

4. BASIC RESPONSES

Jump raises - minors	5-9
Jump raises - Majors	0-6, 4 fit
Jump shifts after minor opening	2♥/♠ = 0-6, 6+ cards; 1♣-2♦ and 1♦-3♣ = Raise with 10-12
Jump shifts after Major opening	Bergen: 3♣ = 7-9, 4 fit; 3♦ = 10-11, 4 fit; Jump oM = 10-12, 3 fit
Responses to strong 2 suit open.	2♦ = (4)5+HCP; 2♥ = 0-4 HCP; Others = Semi-positives (2N=♥)
Responses to 2NT opening	3♣ = 5 card Major enquiry; 3♦/♥ = Transfers; 3♠ = 5♠+4♥

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A-attitude, K-count	K asks for unblock or count
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	MUD	
In partner's suit	Top from xxx if supported	
Discards	Odd = Enc; Even = McKenney	
Count	Low-high = Even	
Signal on partner's lead:	Low encourage/count/suit pref	
Signal on declarer's lead:	Low even / suit pref	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 3041	4♣ Gerber <input type="checkbox"/> when?
Slam Notes	Kickback, Minor Suit & Exclusion Key Card, Non serious 3NT	
Cue Bids <input checked="" type="checkbox"/>	1st and 2nd round controls	
Asking Bids <input type="checkbox"/>		

7. OTHER CONVENTIONS

Blackout after Reverses	2 way Reverse Drury (2♣=3 fit; 2♦=4 fit)
Support X to 3♦	2NT Scramble
2♣-2♦-2♥ = ♥ or Bal 26+	Cue raises
Kokish game tries	Jump cue opposite overcall = mixed raise

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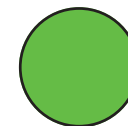
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	762261	Fiske Warren
& Names:	764914	Deana Wilson
Basic System:	Standard (2/1 Game Forcing)	
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♣	10-21, 3+♣	1♥ 10-21, 5+♥
1♦	10-21, 3+♦	1♠ 10-21, 5+♠
1NT	15-17 (may upgrade good 14)	may contain 5 card Major <input checked="" type="checkbox"/>
1NT Responses 2♣ 5 card Major enquiry		
2♦	5+♥	2♠ 5+♣
2♥	5+♠	2NT 5+♦
other		
2♣	Game Force	
2♦	Multi: Bal 22-23 or 6-10 with 6♥/♠	
2♥	6-10, 5♥	
2♠	6-10, 5♠	
2NT	20-21	3NT Solid minor
other	4♣ = good 4♥; 4♦ = Good 4♠; 4NT = Minors	

