

#### 4. BASIC RESPONSES

Jump raises - minors	Preemptive
Jump raises - Majors	Preemptive
Jump shifts after minor opening	Natural, weak (except 1♦-2♣ - natural, invitational)
Jump shifts after Major opening	Bergen raises
Responses to strong 2 suit open.	2♦ - weak/waiting, 2M - natural, 3M - HHxxxx
Responses to 2NT opening	Stayman, transfers, minor suit Stayman

#### 5. PLAY CONVENTIONS

Show priorities

	Versus <b>Suit</b> (or both)	Versus <b>NoTrump</b> (if different)
<b>Leads</b> 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)	MUD (unless partner's suit)	MUD (unless partner's suit)
In partner's suit	Low enc if supported, low if not	Low enc if supported, low if not
<b>Discards</b>	Low enc then reverse count	Low enc then reverse count
<b>Count</b>	Reverse	Reverse
<b>Signal</b> on partner's lead:	Count (occasional low enc)	Count (occasional low enc)
<b>Signal</b> on declarer's lead:	Count (occasional low enc), suit preference in trumps if relevant	
<b>Notes</b>		

#### 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
<b>Slam Notes</b>		
Cue Bids <input checked="" type="checkbox"/>	1st/2nd	
Asking Bids <input type="checkbox"/>		

#### 7. OTHER CONVENTIONS

Drury	Fit showing jumps in competition
Support X & XX	Long suit game tries
Blackout	Cue raises

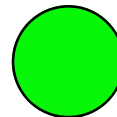
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**AUSTRALIAN BRIDGE  
FEDERATION INC.**



#### STANDARD SYSTEM CARD

ABF Nos.	701815	Lauren Travis
& Names:	864951	David Gue
Basic System:	2/1 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+♣, 11+HCP	1♥ 5+♥, 11+HCP	
1♦ 3+♦, 11+HCP	1♠ 5+♠, 11+HCP	
1NT 15-17	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses 2♣ Simple Stayman		
2♦ ♥	2♠ ♣	
2♥ ♠	2NT ♦	
other		
2♣ GF or 23+ balanced		
2♦ (5)6♦, weak		
2♥ (5)6♥, weak		
2♠ (5)6♠, weak		
2NT 20-22	3NT Gambling	
other		

#### 2. PRE-ALERTS

#### 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	weak
Responsive doubles through	4♥	Unusual NT	LUBS
1NT overcall - immediate	16-18	Immediate cue of minor	♥+♠
1NT overcall - re-opening	11-14	Immediate cue of Major	Other major + minor
Over weak twos	X, Leb, leaping Michaels	Over opening threes	X
Over opponent's 1NT	X - penalty, 2♣ - majors, 2NT - minors, other - natural		

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+HCP, 4+♦	2♦ 3-7HCP, 6+♦	3♦ Splinter
1♥ 5+HCP, 4+♥	2♥ 3-7HCP, 6+♥	3♥ Splinter
1♠ 5+HCP, 4+♠	2♠ 3-7HCP, 6+♠	3♠ Splinter
1NT 7-10 HCP	2NT 11-12 HCP	3NT To play
2♣ 10+HCP, 5+♣	3♣ 5-9HCP, 5+♣	4♣ Preemptive
other 4♥/4♠/5♦ - to play		
1♦ 1♥ 5+HCP, 4+♥	2♥ 3-7HCP, 6+♥	3♥ Splinter
1♠ 5+HCP, 4+♠	2♠ 3-7HCP, 6+♠	3♠ Splinter
1NT 6-9/10 HCP	2NT 10/11-12 HCP	3NT To play
2♣ GF, 4+♣	3♣ 6+♣, invitational	4♣ Splinter
2♦ 10+HCP, 4+♦	3♦ 5-9HCP, 4+♦	4♦ Preemptive
other 4♥/4♠/5♣ - to play		
1♥ 1♠ 6+HCP, 4+♠	2♥ 6-9, 3♥	3♦ 10-12, 4+♥
1NT 6-11 HCP, semi-F	2♠ 10-12, 3♥	3♥ Preemptive, 4+♥
2♣ GF, 3+♣	2NT GF, 4+♥	3♠ Splinter
2♦ GF, 4+♦	3♣ 6-9, 4+♥	3NT 4333, 13-15HCP
other 4♣/4♦ - splinter, 4♠/5♣/5♦ - to play		
1♠ 1NT 6-11 HCP, semi-F	2♠ 6-9, 3♠	3♥ 10-12, 3♠
2♣ GF, 3+♣	2NT GF, 4+♠	3♠ Preemptive, 4+♠
2♦ GF, 4+♦	3♣ 6-9, 4+♠	3NT 4333, 13-15HCP
2♥ GF, 5+♥	3♦ 10-12, 4+♠	4♣ Splinter
other 4♦/4♥ - splinter, 5♣/5♦ - to play		
1NT 3♣ 5 card Major ask	3♠ 13(45)	4♦ 6+♠, to play or RKCB
3♦ 5♣, 5♦, GF	3NT to play	4♥ To play
3♥ 31(45)	4♣ 6+♥, to play or RKCB	4♠ To play
other		
2♣ 2♦ weak/waiting	2NT --	3♥ HHxxxx
2♥ 7+, 5+ good ♥	3♣ HHxxxx	3♠ HHxxxx
2♠ 7+, 5+ good ♠	3♦ HHxxxx	3NT --
other		
2♦ 2♥ Natural, forcing	3♣ Natural, forcing	3♠ Splinter
2♠ Natural, forcing	3♦ Preemptive	3NT To play
2NT Shortage ask	3♥ Splinter	4♣ Splinter
other		

Notes

2♥ 2♠ Natural, forcing	3♦ Natural, forcing	3NT To play
2NT Shortage ask	3♥ Preemptive	4♣ Splinter
3♣ Natural, forcing	3♠ Splinter	4♥ To play
other		
2♠ 2NT Shortage ask	3♥ Natural, forcing	4♣ Splinter
3♣ Natural, forcing	3♠ Preemptive	4♥ To play
3♦ Natural, forcing	3NT To play	4♠ To play
other		
2NT 3♣ Simple Stayman	3♠ Minor suit Stayman	4♦ 6+♠, to play or RKCB
3♦ Transfer	3NT To play	4♥ 6+♣, slam interest
3♥ Transfer	4♣ 6+♥, to play or RKCB	4♠ 6+♦, slam interest
other		

## 9. CONVENTIONS

**Unusual NT:** Lowest 2 unbid suits

**4th Suit Forcing**

One round

Game force

**NT Checkback**

Priorities: 2 way, up the line

**Defence to 3NT opening**

4♣/4♦ - takeout, X - values, 4♥/4♠ - natural

**Defence to Opening Twos**

Multi 2♦ X - 16+, 2NT - 16-18 balanced, 3NT - to play, jumps - strong, natural

RCO style 2-s XXX

Other 2-s XXX

**Defence** (1♣) : X - majors, 1♦/1H/1♠/2♣ - natural, 1NT - minors, 2♦ - weak 6M

**to** 2♥ - ♥+m, 2♠ - ♠+m

**strong** (2♣) : X - majors, NT - minors, others - natural

1♣ / 2♣

**Over 1NT Interference** X - takeout, Lebensohl

**Lebensohl - other uses** Over weak 2s

**Take out of 4 level pre-empts**

4♣/4♦ X

4♥ X

4♠ 4NT

## 10. OTHER NOTES

1NT (X) : XX - single suited, forces 2C; 2x - that suit + a higher suit, usually 4/4+