

## 4. BASIC RESPONSES

Jump raises - minors	Inverted	Other: 4-9HCP
Jump raises - Majors	Preempt	Other:
Jump shifts after minor opening	2 level weak, 3 other m criss-cross, 3M = splinter	
Jump shifts after Major opening	1♥-2♠ WJS, 3 level Bergen raises with 4 cd SUPP	
Responses to strong 2 suit open.	Points Range/Transfers/Shape Shows	
Responses to 2NT opening	Muppet Stayman/Transfers	

## 5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead, A or Q-ATT, K-Count	
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	
<b>Discards</b>	Low Encourage	
<b>Count</b>	Low-High = Even	
<b>Signal</b> on partner's lead:	Low Encourage	
<b>Signal</b> on declarer's lead:	Reverse count	
<b>Notes</b>	Tens treated as honour for NT, small for suits	

## 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430 exc.C	4♣ Gerber <input type="checkbox"/>	when?
<b>Slam Notes</b>	Minorwood		
Cue Bids <input checked="" type="checkbox"/>	First and second indiscriminately		
Asking Bids <input type="checkbox"/>			

## 7. OTHER CONVENTIONS

Jacoby	Rubensohl
Mod Puppet Stayman over 2NT rebid	Support X/XX
mini splinters	cue raise with values
Various Trial Bids	P1D2
Blackout - always 2S	4NT opening: specific Ace ask

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3rd suit FG after 1m opening and 2m simple rebid

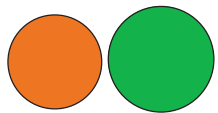
Exclusion Keycard: Step1=1KC etc, return to trump suit with 0

Toxic/TWERB Kokish

Good/Bad 2NT Leaping/non-leaping Michaels



AUSTRALIAN BRIDGE  
FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	159840	Christopher Quail	23/5
& Names:	177938	Jon Hunt	
Basic System:	2/1 Game Force 14-17NT		
Brown Sticker	<input checked="" 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♣ (10)11-20HCP 3+	1♥ (10)11-20HCP 5+	
1♦ (10)11-20HCP 3+	1♠ (10)11-20HCP 5+	
1NT 14-17HCP	may contain 5 card Major <input checked="" type="checkbox"/>	
<b>1NT Responses</b> 2♣		Other: 5 Card Range Ask
2♦ TRF to ♥	2♠ TRF to ♣	
2♥ TRF to ♠	2NT TRF to ♦	
other 4♣ TRF to ♥, 4♦ TRF to ♠		
2♣	20-21 HCP BAL, 24+ Bal or GF	
2♦	<12HCP 6+ ♥ or ♠ OR 22-23 Bal	
2♥	Rank - 5/5+ majors OR minors	
2♠	Colour - 5/5+ blacks OR reds	
2NT	Odd - 5/5+ Clubs/hearts OR Spades/diamonds	
3NT	4 Level Minor preempt	
other		

## 2. PRE-ALERTS

Support X/XX	Gazilli after 1Major: 1NT
NAMYATS	AQ for att K for count throughout
Mini Splinters	Bids over OPPT 1NT O/C of our 1♣ or 1♦

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	WK
Responsive doubles through	4♥	Unusual NT	over M: ms; over 1m: lower 5+/5+<9HCP or GF
1NT overcall - immediate	15-18HCP	Immediate cue of minor	Both Ms 5+/5+<9HCP or GF
1NT overcall - re-opening	11-14HCP (FOC)	Immediate cue of Major	5+/5+OM +1m <9HCP or GF
Over weak twos	X T/O + RUB: 2NT:15-18HCP	Over opening threes	X for T/O +non-leaping Michaels
Over opponent's 1NT	TOXIC bid = next suit - single suited, OR following two suit suits at least 5/5.		
Exception is 2S which is non-touching two suiter.			

