

4. BASIC RESPONSES

Jump raises - minors	Preempt	Other:
Jump raises - Majors	Preempt	Other:
Jump shifts after minor opening	weak (except 1C:2D and 1D:3C)	
Jump shifts after Major opening	1H:2S/1S:3H = limit raise 1H/1S:3C/3D = bergen raises	
Responses to strong 2 suit open.	2D = waiting. 2H/2S = 8+ good suit	
Responses to 2NT opening	3C = puppet stayman 3D/3H = transfers 3S = minor stayman	

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead except AK stiff	Underlead if want unblock
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	Top
In partner's suit	Top to discourage, low to encourage	
Discards	McKenney	
Count	Low-High = Even	
Signal on partner's lead:	Attitude (low encourage)	Attitude (low encourage)
Signal on declarer's lead:	Low-High = Even	
Notes	Count: A led, Q in dummy/ when K led at 5+ level / after an opening preempt Suit pref: if suit is dead / if giving ruff / if crossing to partner's winner	

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
Slam Notes	Minorwood	
Cue Bids <input checked="" type="checkbox"/>	1st & 2nd round	
Asking Bids <input type="checkbox"/>		

7. OTHER CONVENTIONS

Jacoby 2NT	
Help suit trials bids	
Support Xs and XXs	
Minorwood	
Exclusion keycard	

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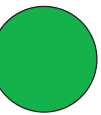
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**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	720569	Jessica Brake
& Names:	884863	Michael Gearing
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♣ 3+	Rule of 20	1♥ 5+ Rule of 20
1♦ 3+	Rule of 20	1♠ 5+ Rule of 20
1NT 15-17		may contain 5 card Major <input checked="" type="checkbox"/>
1NT Responses	2♣ Simple Stayman	Other:
2♦ Hearts		2♠ Clubs
2♥ Spades		2NT Invite, 8-9 no major
other 3C = Diamonds		
2♣ 22+ bal or within 1 trick of game		
2♦ 6-10, 6(5) card suit (relaxed third seat)		
2♥ 6-10, 6(5) card suit (relaxed third seat)		
2♠ 6-10, 6(5) card suit (relaxed third seat)		
2NT 20-21		3NT AKQx7 or AKx8 in a minor, no outside AK
other		

2. PRE-ALERTS

Inverted minors	
Criss-cross raises	
Transfer advances to overcalls	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4S	Jump overcalls	weak
Responsive doubles through	4S	Unusual NT	lowest unbid suits
1NT overcall - immediate	15-18	Immediate cue of minor	majors
1NT overcall - re-opening	11-14	Immediate cue of Major	other major & minor
Over weak twos	X = takeout (rumpelsohl resp.)	Over opening threes	X = takeout 3NT=NAT
Over opponent's 1NT	2C=majors 2D=single major 2H=H & minor	2S=S & minor	2NT=minors
X = penalty			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+, 4 (only 3 if weak)	2♦ 6-9, 5+ supp	3♦ splinter, 13-16 4+ support
1♥ 6+, 4	2♥ 0-5, 6c suit [ogust resp]	3♥ splinter, 13-16 4+ support
1♠ 6+, 4	2♠ 0-5, 6c suit [ogust resp]	3♠ splinter, 13-16 4+ support
1NT 8-10, seldom 4c M	2NT 10-12, bal	3NT 13-15, bal
2♣ 10+ 5(4)+ supp	3♣ preempt	4♣
other		
1♦ 1♥ 6+, 4	2♥ 0-5, 6c suit [ogust resp]	3♥ splinter, 13-16 4+ support
1♠ 6+, 4	2♠ 0-5, 6c suit [ogust resp]	3♠ splinter, 13-16 4+ support
1NT 6-10, seldom 4c M	2NT 10-12, bal	3NT 13-15, bal
2♣ 13+, 4	3♣ 6-9, 5+ supp	4♣ splinter, 13-16 4+ support
2♦ 13+, 4	3♦ preempt	4♦ preempt
other		
1♥ 1♠ 6+, 4	2♥ 6-9(10), 3	3♦ ART, 10-11(12), 4+ supp
1NT (5)6-12 semi-forcing	2♠ ART, 10-12 3c supp	3♥ preempt
2♣ 13+, 4	2NT 13+, 4c supp	3♠ splinter, 13-16 4+ support
2♦ 13+, 4	3♣ ART, 6-9, 4+ supp	3NT 13-15, bal
other		
1♠ 1NT (5)6-12 semi-forcing	2♠ 6-9(10) 3	3♥ ART, 10-12, 3c supp
2♣ 13+, 4	2NT 13+, 4c supp	3♠ preempt
2♦ 13+, 4	3♣ ART, 6-9, 4+ supp	3NT 13-15, bal
2♥ 13+, 5	3♦ ART, 10-11(12), 4+ supp	4♣ splinter, 13-16 4+ support
other		
1NT 3♣ transfer to diamonds	3♠ 1 spade 3 hearts GF	4♦ transfer to S
3♦ 5/5 both minors	3NT to play	4♥ to play
3♥ 1 heart 3 spades GF	4♣ transfer to H	4♠ to play
other		
2♣ 2♦ waiting	2NT	3♥
2♥ 8+ good 5c suit	3♣ 8+ good 6c suit	3♠
2♠ 8+ good 5c suit	3♦ 8+ good 6c suit	3NT
other	2C:(interference):Pass = 1+ trick X = weak	
2♦ 2♥ 5+ suit, forcing	3♣ 5+ suit, forcing	3♠ good 6c suit, forcing
2♠ 5+ suit, forcing	3♦ preemptive	3NT to play
2NT Ogust	3♥ good 6c suit, forcing	4♣
other		

