

4. BASIC RESPONSES

Jump raises - minors	preempt, <MIXED
Jump raises - Majors	preempt, <MIXED
Jump shifts after minor opening	2♥ = 5/5M <INV, 2♠ = 5/5M INV, jump-O-m = mixed
Jump shifts after Major opening	Bergen, jump-O-M = 3cd INV
Responses to strong 2 suit open.	Kokish, 2M = KQxxx+, 3m = KQxxxx+
Responses to 2NT opening	Simple (Smolen), 3♠ = ♣+♦, 4x = 2-under slam try (4♠ RKC ♣)

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	overlead (king:cnt V PRE/5+ lvl)	King for unblock
Four or more with an honour	3rds from even / low from odd	4ths
From 4 small	3rd highest	xXxx or Xxxx
From 3 cards (no honour)	lowest	Xxx or xXx
In partner's suit	low from 3+ if unraised	As above
Discards	1st = low enc (usually)	
Count	low = even (if needed)	
Signal on partner's lead:	typically reverse count	typically low enc
Signal on declarer's lead:	typically reverse count, reverse smith V NT, some SP in trumps.	
Notes if a situation calls for a different signal, our signals are:	reverse count, low enc and standard suit preference.	

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
Slam Notes	Exclusion responses (but game @ first bid) : 0,1,1.5...	
Cue Bids <input checked="" type="checkbox"/>	1st / 2nd round controls	
Asking Bids <input checked="" type="checkbox"/>	Exclusion (1, 1.5, 2, 2.5, etc)	

7. OTHER CONVENTIONS

3N non-serious (almost always)	
2 way checkback	

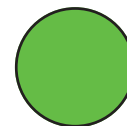
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**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	325041	Nye Griffiths
& Names:	759181	John Newman
Basic System:	2/1, transfers over 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♣	2+ (can be BAL ♦)	1♥ 5
1♦	4+ (usually good suit or UNBAL)	1♠ 5
1NT	15-17	may contain 5 card Major <input checked="" type="checkbox"/>
1NT Responses 2♣ Simple (Smolen)		
2♦	♥	2♠ INV or ♣
2♥	♠	2NT ♦
other	3♣ = 5M ask, 3♦ = GF minors, 3M = 3cd fragment (shortage O-M)	
2♣	GF or 22-23 BAL (Kokish)	
2♦	Weak, style reflects vul	
2♥	Weak, style reflects vul	
2♠	Weak, style reflects vul	
2NT	20-21	3NT gambling in 1st/2nd
other		

2. PRE-ALERTS

Preempts aggressive at 1st fav	
Dubious actions allowed in 3rd	
Transfers over 1♣ (P/1♦/X)	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	varies	Jump overcalls	Intermediate
Responsive doubles through	varies	Unusual NT	lowest unbid
1NT overcall - immediate	15+-18	Immediate cue of minor	5+/5+ majors
1NT overcall - re-opening	11-16 (varies)	Immediate cue of Major	5+ OM and a 5+minor
Over weak twos	Lebensohl, leaping Mich.		Over opening threes
Over opponent's 1NT	multi-landy (2♣ = majors, 2♦ = major, 2M = M+m, 2N = minors)		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♥	2♦ MIXED ♣ raise	3♦ SPL, 15+
1♥ 4+♠	2♥ 5+/5+ majors, <INV	3♥ SPL, 15+
1♠ no major / ♦	2♠ 5+/5+ majors, INV	3♠ SPL, 15+
1NT INV (can have 4M)	2NT Sharp GF BAL, no M	3NT
2♣ INV+, 5+♣	3♣ Preempt	4♣
other		
1♦ 1♥ 4+♥	2♥ 5+/5+ majors, <INV	3♥ SPL, 15+
1♠ 4+♠	2♠ 5+/5+ majors, INV	3♠ SPL, 15+
1NT 6-10ish	2NT INV	3NT
2♣ GF ♣	3♣ MIXED ♦ raise	4♣ SPL, 15+
2♦ INV+, 4+♦	3♦ Preempt	4♦
other		
1♥ 1♠ 4+♠	2♥ 6-10 3cd raise	3♦ INV, 4+ support
1NT semi-forcing	2♠ 3cd INV	3♥ Preempt, 4+support
2♣ GF BAL / ♣	2NT GF, 4+ support	3♠ Double-jump = SPL
2♦ GF 5+♦	3♣ 6-9, 4+ support	3NT 13-15 = 4333
other		
1♠ 1NT semi-forcing	2♠ 6-10 3cd raise	3♥ 3cd INV
2♣ GF BAL / ♣	2NT GF, 4+ support	3♠ Preempt, 4+support
2♦ GF 5+♦	3♣ 6-9, 4+ support	3NT 13-15 = 4333
2♥ GF 5+♥	3♦ INV, 4+ support	4♣
other		
1NT 3♣ "5-card major?"	3♠ 3♠, short ♥, GF	4♦ "Bid 4♠"
3♦ GF ♣+♦	3NT	4♥ Slam try in ♣
3♥ 3♥, short ♠, GF	4♣ "Bid 4♥"	4♠ Slam try in ♦
other		
2♣ 2♦ Kokish	2NT	3♥
2♥ ♥KQxxx+	3♣ ♣KQxxxx+	3♠
2♠ ♠KQxxx+	3♦ ♦KQxxxx+	3NT
other		
2♦ 2♥ NAT, F1 unless FAV	3♣ NAT, F1	3♠ NAT, F1 at FAV
2♠ NAT, F1 unless FAV	3♦ Preempt	3NT
2NT Ogust-like (varies)	3♥ NAT, F1 at FAV	4♣
other		

Notes

2♥ 2♠ NAT, F1 unless FAV	3♦ NAT, F1	3NT
2NT Ogust-like (varies)	3♥ Preempt	4♣
3♣ NAT, F1	3♠ NAF, F1 at FAV	4♥ Wide-ranging
other		
2♠ 2NT Ogust-like (varies)	3♥ NAT, F1	4♣
3♣ NAT, F1	3♠ Preempt	4♥
3♦ NAT, F1	3NT	4♠ Wide-ranging
other		
2NT 3♣	3♠	4♦
3♦	3NT	4♥
3♥	4♣	4♠
other		

9. CONVENTIONS

Unusual NT: Lowest-unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 2-way Checkback after 1-1-1. Priorities: up-the-line.

Defence to 3NT opening Varies depending on meaning

Defence to Opening Twos

Multi 2♦ Direct X = Weak NT / bopper. Double of P/C = takeout

RCO style 2-s Direct X = Values / bopper. Double of P/C = takeout

Other 2-s Varies depending on meaning

Defence 1♣ : X = majors, 1NT = minors (same after 1♦ NEG response),

to might pass then act with good hand

strong

♣

Over 1NT Interference Lebensohl

Lebensohl - other uses Weak 2s takeout

Take out of 4 level pre-empts 4♣/4♦

4♥ 4♠

10. OTHER NOTES