## 4. BASIC RESPONSES

Jump raises - minors 1club, 3 clubs is weak. 1D, 3 diamonds shows length and /or strength Jump raises - Majors Bergen showing weak hand (less than 7 pts ) with 4 card support
Jump shifts after minor opening
Jump shifts after Major opening
Responses to strong 2 suit open. 2D over 2C is less than 7 points
Responses to 2NT opening Better minor

## 5. PLAY CONVENTIONS

Show priorities
Leads Sequences:
Four or more with an honour
top

| Four or more with an honour | 4th highest |
| :--- | :--- |

From 3 cards (no honour) mud
In partner's suit
Discards odds encourage, and ... .. McKenny on evens
Count
Signal on partner's lead: High encourage
Signal on declarer's lead: High encourage
Notes

## 6. SLAM CONVENTIONS 4 $4 \%$ Gerber

4NT: BlackwoodRKCB 0314

Asking Bids $\qquad$ Cue Bids $\qquad$ Yes
$4 \%$ is RKC Gerber unless bid twice when 4 asks for Key cards (Minorwood)

## 7. OTHER CONVENTIONS

Bergen raises, Multi 2s, Splinters
DOPI, ROPI

AUSTRALIAN BRIDGE

## FEDERATION LTD.

## STANDARD SYSTEM CARD


eanna Stuart
Basic System:
Brown Sticker $\square$ Classification: Green X Blue $\square$ Red $\square$ Yellow

1-4,11pts

- 5, 11 pts

1NT 15 to 17 pts

## 3. COMPETITIVE BIDS / OVERCALLS

Doubles
Support doubles
Negative DBL thru 2 spades Responsive DBL thru

Jump overcalls Usually weak
1NT overcall: (immediate) 15 to 17 balanced
Immediate cue: (minor) Forcing, both majors
Over: Weak Twos Double for takeout Opening Threes Double for takeout
Opponent's transfers Double for lead direction
Opponent's 1NT 2 clubs for takeout, 2 diamonds for major
2NT 9 points
other
2\& 21 plus points unbalanced or 3 losers
2 Multi 2, strong balanced 21 22pts or weak 6 card major, 6 to 10 pts
2v 5 hearts and 4 of minor ( 5 if vulnerable), 6 to 10 points
24. 5 spades and 4 of minor ( 5 if vulnerable), 6 to 10 points
other
2. PRE-ALERTS

Suppor doubles

Unusual NT
(re-opening)
(Major) Forcing, other major plus minor

## www.abf.com.au

PDF Form Rev. 21E29 by RoL MyRev.

Copyright © ABF 2021

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning


| 2V 24 to play | 3 | 3NT to play |
| :---: | :---: | :---: |
| 2NT asks for minor | 3-6+pts $3+\mathrm{Hs}$ | 4* RKC Gerber |
| $3 \%$ | 34 | 4 to play |
| other |  |  |
| 24 2NT asks for minor | 3 to play | 4** RKC Gerber |
| $3 \%$ | 3^ 6+ pts $3+\mathrm{Hs}$ | $4 \checkmark$ |
| 3 | 3NT to play | 4N to play |
| other |  |  |
| 2NT 3\% best minor | 34 to play | 4 |
| 3 best minor | 3NT to play | 4 |
| 3 to play | 4\% | 4N |
| other |  |  |

## 9. CONVENTIONS

## Unusual NT:

4th Suit Forcing One round $\square$
NT CheckbackPriorities:

## Defence to 3NT opening

Defence to Opening Twos
Multi 2
RCO style 2-s
Other 2-s
Defence (12):
to
strong (2\&):
$1 \% / 2 \&$

## Over 1NT Interference

Lebensohl - other uses

## Take out of 4 level pre-empts 4\%/4

4
4N 4NT asks for best suit

Game force


