

## 4. BASIC RESPONSES

Jump raises - minors	Weak with good trump support
Jump raises - Majors	Weak, 4+ trump support
Jump shifts after minor opening	6 card suit, 4-7 points
Jump shifts after Major opening	Bergen
Responses to strong 2 suit open.	Natural
Responses to 2NT opening	3c/d = to play, 3h = strength inquiry

## 5. PLAY CONVENTIONS

Show priorities

	Versus <b>Suit</b> (or both)	Versus <b>NoTrump</b> (if different)
<b>Leads</b> Sequences:	Top	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	Same	
<b>Discards</b>	Low Encourage	
<b>Count</b>	Low-High = Even (Original)	
<b>Signal</b> on partner's lead:	Low Encourage	
<b>Signal</b> on declarer's lead:	Count	
<b>Notes</b>	Suit pref is played in the trump suit. Against suit contracts, leads to a singleton or void on table (or obvious singleton/void in declarers hand) or leads of unsupported aces, suit pref signal is given	

## 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input checked="" type="checkbox"/>	when? Opening NT bids
<b>Slam Notes</b>	After agreed fit, kickback is used and all other bids are exclusion		
Cue Bids <input checked="" type="checkbox"/>	1st/2nd round controls		
Asking Bids <input checked="" type="checkbox"/>	Shortness showing bids after suit agreed		

## 7. OTHER CONVENTIONS

[www.abf.com.au](http://www.abf.com.au)

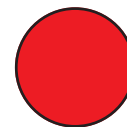
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AUSTRALIAN BRIDGE  
FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	928348	Nico Ranson
& Names:	935212	John McMahon
Basic System:	2/1, transfer over 1 club, General boys in blue playing style	
Brown Sticker <input type="checkbox"/>	Classification:	Green <input type="checkbox"/> Blue <input type="checkbox"/> Red <input checked="" type="checkbox"/> Yellow <input type="checkbox"/>

## 1. OPENING BIDS

Describe strength, minimum length, or specific meaning		Canape <input type="checkbox"/>
1♣ 11+, 2+, any bal min hand (up to 5d, 2c)	1♥ 11+, 5+	
1♦ 11+, 4+, unbalanced or 18-19 bal 5d	1♠ 11+, 5+	
1NT (14)15-17	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses 2♣ Simple Stayman		
2♦ Transfer ♥	2♠ Transfer ♣	
2♥ Transfer ♠	2NT Transfer ♦	
other 3x = slammy, suit setting		
2♣ GF or 20-21 bal (through Kokish relay)		
2♦ Weak 6 card major or 22-23 bal		
2♥ 5♥, 4+ minor, weak		
2♠ 5♠, 4+ minor, weak		
2NT 5+,5+ minors, 6-11	3NT N/A	
other		

## 2. PRE-ALERTS

Jacoby	Two way checkback (including 1x-1y-1z)
Transfer Lebensohl	Kickback
Bergen	

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	weak
Responsive doubles through	N/A	Unusual NT	LUBS
1NT overcall - immediate	15-18	Immediate cue of minor	5+/5+ majors, any strength
1NT overcall - re-opening	N/A	Immediate cue of Major	5+/5+ Highest unbid suits
Over weak twos	Transfer Lebensohl	Over opening threes	Natural
Over opponent's 1NT	Multi Landy: 2c = both majors, 2d = single suited major, 2h = 5+h, 4+ minor, 2s = 5+s, 4+minor, x = better hand than yours		

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♥, 6+	2♦ 6+♦, roughly 11 points	3♦ 16-18 splinter
1♥ 4+♠, 6+	2♥ 6♥, 4-7	3♥ 16-18 splinter
1♠ 6-10 no maj/trf nt/♦GF	2♠ 6♠, 4-7	3♠ 16-18 splinter
1NT Invite	2NT 16+ bal	3NT 13-15 no maj bal
2♣ 10+, 4+♣	3♣ 5+♣, weak	4♣ very preemptive
other		
1♦ 1♥ 4+♥, 6+	2♥ 6♥, 4-7	3♥ 16-18 splinter
1♠ 4+♠, 6+	2♠ 6♠, 4-7	3♠ 16-18 splinter
1NT 6-11	2NT 16+ bal	3NT 13-15 no maj bal
2♣ GF, 5+♣	3♣ 6+♣, invite	4♣ 16-18 splinter
2♦ 4+♦, 10+	3♦ 4+♦, weak	4♦ very preemptive
other		
1♥ 1♠ 4+♠, 6+	2♥ 3♥, 6-9	3♦ 4+♥, 10-12
1NT 6-11	2♠ 3♥, 10-12	3♥ 4+♥, 0-5
2♣ GF	2NT 4+♥, GF	3♠ SPL
2♦ 5+♦ GF	3♣ 4+♥, 6-9	3NT N/A
other		
1♠ 1NT 6-11	2♠ 3♠, 6-9	3♥ 3♠, 10-12
2♣ GF	2NT 4+♠, GF	3♠ 4+♠, 0-5
2♦ 5+♦ GF	3♣ 4+♠, 6-9	3NT N/A
2♥ 5+♥ GF	3♦ 4+♠, 10-12	4♣ SPL
other		
1NT 3♣ 6+♣, Slam interest	3♠ 6+♠, Slam interest	4♦ Transfer ♥
3♦ 6+♦, Slam interest	3NT To play	4♥ Transfer ♠
3♥ 6+♥, Slam interest	4♣ Gerber	4♠ N/A
other		
2♣ 2♦ Negative	2NT 8-11 HCP bal	3♥ N/A
2♥ KQ to 5 or better	3♣ KQ to 6 or better	3♠ N/A
2♠ KQ to 5 or better	3♦ KQ to 6 or better	3NT N/A
other		
2♦ 2♥ Pass or Correct	3♣ Natural, forcing	3♠ N/A
2♠ Pass or Correct	3♦ Natural, forcing	3NT To play
2NT Inquiry	3♥ Pass or Correct	4♣ N/A
other		

Notes

2♥ 2♠ To play	3♦ To play	3NT
2NT Inquiry	3♥ PRE	4♣
3♣ Pass or Correct	3♠	4♥ GF
other		
2♠ 2NT Inquiry	3♥ To play	4♣
3♣ Pass or Correct	3♠ PRE	4♥
3♦ To play	3NT	4♠ GF
other		
2NT 3♣ To play	3♠	4♦
3♦ To play	3NT	4♥
3♥ Inquiry	4♣	4♠
other		

## 9. CONVENTIONS

**Unusual NT:** 5+ both minors, 6-11 points (can open light when favourable)

**4th Suit Forcing** One round  Game force

**NT Checkback**  Priorities:

**Defence to 3NT opening**

**Defence to Opening Twos** Transfer Lebensohl

Multi 2♦

RCO style 2-s

Other 2-s

**Defence** (1♣) : 1♦/♥/♠ natural, 1nt = 4+ both minors weak, 2♣ = 4+ both majors,

to 2♦/♥/♠ = weak preempt

**strong** (2♣) :

1♣ / 2♣

**Over 1NT Interference** Transfer Lebensohl

**Lebensohl - other uses**

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

4♥ 4♠

## 10. OTHER NOTES