

4. BASIC RESPONSES

Jump raises - minors	Inverted minor. (2m=GF)
Jump raises - Majors	Weak raise. 4+ card support.
Jump shifts after minor opening	Major jump shift = weak. Minor jump shift = invite.
Jump shifts after Major opening	Bergen raises.
Responses to strong 2 suit open.	2♦ = 0-7 waiting. Other = 8+ HCP and 5 card suit.
Responses to 2NT opening	3♣ = puppet. Transfers and 2 under transfers.

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead all*	
Four or more with an honour	Fourths (10 is not an honour)	
From 4 small	Second	
From 3 cards (no honour)	MUD	
In partner's suit	Same as above	
Discards	Low encourage	
Count	Reverse present	
Signal on partner's lead:	Low encourage	
Signal on declarer's lead:	Reverse count (default)	
Notes	*Overlead all except AK: A = attitude K = count	
	Suit preference in trumps and other situations.	

6. SLAM CONVENTIONS

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

7. OTHER CONVENTIONS

Drury	DOPI
Splinters	2 Way checkback
OGUST	4th suit forcing
Jacoby 2NT	3rd Suit forcing after minor rebid
Support doubles	

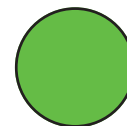
www.abf.com.au

PDF Form Rev. 17K21 by RoL
MyRev.

Copyright © ABF 2017



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	942847	Alex Phillips
& Names:	857998	Ailsa Peacock
Basic System:	Standard 2/1	
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♣ 3+ ♣, 10+ HCP	1♥ 5+ ♥, 10+ HCP	
1♦ 3+ ♦, 10+ HCP	1♠ 5+ ♠, 10+ HCP	
1NT 15-17 HCP, BAL or semi-BAL	may contain 5 card Major	<input checked="" type="checkbox"/>
1NT Responses 2♣ Simple Stayman		
2♦ transfer to ♥	2♠ Range probe or ♣ transfer	
2♥ transfer to ♠	2NT transfer to ♦	
other 3 level = 6+ cards, Slam try		
2♣	Game force	
2♦	Flannery. 5♥ 4♠ 11-15	
2♥	Weak Nat	
2♠	Weak Nat	
2NT	20-21	3NT Specific Ace Ask
other		

2. PRE-ALERTS

Semi-forcing 1NT response	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak
Responsive doubles through	4♥	Unusual NT	Lowest Unbid Suits
1NT overcall - immediate	15-18	Immediate cue of minor	Both majors, 6-11/15+
1NT overcall - re-opening	13-15	Immediate cue of Major	Other major + minor, 6-11/15+
Over weak twos	Lebensohl	Over opening threes	x = T/O
Over opponent's 1NT	x = penalties	2♣ = single suited	2♦ = majors 2♥ = ♥ + m 2♠ = ♠ + m
2NT = minors			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♦	2♦ invite in ♣	3♦ splinter
1♥ 4+♥	2♥ weak	3♥ splinter
1♠ 4+♠	2♠ weak	3♠ splinter
1NT 6-11HCP	2NT 12 HCP invite	3NT to play
2♣ GF 5+♣	3♣ 5+♣ weak	4♣ keycard ?
other		
1♦ 1♥ 4+♥	2♥ weak	3♥ splinter
1♠ 4+♠	2♠ weak	3♠ splinter
1NT 6-11 HCP	2NT 12 HCP invite	3NT to play
2♣ GF 5+♣	3♣ invite♦	4♣
2♦ GF 5+♦	3♦ weak	4♦ keycard?
other		
1♥ 1♠ 5+♠	2♥ 6-9 3+♥	3♦ 10-11 4+♥
1NT 6-11 HCP (poss. 4♠)	2♠ weak	3♥ weak
2♣ GF 3+♣	2NT GF 4+♥	3♠ splinter
2♦ GF 5+♦	3♣ 6-9 4+♥	3NT to play
other		
1♠ 1NT 6-11 HCP	2♠ 6-9 3+♠	3♥ splinter
2♣ GF 3+♣	2NT GF 4+♠	3♠ weak
2♦ GF 5+♦	3♣ 6-9 4+♠	3NT to play
2♥ GF 5+♥	3♦ 10-11 4+♠	4♣ splinter
other		
1NT 3♣ slam try ♣	3♠ slam try ♠	4♦ transfer to ♠
3♦ slam try♦	3NT to play	4♥
3♥ slam try♥	4♣ transfer to♥	4♠
other		
2♣ 2♦ waiting 0-7HCP	2NT	3♥
2♥ 8+ HCP 5+♥	3♣	3♠
2♠	3♦	3NT
other		
2♦ 2♥	3♣	3♠
2♠	3♦	3NT
2NT	3♥	4♣
other		

Notes

2♥ 2♠ to play	3♦ to play	3NT to play
2NT enquiry	3♥ to play	4♣ to play
3♣ to play	3♠ to play	4♥ to play
other		
2♠ 2NT enquiry	3♥	4♣
3♣	3♠	4♥
3♦	3NT	4♠
other	the rest is to play	
2NT 3♣ puppet stayman	3♠	4♦
3♦	3NT	4♥
3♥	4♣	4♠
other		

9. CONVENTIONS

Unusual NT: _____

4th Suit Forcing One round _____ Game force

NT Checkback Priorities: 2-way. Show 3 card support always.

Defence to 3NT opening _____

Defence to Opening Twos _____

Multi 2♦ _____

RCO style 2-s _____

Other 2-s _____

Defence (1♣) : {Replace with your defence to strong 1♣ openings}

to _____

strong (2♣) : _____

1♣ / 2♣ _____

Over 1NT Interference Lebensohl _____

Lebensohl - other uses Over weak two openings from opps _____

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

4♥ _____ 4♠ _____

10. OTHER NOTES
