

4. BASIC RESPONSES

Jump raises - minors	Inverted minors
Jump raises - Majors	0-6 total pts, 4+ of major
Jump shifts after minor opening	Weak if major or 2D over 1C, 6+ card suit
Jump shifts after Major opening	Bergen
Responses to strong 2 suit open.	2D= semi-positive (2 x Q, or 1 K), 2H = negative
Responses to 2NT opening	Muppet Stayman & transfers

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	A/Q att, K count	A/Q att, K count/unblk
Four or more with an honour	3rd from even, bottom from odd	4th highest
From 4 small	2nd highest	2nd highest
From 3 cards (no honour)	MUD	MUD
In partner's suit	Low from honour (not ten)	Low from honour (includes ten)
Discards	Low encouraging	Low encouraging
Count	Reverse, low - high = even	Reverse, low - high = even
Signal on partner's lead:	Low encouraging	Low encouraging
Signal on declarer's lead:	Count when necessary	
Notes	Smith echo when defending against NT	

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 03,14	4♣ Gerber <input type="checkbox"/> when?
Slam Notes	Kickback	
Cue Bids <input checked="" type="checkbox"/>	Multiple (1st or 2nd round control)	
Asking Bids <input checked="" type="checkbox"/>	after RKCB	

7. OTHER CONVENTIONS

Support X & XX	2-way checkback
Splinters	Help suit trial bids
Lebensohl over X of weak2	Cue raises
4th suit game force	KERI after 1NT opening
Rule of 20 openings generally	Reverse Drury

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Namyats

Cue bids (multiple, 1st or 2nd control)

Transfer Lebensohl over interference of our 1NT



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	269182	Michael Simes
& Names:	99831	Paul McGrath
Basic System:	2/1	
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♣ 11+, 2+	1♥ 11+, 5+	
1♦ 11+, 4+	1♠ 11+, 5+	
1NT 15-17	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses 2♣ Relay to 2D 2♦ Transfer to 2H 2♠ Range probe or strong any suit 2♥ Transfer to 2S 2NT Transfer to 3C other		
2♣	Any game force 24-25 or 28+ if balanced	
2♦	Weak 2H/2S, strong balanced 22-23 or 26-27	
2♥	Weak, 5H & 4+minor	
2♠	Weak, 5S & 4+minor	
2NT	20-21 balanced	3NT 4level preempt in a minor
other	4NT = asks for specific aces	

2. PRE-ALERTS

Namyats	KERI
Texas transfers	Transfer responses to 1C
jump overcalls, weak (except lowest=2 suits)	Transfers after competition at 1 level

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4H	Jump overcalls	weak (except lowest=2 suits, weak or strong)
Responsive doubles through	4H	Unusual NT	2 non-touching suits
1NT overcall - immediate	15-18	Immediate cue of minor	Next two suits up
1NT overcall - re-opening	11-15	Immediate cue of Major	Next two suits up
Over weak twos	2NT 15-18, T/O dbl=15+	Over opening threes	X = takeout
Over opponent's 1NT	Modified Capelletti		

