

4. BASIC RESPONSES

Jump raises - minors	Limit 10-12	Other: Strong jump shifts
Jump raises - Majors	Preempt	Other: Bergen
Jump shifts after minor opening	6+ card suit 16+ good suit	
Jump shifts after Major opening	Bergen	
Responses to strong 2 suit open.	2♦ 4-7, 2♥ 0-3, 2♠ 8+ ♥s, 2NT 8+ ♠s	
Responses to 2NT opening	Puppet and Transfers 3♠ = minor suit Stayman	

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All	Overlead All
Four or more with an honour	4th highest	4th highest
From 4 small	2nd highest	2nd highest
From 3 cards (no honour)	Middle	Middle
In partner's suit		
Discards	High Encourage	High Encourage
Count	High-Low = Even	High-Low = Even
Signal on partner's lead:	High Encourage	High Encourage
Signal on declarer's lead:	Standard Count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
Slam Notes	5NT asks for kings, bid the cheapest one you have	
Cue Bids <input checked="" type="checkbox"/>	First or second round	
Asking Bids <input type="checkbox"/>		

7. OTHER CONVENTIONS

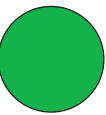
2 way check back after 1NT rebid, 2♣ puppet to	1NT 3♥/♠ = shortage in other major
2♦ responder may pass,	1NT; transfer then 4M = slam try
Long suit game tries	Support x and xx by opener to 2♠
DOPI	1NT rebid 2NT transfer to 3♣
Texas transfers after 1NT opener	1NT; transfer then 4M = slam try

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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	5266	Martin Bloom
& Names:	121541	Nigel Rosendorff
Basic System:	2 over 1 GF	
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+ 10+pts	1♥ 5+ 10+pts	
1♦ 3+ 10+pts if 4432	1♠ 5+ 10+pts	
1NT 15-17	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses 2♣ Simple Stayman	Other: Drop Dead Stayman	
2♦ Transfer to ♥	2♠ Transfer to ♣	
2♥ Transfer to ♠	2NT Transfer to ♦	
other Stayman followed by 3♣/♦=NF		
2♣ Game Force		
2♦ Weak 2 in ♦s 5-10 hcp		
2♥ Weak 2 in ♥s 5-10 hcp		
2♠ Weak 2 in ♠s 5-10 hcp		
2NT 20-22	3NT Gambling long minor	
other		

2. PRE-ALERTS

1	.
2	.
3	.

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	Weak
Responsive doubles through	4♠	Unusual NT	Lowest unbid suits
1NT overcall - immediate	15-18 hcp System on	Immediate cue of minor	Michaels
1NT overcall - re-opening	15-18 hcp System on	Immediate cue of Major	Michaels 5/5 Mm
Over weak twos X=t/o, 2NT response=scramble	Over opening threes		x=t/o, all other natural
Over opponent's 1NT	Landy		
2NT=both minors 5/5			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♦ 5+ hcp	2♦ 16+ strong jump ♦s	3♦ 7+♦ 0-7 hcp
1♥ 4+hs 5+ hcp	2♥ 16+ strong jump ♥s	3♥ 7+♥ 0-7 hcp
1♠ 4+♠ 5+hcp	2♠ 16+ strong jump ♠s	3♠ 7+♠ 0-7 hcp
1NT 6-10 hcp Natural NF	2NT GF ♣ raise	3NT Bal 13-15 hcp
2♣ 5+♣ 6-9	3♣ 5+♣ 10-12	4♣ Preemptive NF
other -		
1♦ 1♥ 4+♥ 5+ hcp	2♥ 6+♥ 16+ hcp	3♥ 7+♥ 0-7 hcp
1♠ 4+♠ 5+ hcp	2♠ 6+♠ 16+ hcp	3♠ 7+♠ 0-7 hcp
1NT 5-11 hcp natural NF	2NT gf ♦S	3NT Bal 3-15 hcp
2♣ 4+♣ 10+hcp F1	3♣ 16+ ♣	4♣ Natural NF
2♦ 6-9 raise	3♦ 10-12 raise	4♦ Preemptive NF
other		
1♥ 1♠ 4+♠ 5+ hcp	2♥ 3♥ 6-10 hcp	3♦ 4+♥ 10-11 hcp
1NT 5-11 hcp	2♠ 3 card ♥ support 10-12	3♥ 4+♥ 0-6 hcp
2♣ ♣s	2NT Jacoby 4+♥ 13+ hcp GF	3♠ Splinter 4+♥ short ♠
2♦ 4+♦	3♣ 4+♥ 6-9 hcp	3NT 13-15 3 card raise
other 4♣/♦=splinter 4+♥ shortage		
1♠ 1NT 5-11 hcp	2♠ 3♠ 6-10 hcp	3♥ 3 card ♠ 10-12
2♣ ♣s	2NT Jacoby 4+♠ 12+ hcp	3♠ 4+♠ 0-6 hcp
2♦ 4+♦ GF	3♣ 4+♠ 6-9 hcp	3NT 13-15 hcp 3 card raise
2♥ 5+♥ GF	3♦ 4+♠ 10-11 hcp	4♣ Splinter 4+♠ short ♣
other 4♦/♥=splinter		
1NT 3♣ Puppet Stayman	3♠ Singleton ♥	4♦ Transfer to ♠
3♦ 5/5 minors 8-10 points	3NT To play	4♥ To play
3♥ Singleton ♠	4♣ Transfer to ♥s	4♠ To play
other 4NT= quantitative, Stayman or Transfer followed by 4NT quatitative		
2♣ 2♦ 4-7 hcp any	2NT 8+ ♠	3♥ solid suit
2♥ 0-3 hcp	3♣ 7+ 5+♣s	3♠ solid suit
2♠ 8+ hcp ♥	3♦ 7+ 5+ ♦s	3NT
other kokish		
2♦ 2♥ Nat NF	3♣ Natural NF	3♠ Pass or correct
2♠ Nat NF	3♦ Natural NF	3NT To play
2NT Strong enquiry	3♥ Pass or correct	4♣
other		

Notes

2♥ 2♠ To play	3♦ To play	3NT To play
2NT Enq for minor	3♥ To play	4♣ Cue/Splinter GF
3♣ To play	3♠ Cue/Splinter GF	4♥ To play
other 4♣ or 4♦ Cue/Splinter GF, 4♠ To play		
2♠ 2NT Enq for minor	3♥ To play	4♣ Cue/Splinter GF
3♣ To play	3♠ To play	4♥ Cue/Splinter GF
3♦ To play	3NT To play	4♠ To play
other 4♣ or 4♦ Cue/Splinter GF, 4♠ To play		
2NT 3♣ Puppet Stayman	3♠ minor suit Stayman	4♦ Natural
3♦ Transfer	3NT To play	4♥ To play
3♥ Transfer	4♣ Natural	4♠ To play
other Keycard		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 2way cb over 1NT, tfr over 2NT jump rebid

Defence to 3NT opening x = good hand

Defence to Opening Twos x=T.O.

Multi 2♦ x=T.O. VTP

RCO style 2-s x=T.O.

Other 2-s with anchor suit x=other t/o and 2NT=15-18 natural

Defence 1♣ : x=Majors 1NT=minors, others natural

to RCO

strong 2♣ :

♣

Over 1NT Interference

Lebensohl - other uses Over opps weak 2s

Take out of 4 level pre-empts 4♣/4♦ x=t/o

4♥ x=t/o 4♠ x=3 suited t/o, 4NT=2 suited t/o

10. OTHER NOTES

1. After Jacoby 2NT 3♣ =min

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