

4. BASIC RESPONSES

Jump raises - minors	Inverted: 6-9p , 6+C/ 4+D
Jump raises - Majors	Reverse Bergen
Jump shifts after minor opening	very weak
Jump shifts after Major opening	Reverse Bergen minors, criss-cross Majors
Responses to strong 2 suit open.	2D = neg/ wait, any = 3+ controls
Responses to 2NT opening	puppet Stayman

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A-coiunt K-Attitude	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	As above	
Discards	Odd=ENCRG, Even=McKenney	
Count	High-Low = Even	
Signal on partner's lead:	High Encourage	
Signal on declarer's lead:	Count	
Notes	coded 9 & 10 leads	

6. SLAM CONVENTIONS

4♣ Gerber <input type="checkbox"/>	when hell freezes over
4NT: Blackwood <input type="checkbox"/> RKC B 1430	{4NT other meanings?}
Asking Bids <input type="checkbox"/> Cue Bids <input checked="" type="checkbox"/>	

7. OTHER CONVENTIONS

Reverse Bergen	exclusion blackwood
Jacoby 2NT	kickback
criss/cross raises	support X/ XX
blackout after reverse	Modified Lebensohl
minorwood	Opugst 2NT

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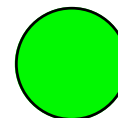
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AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos.	673560	Bas
& Names:	664278	Rob

Basic System: 2/1 GF, forcing 1NT, trans resp over 1C, var 1NT

Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS Describe strength, min.length, or specific meaning Canapé

1♣ 2+ C	1♥ 5+ H
1♦ 5+(4) D	1♠ 5+ S

1NT 15 -17 VUL or 12-14 NONVUL may contain 5 card Major

1NT Responses	2♣ Simple Stayman
2♦ -> H	2♠ -> C
2♥ -> S	2NT -> D
(Dbl) Same	other

2♣ 23+ BAL or GF	
2♦ 4+H & 4+ S, 3 - 10p	
2♥ weak 6 - 10p, (5)6 H	
2♠ weak 6 - 10p, (5)6 S	
2NT 20 -21 bal	3NT Weak 2 suiters
other	

2. PRE-ALERTS

3NT+ preemptive open and overcalls	unusual over unusual
2D Ekren, also as overcall minor	Kantar responses after 1NT interference
TWERB	transfer responses over 1C opening

3. COMPETITIVE BIDS / OVERCALLS

Doubles Support Doubles & Redoubles	Negative DBL thru 3H
{E.g. Support Doubles and Redoubles }	Responsive DBL thru 3H
Jump overcalls weak nv, intermediate VUL	Unusual NT lower 2 unbid suits
1NT overcall: (immediate) 15-18 BAL	(re-opening) 10-14
Immediate cue: (minor) Ekren over 1D, nat over 1C	(Major) 5 other Major & 5 minor 6-10
Over: Weak Twos 2NT 16-18, T/O X with LEB	Opening Threes T/O X with LEB
Opponent's transfers	Double = Lead-Directing
Opponent's 1NT	TWERB over strong NT, strong 1C/2C, natural over weak NT