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+HCP 4+♦	2♦ Less than limit, 5+♣	3♦ SPL 10-14 HCP
1♥ 5+HCP 4+♥	2♥ 6+♥, 4-7HCP	3♥ SPL 10-14 HCP
1♠ 5+HCP 4+♠	2♠ 6+♠, 4-7HCP	3♠ SPL 10-14 HCP
1NT 5-10HCP	2NT 10-12HCP no 4 M	3NT 13-15HCP BAL no 4 M
2♣ 11+HCP 5+, no 4 M	3♣ Preemptive 5+♣, no 4 M	4♣ Minorwood
other		
1♦ 1♥ 5+HCP 4+	2♥ 6+♥, 4-7HCP	3♥ SPL10-14 HCP
1♠ 5+HCP 4+	2♠ 6+♠, 4-7HCP	3♠ SPL10-14 HCP
1NT 5-10HCP	2NT 10-12HCP no 4 M	3NT 13-15HCP no 4 M
2♣ GF 5+♣	3♣ Less than limit 5+♦	4♣ Splinter
2♦ 11+HCP 5+♦, no 4 M	3♦ Preemptive 5+, no 4 M	4♦ Minorwood
other		
1♥ 1♠ 5+HCP 4+♠	2♥ 5-10 HCP 3♥ (or 4333)	3♦ 6-(8)9 HCP 4+♥ ***
1NT 5-11HCP	2♠ 6+♠ 4-7 HCP ***	3♥ PRE 4+♥
2♣ 3 way** see below	2NT GF raise, 4+ SUPP ***	3♠ undisclosed SPL (12-15)
2♦ GF 5+♦	3♣ (8) 9-11 HCP 4+♥ ***	3NT 1Spade splinter (9-12)
other 4♣ and 4♦ SPL 9-12HCP		
1♠ 1NT 5-11HCP	2♠ 5-10 HCP 3♠ (or 4333)	3♥ Inv 6+Good H ***
2♣ 3Way** (see below)	2NT GF raise, 4+ SUPP ***	3♠ PRE 4+♠
2♦ GF 5+♦	3♣ (8) 9 -11 HCP 4+♠ ***	3NT undisclosed spl (12-15)
2♥ 5+♥ GF	3♦ 6- (8)9 HCP 4+♠ ***	4♣ SPL 9-12HCP
other 4♦ and 4♥ SPL 9-12HCP		
1NT 3♣ 5+/5+ ms INV	3♠ sing ♠ at least 5/4 ms	4♦ TRF to ♠
3♦ 5+/5+ ms FG	3NT to play	4♥ to play
3♥ sing ♥ at least 5/4 ms	4♣ TRF to ♥	4♠ to play
other		
2♣ 2♦ 0-3HCP or 10+HCP	2NT 7-9 5+♣	3♥ 7-9 5+♠
2♥ 4-6HCP	3♣ 7-9 5+♦	3♠ 7-9 5♦/4♣
2♠ 7-9Bal/Semi Bal	3♦ 7-9 5+♥	3NT 7-9 5♠/4♥
other		
2♦ 2♥ P/C	3♣ NAT, INV	3♠ P/C
2♠ P/C (shows better ♥)	3♦ NAT, INV	3NT 4/4 majors no slam int
2NT STR enquiry	3♥ P/C	4♣ asks part to TRF to their ♣
other 4♦ asks partner to bid their M, 4♥ P/C		

**Notes** \*\* 3 Card Limit raise, Nat GF, GF Balanced

\*\*\* 4 card Maj raise by PH 2M+1 9-11 Shortage, 2M+2 6-8Shortage, 2M+3 9-11 No Shortage  
2M+4 6-8 No Shortage

2♥ 2♠ Natural F1	3♦ P/C	3NT to play
2NT STR enquiry	3♥ P/C	4♣ P/C
3♣ P/C	3♠ P/C	4♥ P/C
other 4♦ P/C, 4♠ P/C		
2♠ 2NT STR enquiry	3♥ P/C	4♣ P/C
3♣ P/C	3♠ P/C	4♥ P/C
3♦ P/C	3NT to play	4♠ P/C
other 4♦ P/C		
2NT 3♣ P/C	3♠ P/C	4♦ P/C
3♦ STR enquiry	3NT to play	4♥ P/C
3♥ P/C	4♣ P/C	4♠ P/C
other		

## 9. CONVENTIONS

<b>Unusual NT:</b> ms over 1M	after 1m shows lower suits
<b>4th Suit Forcing</b> One round <input type="checkbox"/>	Game force <input checked="" type="checkbox"/>
<b>NT Checkback</b> <input checked="" type="checkbox"/>	Priorities: 2 way checkback incl after 1X-1Y-1Z; features up the line
<b>Defence to 3NT opening</b>	DBL=values, 4♣ T/O better ♥, 4♦ T/O better ♠,
<b>Defence to Opening Twos</b>	X=15+, NAT overcalls, 2NT=15-18 with MUPP STAY and TRF
Multi 2♦	X=15+with RUB NAT 2 level overcalls 3M = stopper ask
RCO style 2-s	X=15+with RUB, NAT overcalls
Other 2-s	X=15+, 2 anchor T/O, NAT overcalls

<b>Defence</b>	1♣ : Wonder bids at 1 level, Toxic 1NT to 2♠, 3 level PRE
<b>to</b>	
<b>strong</b>	2♣ : bid = next suit - single suited, or following two suit suits at least 5/5. Exception is
<b>♣</b>	2S which is non-touching two suiter.

<b>Over 1NT Interference</b>	rubinsohl
<b>Lebensohl - other uses</b>	over weak 2s
<b>Take out of 4 level pre-empts</b>	4♣/4♦ X
	4♥ X 4♠ 4NT

## 10. OTHER NOTES

TOXIC (TWERB) over opponents's 1NT /Strong 1♣/2C : bid = next suit - single suited, or following two suit suits at least 5/5. Exception is 2S which is non-touching two suiter.

Played from the two level up

1-2-3 style after pen DBL of 1NT, T/O DBL of weak twos or RDBL of opp's T/O DBL at 1 level

Short Minor Major General Trials

1M 1NT 2NT GF 1♦ 1NT 2♣ F1 1♦ 1NT 2NT GF 1♣ 1NT 2NT Inv

(1x)- P-(1y)-1NT = 2 suited T/O (5+/5+)