

4. BASIC RESPONSES

Jump raises - minors	Preemptive
Jump raises - Majors	Preemptive
Jump shifts after minor opening	CrissCross raises in minors, WJS in Majors (but 1♦-2♥ = INV ♣'s)
Jump shifts after Major opening	1M-3♣/3♦ = WJS, 1♥-2♠ and 1S-3♥ = 55+ minors, FG
Responses to strong 2 suit open.	not applicable
Responses to 2NT opening	3♣ = Puppet STAY, 3♦/3♥ = TRF, 3♠ = minors 44+, FG

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A-Attitude 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	top or 3rd	
Discards	Odd=ENCRG, Even=McKenney	
Count	Low-High = Even	
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:	Reverse Smith echo in trumps	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
Slam Notes		
Cue Bids <input checked="" type="checkbox"/>		
Asking Bids <input checked="" type="checkbox"/>		

7. OTHER CONVENTIONS

Good Bad 2NT after we overcall	Exclusion KCB
System on after opponents take out X	
Leaping and Non-Leaping Michaels	

www.abf.com.au

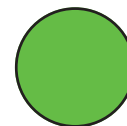
PDF Form Rev. 17D23 by RoL

MyRev. _____

Copyright © ABF 2017



AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	177938	Jon Hunt
& Names:	148911	Ian Thomson
Basic System:	Standard	
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♣	11+ HCP,	2+♣	1♥	11+ HCP	4+♥
1♦	11+ HCP	(3)4+♦	1♠	11+ HCP	4+♠
1NT	15-17 Balanced			may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses 2♣ 5 card stayman					
2♦	TRF ♥	2♠	TRF ♣		
2♥	TRF ♠	2NT	TRF ♦		
other 3♣/♦/♥ = shortage in suit above, 3♠ = short ♣, 4m = TRF to ♥/♠					
2♣	GF or 23+ balanced or 9+ playing tricks				
2♦	Balanced 18-20 HCP				
2♥	Weak, 6-10 HCP, 6♥				
2♠	Weak, 6-10 HCP, 6♠				
2NT	21-22 balanced		3NT Specific Ace Ask		
other _____					

2. PRE-ALERTS

Transfers responses to our 1♣ opening	
2♦ opening = 18-20 balanced	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	5♥	Jump overcalls	Cheapest jump=next 2 suits, other jumps=11-14, 6 cds
Responsive doubles through	5♥	Unusual NT	2 non-touching suits
1NT overcall - immediate	15-18	Immediate cue of minor	next 2 suits
1NT overcall - re-opening	11-14	Immediate cue of Major	Next 2 suits
Over weak twos	X	Over opening threes	X
Over opponent's 1NT	2♣ = 55 in Minors or Majors, single suiter in ♦		
2♦ = single suiter in ♣, ♥ or ♠	2♥/♠ = 5+♥/♠ and 4+minor		
2NT = Strong 2 suiter	3 level = preemptive		

