sticker Yellow **1. OPENING BIDS** Describe strength, min.length, or specific meaning Canapé 1 11-15; 4/5+ 1**4** 16+ any 1 11-15 (if bal 11-12); 2+D's 1 11-15; 5+ may contain 5 card Major **1NT** 13-15; no 5c Major 1NT Responses 24 Simple Stayman 2 ◆ Trf --> Hearts 2▲ Trf --> Clubs 2♥ Trf --> Spades 2NT Invite other 3♣ Trf --> Diamonds (Dbl) 24 11-15; 6+Clubs or 5-Clubs & 4-Major 2 6-10; 6c-Major 2♥ 8-11; 5c-Hearts 2 8-11; 5c-Spades 3NT 8-11; 6H's + 5S's. 2NT 8-11; 55+ minors other 4NT = 8-11; 6C's + 5D's 2. PRE-ALERTS 1♣ - Responses 2NT = 55 + minorsDefence to Opponent's natural 14 **3. COMPETITIVE BIDS / OVERCALLS** Doubles = After 1 opening often shows 5-8 hcpts Negative DBL thru 4♥ Responsive DBL thru 4♥ Jump overcalls Weak (typically 7-10) Unusual NT 2-lowest; any range 1NT overcall: (immediate) strong (15-18) (re-opening) strong (15-18) Immediate cue: (minor) both Majors; any range (Major) OM+minor; any range Opening Threes X = T/O**Over:** Weak Twos X = T/OOpponent's transfers Opponent's 1NT X = Penalty (CTP); 2♣ = H+other; 2♦ = S+minor; 2M = natural 2NT = minors

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

		<u> </u>			0
1♣ 1♦	Art 9+; any GF	2�	0-8; 5+D & 4H	3�	5-8; 6-Diamonds
1♥	0-8; 5+ Spades	2 💙	0-8; 5+C & 4S	3 💙	3-7; 7-Hearts
1♠	0-8; bal/semi-bal;	2	0-8; 5+D & 4S	3♠	3-7; 7-Spades
1NT	0-8; 5+ Hearts	2NT	5-8; 55+ minors	3NT	
2♣	0-8; 5+C & 4H	34	5-8; 6-Clubs	4	
other	1 ♣ -1A:2 ♣ = Art 19+; 1	♣ -2A	.:2NT = Art 19+;		
1 1	Nat forcing	2 💙	Nat 6+; weak	3 🧡	Nat 7+H's; NF
1♠	Nat forcing	2	Nat 6+; weak	3♠	Nat 7+S's; NF
1NT	Nat NF; no Major	2NT	11-12 NF; no Major	3NT	13-15; no Major
2♣	Nat forcing	3♣	Nat 6+C's NF	4	Nat 7+ C's; NF
2�	Nat forcing	3�	Nat 6+D's NF	4�	Nat 7+ D's; NF
other					
1♥ 1♠	Nat forcing	2 💙	Nat 3c raise; 7-10	3�	Jacoby; 4c GF raise
1NT	6-10/11 NF	2	Nat 6+; weak	3 🧡	6-9; 4c mixed raise
2♣	Nat F1	2NT	12-15; nat GF	3♠	GF splinter
2�	Nat F1	3♣	3/4c limit raise	3NT	12-15 bal 4c raise
other	4m = GF splinter; 4 =	to pla	ау		
1 🛧 1NT	6-10/11 NF	2	Nat 3c raise; 7-10	3 💙	Nat 6+ H's NF
24	Nat F1	2NT	12-15; nat GF	3	6-9; 4c mixed raise
2�	Nat F1	34	3/4c limit raise	3NT	12-15 bal 4c raise
2 💙	Nat F1	3�	Jacoby; 4c GF raise	4	GF splinter
other	4♦ = GF splintre; 4♥ = t	to pla	ау		
1NT 3♣	Trf> Diamonds	3	Nat slam try	4�	
3♦	Nat; slam try	3NT	to play	4♥	to play
3 🧡	Nat slam try	4♣	Gerber	4	to play
other					
24 2	Art 9+; Major ask	2NT	Art GF no Major	3 💙	Nat GF
2 💙	8-11; nat NF	34	to play	3	Nat GF
2♠	8-11; nat NF	3�	Nat GF	3NT	to play
other	After 2NT: new suit = m	nax +	shortage		
2 2 2	P/C	3	Nat NF	3	P/C
	P/C		Nat NF		to play
	Strong enquiry		P/C	4	
	4 ♣ /4NT = KCB for 2nd/			-	
	After 2♦-2NT: 3♣ = Hear			_	

Notes After 2♦-2NT: 3♣ = Hearts; 3♦ = Spades

2NT Strong enquiry 3♥ to play 4♣ 3♣ Nat NF 3♠ Nat GF 4♥ 3♣ Nat NF 3♠ Nat NF 4♣ 3♣ Nat NF 3♠ Nat NF 4♣ 3♣ Nat NF 3♠ to play 4♣ 3♠ Nat NF 3♠ to play 4♣ 3♠ Nat NF 3♠ to play 4♣ 3♠ Nat NF 3♠ to play 4♣ 3● to play 3♠ Nat GF 4♠ 3● to play 3♠ Nat GF 4♠ 3● to play 3M to play 3M 4♠ 3● to play 3M to play 3M 4♠ 3● to play 3MT to play 4♠ 3● to play 3MT to play 4♠ 3● to play 3MT to play 4♠ 3● Nat GF 4♠ Nat NF 4♠ Suit Forcing One round ★ T	to play Nat GF to play Nat GF to play to play	
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to trong $(2 \)$: X = H+other; 1 \blacklozenge = S+minor; 1M = natural; 1NT = to (2 \bigstar): Natural bids (2 \bigstar): Natural		
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ke out of 4 level pre-empts 4 , 4 X = T/OX = T/O4X = Cards		
✓ X = T/O 4♠ X = Cards		
0. OTHER NOTES		
ass in GF auction = T/O		
of 3NT: lead partner's suit; or dummy's 1st suit; or Spades if n		
ter 3NT (8-11; 6H+5S): 4 <mark>♣</mark> /4♦ sets H/S; Opener signs off if mi	o suits bid	

Bids below 3NT usually length; suits above 3NT usually cues

♣♦ -- We are a scratch partnership so no history of anything--♥♠