

## 4. BASIC RESPONSES

Jump raises - minors	Preempt
Jump raises - Majors	Preempt
Jump shifts after minor opening	Into M = weak, 6 cards, 3-7 HCP
Jump shifts after Major opening	All artificial: see inside
Responses to strong 2 suit open.	2♦=waiting, GF; 2♥=neg.; 2♠=5+♠, 2 of AKQ; 2NT=5+♥, 2 of 3
Responses to 2NT opening	3♣=Pupt Stay.; 3♦/♥=trf to ♥/♠; 3♠=5♠/4♥; 4♣=Gerb.; Texas

## 5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead all	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	Top
In partner's suit	Low from xxx if unsupported	Top if no honour
<b>Discards</b>	Odd=Enc.; Even=McKenney	
<b>Count</b>	Low-High=Even	
<b>Signal</b> on partner's lead:	Low enc.; low-high even	
<b>Signal</b> on declarer's lead:	Reverse count on occasion	
<b>Notes</b>		

## 6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 1430	4♣ Gerber <input checked="" type="checkbox"/> when?	After 1NT & 2NT opening
<b>Slam Notes</b>	1st step denies Q, others specific Kings		
Cue Bids <input checked="" type="checkbox"/>	1st & 2nd indiscriminately		
Asking Bids <input type="checkbox"/>			

## 7. OTHER CONVENTIONS

Support X to 2 of our suit	1m-(1NT)-2♣=both M
Lebensohl	Exclusion Keycard, 30/14
2-way checkback in most 1x-1y-1z cases	4♣ after pard's preempt=keycard (4♦after♣)
3rd suit 1-round F after 1m-1X-2m	Blackout over reverse (cheaper of 4th Suit and NT)
Fit-jumps at 3 level in competition	

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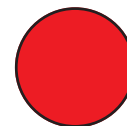
Scrambling NT

Snapdragon

TWERB



AUSTRALIAN BRIDGE  
FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	100171	Wynne Webber
& Names:	264210	Judy Bills
Basic System:	2/1 with transfer responses to 1♣	
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♣	10-21; 2+♣ (all Bal. 11-14)	1♥ 10-21; 5+♥
1♦	10-21; 2+♦ (all Bal. 18-19)	1♠ 10-21; 5+♠
1NT	(14)15-17	may contain 5 card Major <input checked="" type="checkbox"/>
<b>1NT Responses</b> 2♣ Simple Stayman		
2♦	Trf ♥	2♠ Trf ♣
2♥	Trf ♠	2NT Trf ♦
other 3♣=both m; 3♦=both M, slam try; 3M=3oM, 5/4 minors, GF		
2♣	Strong, 22+ Bal. or GF unbalanced	
2♦	Bad weak 2 in Major (3-7 HCP)	
2♥	6♥, 8-10	
2♠	6♠, 8-10	
2NT	20-21 Bal. (5M possible)	3NT solid 7+m, no outside A or K
other	4NT=both m, 6+/5+, less than opening strength	

## 2. PRE-ALERTS

Transfer responses to 1♣	All Bal. 11-14 open 1♣
2♦=bad weak two in Major	All Bal. 18-19 open 1♦
Tfer responses over opp's t/o X	

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	All	Jump overcalls	weak, except intermediate when re-opening
Responsive doubles through	All	Unusual NT	5/5 lower unbid suits
1NT overcall - immediate	15-18 (Sys. on)	Immediate cue of minor	5/5 Majors
1NT overcall - re-opening	11-14 (Sys. on)	Immediate cue of Major	5/5, other M + minor
Over weak twos	X+Leb.; Leaping Michaels	Over opening threes	X, non-leaping Michaels
Over opponent's 1NT	2♣=♥&♠; 2♦=6+M; 2M=5+M&4+m; 2NT=minors		
Constructive over weak NT			
Over strong NT (16 in range)	X=4M&5m; over weak NT (16 not in range) X=penalties		