Notes Rumpelsohl: X = penalties. 2 level = to play. 2NT = puppet to 3♣ (after which a suit bid is invitational and a cue is stayman w/ stopper, 3NT is to play w/ stopper.

3 level = transfer (either weak or GF), transfer into opps suit = stayman w/o stopper

2♥ 2♠ 5+ suit forcing	3♦ 5+ suit forcing	3NT to play
2NT Ogust	3♥ preemptive	4♣
3♣ 5+ suit forcing	3♠ good 6c suit forcing	4♥ to play
other		
2♠ 2NT Ogust	3♥ 5+ suit forcing	4♣
3♣ 5+ suit forcing	3♠ preemptive	4♥
3♦ 5+ suit forcing	3NT to play	4♠
other		
2NT 3♣ puppet stayman	3♠ minor stayman	4♦ transfer to S
3♦ transfer to H	3NT to play	4♥ to play
3♥ transfer to S	4♣ transfer to H	4♠ to play
other		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: up the line

Defence to 3NT opening

Defence to Opening Twos X=t/o 2NT=15-18 (14-17 in passout)

Multi 2♦ X=12-15 bal (Rumpelsohl responses) / 19+ bal / v strong single suiter

RCO style 2-s 2NT=16-18 (14-17 in passout)

Other 2-s (3 doubles - points, takeout, penalties)

Defence	Over 1♣: 1♦=♦&♥	1♥=♥&♠	1♠=♠&♣	2♣=♣&♦	1NT=♦&♠	X=♣&♦
to	(can be 4/4 depending on vul etc.)					
strong	Over 2♣: 2♦=♦&♥	2♥=♥&♠	2♠=♠&♣	3♣=♣&♦	2NT=♦&♠	X=♣&♦
♣	(can be 4/4 depending on vul etc.)					
	3♦/3♥/3♠ = natural					

Over 1NT Interference Rumpelsohl

Lebensohl - other uses advances to takeout X of weak two

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X [4NT resp = both minors] 4♠ X [4NT resp = pick a minor]. 4NT=2 places TP

10. OTHER NOTES

Transfer advances to non-jump overcalls (up to 3 level). Suit bids from cue of opps suit to raise of partner's suit are transfers. Transfer into partner's suit = good raise. Transfer into new suit = weak or strong. Direct raise of partner's suit = weak