

#### 4. BASIC RESPONSES

Jump raises - minors	10 <sup>+</sup>
Jump raises - Majors	10 <sup>+</sup>
Jump shifts after minor opening	Splinter Support
Jump shifts after Major opening	Splinter Support
Responses to strong 2 suit open.	2♦ Waiting, 2♥/2♠/3♣/3♦ Natural Positive
Responses to 2NT opening	Simple Stayman, Major Suit Transfers

#### 5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences	Top	
Four or more with an honour	4th	
From 4 small	2nd	
From 3 cards (no honour)	2nd	
In partner's suit	Low From 3+	
<b>Discards</b>	McKenny	
<b>Count</b>	Natural	
<b>Signal</b> on partner's lead:	Low Encourage	
<b>Signal</b> on declarer's lead:	Natural Count	
<b>Notes</b>		

#### 6. SLAM CONVENTIONS

4NT: Blackwood  RKCP 14 03 4♣ Gerber  when? Never

Slam Notes

Cue Bids  1st and 2nd Controls Cues

Asking Bids

#### 7. OTHER CONVENTIONS

4th Suit Forcing	
2 Way Checkback	
Splinters	

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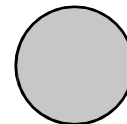
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# AUSTRALIAN BRIDGE FEDERATION INC.



### STANDARD SYSTEM CARD

ABF Nos.	838160	Sally Foster
& Names:	791520	Mary Stoney
Basic System:	Standard	
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 Canapé

1♣	12+; 3+ ♣	1♥	12+; 5+ ♥
1♦	12+; 3+ ♦	1♠	12+; 5+ ♠
1NT	15-17	may contain 5 card Major <input type="checkbox"/>	

1NT Responses	2♣	Simple Stayman	
2♦	Transfer ♥	2♠	Transfer ♣
2♥	Transfer ♠	<b>Pass or correct</b>	
other	Super Accepts		

2♣	Artificial Game Force; Strong		
2♦	6♦, 4-10		
2♥	6♥, 4-10		
2♠	6♠, 4-10		
2NT	20-22 Balanced	3NT	Gambling
other			

### 2. PRE-ALERTS


### 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♦	Jump overcalls	Pre-emptive
Responsive doubles through	4♦	Unusual NT	Lowest 2 Unbid Suits 5+/5+
1NT overcall - immediate	15-17	Immediate cue of minor	Both Majors 5+/5+
1NT overcall - re-opening	15-17	Immediate cue of Major	Other Major & Minor 5+/5+
Over weak twos	X = Take Out	Over opening threes	X = Take Out
Over opponent's 1NT	Multi-Landy		
X - Single Suited Minor, 2♣ - Both Majors, 2♦ - Single Suited Major			
2♥ - Hearts & Minor, 2♠ - Spades & Minor, 2NT - Both Minors			