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+ ♥, 4+ HCP	2♦ 5+ ♦, no M, GF	3♦ 5+ ♣, Spl. 10-14
1♥ 4+ ♠, 4+	2♥ 6+ ♥, 3-7	3♥ 5+ ♣, Spl., 10-14
1♠ Bal.no M/5+♦,4+M,GF	2♠ 6+ ♠, 3-7	3♠ 5+ ♣, Spl., 10-14
1NT 10-12 Bal., no 4 M	2NT 5+ ♣, 8-11	3NT 13-15 Bal.
2♣ 5+ ♣, GF	3♣ 5+ ♣, preempt (2-7)	4♣ N/A
other 4♥/♠ to play; 4NT simple Blackwood		
1♦ 1♥ 4+ ♥, 4+ HCP	2♥ 3-7, 6+ ♥	3♥ 5+ ♦, Spl. 10-14
1♠ 4+ ♠, 4+	2♠ 3-7, 6+ ♠	3♠ 5+ ♦, Spl., 10-14
1NT 5-9 no M	2NT 10-12, no M	3NT 13-15, Bal.
2♣ 5+ ♣, 11+	3♣ 5+ ♦, 8-11	4♣ 5+ ♦, Spl., 10-14
2♦ 4+ ♦, GF	3♦ 5+ ♦, preempt	4♦ N/A
other 4♥/♠ to play, 4NT simple Blackwood		
1♥ 1♠ 4+ ♠, 4+ HCP	2♥ 3 ♥, 4-9	3♦ 3 ♥, limit raise
1NT Semi-forcing, 5-11	2♠ 4+ ♥, 4-9/13+, any Spl.	3♥ 4+ ♥, 3-6, preempt
2♣ GF: ♣, Bal. or relay	2NT 4+ ♥, 10+(then Swed.)	3♠ 4+ ♥, 10-12, any Spl.
2♦ 5+ ♦, GF	3♣ 4+ ♥, 6-9, no shortage	3NT 4+ ♥, void ♠, 10-14
other 4m=void Spl., 10-14; 4♥=Pre, 4♠=Excl. KCB; 4NT=simple Blackwood		
1♠ 1NT Semi-forcing, 5-11	2♠ 3 ♠, 4-9	3♥ 3 ♠, limit raise
2♣ GF: ♣, Bal. or relay	2NT 4+ ♠, 4-9/13+, any Spl.	3♠ 4+ ♠, 3-6, preempt
2♦ 5+ ♦, GF	3♣ 4+ ♠, 10+(then Swed.)	3NT 4+ ♠, 10-12, any Spl.
2♥ 5+ ♥, GF	3♦ 4+ ♠, 6-9 no shortage	4♣ 4+ ♠, void ♣, 10-14
other 4♦=void Spl.; 4♥=void Spl.; 4♠=preempt; 4NT=simple Blackwood		
1NT 3♣ Both m, 5/5, GF	3♠ 1-3-(5-4) GF	4♦ Trf to ♥
3♦ Both M, 5/5, slammish	3NT To play	4♥ Trf to ♠
3♥ 3-1-(5-4) GF	4♣ Gerber	4♠ N/A
other		
2♣ 2♦ Waiting, GF	2NT 5+ ♥, 2 of AKQ	3♥ 6+ ♥, not 2 of AKQ
2♥ Neg. No A, K or 2Q	3♣ 5+ ♣, 2 of AKQ	3♠ 6+ ♠, not 2 of AKQ
2♠ 5+ ♠, 2 of AKQ	3♦ 5+ ♦, 2 of AKQ	3NT Any AKQxxx
other		
2♦ 2♥ Pass or correct	3♣ To play, NF	3♠ Pass or correct
2♠ Pass or correct	3♦ To play, NF	3NT To play
2NT *Forcing enquiry	3♥ Pass or correct	4♣ Trf me to your M
other 4♦=bid your M; 4M=to play		

**Notes** \*3♣ = min. ♥; 3♦ = min. ♠; 3♥ = Max. ♥; 3♠ = Max. ♠

2♥ 2♠ Nat, NF	3♦ Nat, NF	3NT To play
2NT Enquiry (Swedish)	3♥ preempt	4♣
3♣ Nat, NF	3♠ To play	4♥ To play
other 4NT=Keycard ♥		
2♠ 2NT Enquiry (Swedish)	3♥ Nat, NF	4♣
3♣ Nat, NF	3♠ preempt	4♥ To play
3♦ Nat, NF	3NT To play	4♠ To play
other 4NT=Keycard		
2NT 3♣ Puppet Stayman	3♠ 5/4 ♠/♥	4♦ Texas (6+ ♥)
3♦ Trf ♥	3NT To play	4♥ Texas (6+ ♠)
3♥ Trf ♠	4♣ Gerber	4♠ N/A
other 4NT=Quant.		

## 9. CONVENTIONS

**Unusual NT:** Lower 2 unbid suits

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

**NT Checkback**  Priorities: 2♣ forces 2♦; 2♦=GF

**Defence to 3NT opening** 4♣=both M

**Defence to Opening Twos** X=T/O with Lebensohl

Multi 2♦ X=13-15 bal.; 2NT = 16-18 bal.; otherwise natural

RCO style 2-s X=15+

Other 2-s

**Defence** (1♣) : X=♦ or ♥+♠; ♦=♥ or ♠+♣; ♥=♠ or ♣+♦; NT=odds

**to** (also after 1♣-1♦)

**strong** (2♣) : As above (also after 2♣-2♦)

1♣ / 2♣

**Over 1NT Interference** Lebensohl

**Lebensohl - other uses** Over X of weak 2s + other 2-level Xs

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

4♥ X=3 suited; 4NT=2 suited 4♠ X=3 suited; 4NT=2 suited

## 10. OTHER NOTES

Point ranges are indicative only.