

4. BASIC RESPONSES

Jump raises - minors	NAT WK
Jump raises - Majors	NAT WK
Jump shifts after minor opening	To om = NAT INV; to M = NAT WK
Jump shifts after Major opening	NAT INV
Responses to strong 2 suit open.	2♦ = waiting
Responses to 2NT opening	3♣ = M suit ask, may include m slam try; 3♦♥ = ♥/♠

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Second of touching honours	Overlead except AK and T9 (1)
Four or more with an honour	Count: 3rd = even; low = odd	Low encourage
From 4 small	3rd highest	Low encourage
From 3 cards (no honour)	Lowest	Low encourage
In partner's suit	Overlead touching honours + J/T/9 = 0 or 2 higher honours
Discards	Odd = encouraging + even = discouraging/suit pref
Count	Low-High = Even	
Signal on partner's lead:	Low encourage	
Signal on declarer's lead:	Generally reverse count; suit pref if required; see (2)	
Notes (1) A = unblock or count; T = interior sequence (e.g. KJT/KT9); 9 usually from T9		
(2) Against NT, on declarer's first lead, often reverse attitude about suit of opening lead (unless reverse count required)		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/>	when?
Slam Notes	Kickback; 3♠/NT often a non-serious slam try in ♥/♠ auctions		
Cue Bids <input checked="" type="checkbox"/>	1st or 2nd round control		
Asking Bids <input type="checkbox"/>			

7. OTHER CONVENTIONS

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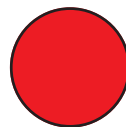
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	446955	Stephen Fischer
& Names:	696481	Sebastian Yuen
Basic System:	Modified 2/1	
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♣ 2+♣, ♣ or (semi-)bal.	1♥ 5+♥	
1♦ 4+♦, not bal. (may have longer ♣)	1♠ 5+♠	
1NT (14)15-17 (semi-)bal.	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses 2♣ Simple Stayman		
2♦ 5+♥	2♠ Range ask OR 5+♣	
2♥ 5+♠	2NT 5+♦	
other 3X = three-suited, short X		
2♣ 20-21 (semi-)bal. OR 24+ (semi-)bal. OR ART FG		
2♦ Weak (5)6+♦		
2♥ Weak (5)6+♥		
2♠ Weak (5)6+♠		
2NT 22-23 (semi-)bal.	3NT	
other		

2. PRE-ALERTS

Transfers over 1♣ opening	1♣ could include longer ♦ if (semi-)bal.
Transfers in a range of low-level	(e.g. 3=3=5=2)
competitive auctions (inc. some X/XX)	1♦ could include longer ♣

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	Lots	Jump overcalls	Weak
Responsive doubles through	Some	Unusual NT	Lowest unbid, 5+/5+, weak or strong
1NT overcall - immediate	15-18	Immediate cue of minor	Majors, 5+/5+, weak or strong
1NT overcall - re-opening	11-14(1♣)/-16(1♠)	Immediate cue of Major	oM + m, 5+/5+, weak or strong
Over weak twos	X = Takeout	Over opening threes	X = Takeout
Over opponent's 1NT	2♣ = majors (5+/4+), 2♦ = unspecified major (weaker)		
2M = M (stronger)			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♥	2♦ INV ♦	3♦ WK ♦
1♥ 4+♠	2♥ WK 6♥	3♥ 31(54) OR 3055, FG
1♠ See (1)	2♠ WK 6♠	3♠ 13(54) OR 0355, FG
1NT INV may have 4M	2NT 16+ (semi-)bal.	3NT To play
2♣ INV+ ♣	3♣ WK ♣	4♣ WK ♣
other		
1♦ 1♥ 4+♥	2♥ WK 6♥	3♥ 4+♦, 0-1♥, FG
1♠ 4+♠	2♠ WK 6♠	3♠ 4+♦, 0-1♠, FG
1NT < INV no M	2NT INV no M	3NT To play
2♣ FG ♣	3♣ INV ♣	4♣ 4+♦, 0-1♣, FG
2♦ INV+ ♦	3♦ WK ♦	4♦ WK ♦
other		
1♥ 1♠ 4+♠	2♥ WK ♥	3♦ INV ♦
1NT <FG <4♠	2♠ INV ♠	3♥ WK ♥
2♣ See (2)	2NT FG 4+♥	3♠ 4+♥, 0-1♠, FG
2♦ FG ♦	3♣ INV ♣	3NT 3♥, 4333, ~13-15
other		
1♠ 1NT	2♠ WK ♠	3♥ INV ♥
2♣ See (2)	2NT FG 4+♠	3♠ WK ♠
2♦ FG ♦	3♣ INV ♣	3NT 3♠, 4333, ~13-15
2♥ FG ♥	3♦ INV ♦	4♣ 4+♠, 0-1♠, FG
other		
1NT 3♣ 3-suited, 0-1♣	3♠ 3-suited, 0-1♠	4♦ Puppet to 4♠
3♦ 3-suited, 0-1♦	3NT To play	4♥ To play
3♥ 3-suited, 0-1♥	4♣ Puppet to 4♥	4♠ To play
other		
2♣ 2♦ Waiting	2NT	3♥
2♥ 5+♥, good suit	3♣ 6+♣, good suit	3♠
2♠ 5+♠, good suit	3♦ 6+♦, good suit	3NT
other	Others = values + good suit	
2♦ 2♥ ♥, constructive NF	3♣ ♣, constructive NF	3♠ ♦, 0-1♠
2♠ ♠, constructive NF	3♦ ♦ non-INV	3NT To play
2NT Length/strength ask	3♥ ♦, 0-1♥	4♣ ♦, 0-1♣
other		

Notes (1) Weak no M OR FG ♦ OR FG (semi-)bal.

(2) FG ♣ OR FG (semi-)bal. OR INV+ 3+M (usually =3M if FG)

2♥ 2♠ ♠, constructive NF	3♦ ♦, constructive NF	3NT To play
2NT Length/strength ask	3♥ ♥ non-INV	4♣ ♥, 0-1♣
3♣ ♣, constructive NF	3♠	4♥ To play
other		
2♠ 2NT Length/strength ask	3♥ ♥, forcing	4♣ ♠, 0-1♣
3♣ ♣, constructive NF	3♠ ♠ non-INV	4♥ ♠, 0-1♥
3♦ ♦, constructive NF	3NT To play	4♠ To play
other		
2NT 3♣ Major suit ask	3♠ Minor suit ask	4♦ Puppet to 4♠
3♦ 5+♥	3NT To play	4♥ To play
3♥ 5+♠	4♣ Puppet to 4♥	4♠ To play
other		

9. CONVENTIONS

Unusual NT: Lowest unbid suits, 5+/5+, weak or strong

4th Suit Forcing One round Game force

NT Checkback Priorities: PUP+TRF over 1NT; 3♣ checkback over 2NT; see (3)

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦ X = 13-15 (semi-)bal.

RCO style 2-s

Other 2-s Generally, X = takeout of (potentially) natural suits

Defence X = majors, NT = minors

to

strong (2♣) :

1♣ / 2♣

Over 1NT Interference Transfer Lebensohl

Lebensohl - other uses In competition, 2NT often ART WK/COMP (direct bids stronger)

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X/4NT 4♠ X/4NT

10. OTHER NOTES

(3) After 1♣-1♦-1♠; 1♣-1♦-1NT; 1♣-1♥-1NT; 1♥-1♠-1NT:

2♣ = puppet to 2♦, either weak ♦ or about to show INV hand;

2♦/♥/♠/NT = Transfer to ♥/♠/♣/♦, weak OR FG

3X = slam try 5/5