2. PRE-ALERTS

Multi 2♦ opening	
Transfer responses to 1♣	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak
Responsive doubles through	4♥	Unusual NT	Two lowest unbid suits
1NT overcall - immediate	15-18	Immediate cue of minor	5♥ + 5♠
1NT overcall - re-opening	11-14	Immediate cue of Major	5 other Major + 5 minor
Over weak twos	4m = 5m + 5 other Major	Over opening threes	Takeout X
Over opponent's 1NT	X = Penalty vs Weak NT but 4M + longer minor vs Strong NT or by PH		
2♣ = Both Majors; 2♦ = One Major; 2♥ = 5♥, 4+m; 2♠ = 5♠, 4+m			
2NT = Both Minors; 3♣/♦ = Natural			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+, 4+♥	2♦ 10-12, 5+♣	3♦ Splinter
1♥ 6+, 4+♠	2♥ 0-5, 6+♥	3♥ Splinter
1♠ 6+, 4+♦	2♠ 0-5, 6+♠	3♠ Splinter
1NT 6-10	2NT 10-12	3NT 13-15
2♣ 12+, (4)5+♣	3♣ 5-9, 5+♣	4♣ Pre-emptive
other		
1♦ 1♥ 6+, 4+♥	2♥ 0-5, 6+♥	3♥ Splinter
1♠ 6+, 4+♠	2♠ 0-5, 6+♠	3♠ Splinter
1NT 6-10	2NT 10-12	3NT 13-15
2♣ 12+, 4+♣, FG	3♣ 10-12, 4+♦	4♣ Splinter
2♦ 10-12, 4+♦	3♦ 5-9, (4)5+♦	4♦ Pre-emptive
other		
1♥ 1♠ 6+, 4+♠	2♥ 6-9, 3♥	3♦ 10-11, 4♥
1NT 5-11, NF	2♠ 10-12, 3♥	3♥ 0-6, 4♥
2♣ 12+, 4+♣, FG	2NT 12+, 4+♥	3♠ Splinter
2♦ 12+, 4+♦, FG	3♣ 7-9, 4♥	3NT 13-15, 3♥433
other 4♣/♦ = Splinter		
1♠ 1NT 5-11, NF	2♠ 6-9, 3♠	3♥ 10-12, 3♠
2♣ 3+♣, FG	2NT 12+, 4+♠	3♠ 0-6, 4♠
2♦ 4+♦, FG	3♣ 7-9, 4♠	3NT 13-15, 3♠433
2♥ 5+♥, FG	3♦ 10-11, 4♠	4♣ Splinter
other 4♦/♥ = Splinter		
1NT 3♣ 6+♣, slam try	3♠ 6+♠, bal slam try	4♦ 6+♦, RKC
3♦ 6+♦, slam try	3NT To Play	4♥ To Play
3♥ 6+♥, bal slam try	4♣ 6+♣, RKC	4♠ To Play
other		
2♣ 2♦ 5+, K or better	2NT 1 or 2 controls, 5+♥	3♥
2♥ 0-4	3♣ 1 or 2 controls, 5+♣	3♠
2♠ 1 or 2 controls, 5+♠	3♦ 1 or 2 controls, 5+♦	3NT
other		
2♦ 2♥ Pass or correct	3♣ 6+♣, NF	3♠ Pass or correct
2♠ Pass or correct	3♦ 6+♦, NF	3NT Signoff
2NT Enquiry	3♥ Pass or correct	4♣
other 4♥ = Pass or correct		

Notes 2♦-2N: 3♣=♥,max; 3♦=♠,max; 3♥=♥,min; 3♠=♠,min; 3N=Bal

2♥/♠-2N: 3♣=min; 3♦=max,5332; 3♥=max,40M, 3♠=max,4+♠; 3N=max,4+♦

2♥ 2♠ 5+♠, NF constructive	3♦ 6+♦, NF constructive	3NT To Play
2NT Enquiry	3♥ To Play	4♣
3♣ 6+♣, NF constructive	3♠	4♥ To Play
other		
2♠ 2NT Enquiry	3♥ 6+♥, NF constructive	4♣
3♣ 6+♣, NF constructive	3♠ To Play	4♥ To Play
3♦ 6+♦, NF constructive	3NT To Play	4♠ To Play
other		
2NT 3♣ 5 card Major enquiry	3♠ 5♠ + 4♥	4♦ 6+♦, RKC
3♦ 5+♥	3NT To Play	4♥ To Play
3♥ 5+♠	4♣ 6+♣, RKC	4♠ To Play
other		

9. CONVENTIONS

Unusual NT: Two lowest unbid suits; Unusual v Unusual (lower cue shows lower suit)

4th Suit Forcing One round Game force

NT Checkback Priorities: 2♣ = Puppet to 2♦ then invites; 2♦ = Game force

Defence to 3NT opening

Defence to Opening Twos 2NT = 15-18; Leaping Michaels

Multi 2♦ X = Takeout of Spades; 2♥ = Takeout of Hearts

RCO style 2-s X = Values

Other 2-s X = Values

Defence 1♣ : 1N=4M+5m; 2♣=♥+♠; 2♦=♥ or ♠; 2♥=5♥+m; 2♠=5♠+m; 2N=♣+♦

to

strong 2♣ : Natural except 2N = minors

♣

Over 1NT Interference Lebensohl (slow shows stop)

Lebensohl - other uses After we double a Weak 2

Take out of 4 level pre-empts 4♣/4♦ Double

4♥ Double; 4N = minors 4♠ Double

10. OTHER NOTES

1m(1♥)X = other minor; 1♠ = 4+♠

Opener's rebids after 1♣-1♦: 1♥ = Bal 12-14, not 4♥; 1NT = 18-19 (Similar after 1♣-1♥)