

4. BASIC RESPONSES

Jump raises - minors	Preempt	Other:
Jump raises - Majors	Preempt	Other:
Jump shifts after minor opening	2M: weak 3-7	
Jump shifts after Major opening	Natural NF Invitational 6+ suit (ex. 1♥-2♠ = weak 3-7)	
Responses to strong 2 suit open.	2♦ negative, waiting	
Responses to 2NT opening	3♣: simple stayman, 3R: TRF, 3♠ minors	

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead except AK, see note	Overlead, except K = UB/CT
Four or more with an honour	3rd/5th	4th highest
From 4 small	3rd highest	4th highest
From 3 cards (no honour)	Bottom	High, top or middle
In partner's suit		
Discards	Low Encourage	
Count	Low-High = Even	
Signal on partner's lead:	Count, ex. on Ace lead (see note)	Attitude, ex. on King opening lead
Signal on declarer's lead:	Count, Suit Preference. Rev Attitude to opening lead at trick 2 vs NT	
Notes Subsequent leads: vs suit are reverse count (LOW from xx) vs NT are Attitude		

6. SLAM CONVENTIONS

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

7. OTHER CONVENTIONS

Against suit contracts we lead A from AK except	Additionally we also lead King from AK when:
we have bid and raised a suit	we have a doubleton
you are playing at the 5 level or higher	we are planning to switch to a singleton
you opened with a preempt (3♣+)	
in these situations we give ATT for the King	

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Drury, short suit trials, last train, blackout, non-serious 3NT,

two way checkback after all 1x-1y-1z (except 1♣-1♠; 1NT)

Artificial rebids: 2♦ reverse, 2♣ after opening 1M



**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	736325	Max Henbest
& Names:	522805	Dave Wiltshire
Basic System:	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♣ 11+, 2+, all 18-19 BAL w/o 5♦/M	1♥ 11+, 5+ (4+ in 3rd/4th)	
1♦ 11+, 4+ (mostly unbalanced)	1♠ 11+, 5+ (4+ in 3rd/4th)	
1NT (14)15-17	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses 2♣ Simple Stayman	Other:	
2♦ → ♥	2♠ Range Probe or INV+ ♣	
2♥ → ♠	2NT sign off in 3♣ or FG 5+♦	
other 3♣: sign off in ♦ or FG (41)44 or 55+m, 3♦: S/T 55+m, 3M: SPL (31)(54)		
2♣ FG		
2♦ Weak, 5/6 depending on vul		
2♥ Weak, 5/6 depending on vul		
2♠ Weak, 5/6 depending on vul		
2NT 20-22	3NT	
other		

2. PRE-ALERTS

1M - 2♣ multi meaning (see other notes)	Switch low from xx against suit
Transfers over 1♣ and at the 1 level in comp	All 18-19 BAL open 1♣ W/o 5<suit>
including some doubles and redoubles	Open most 11-14 BAL 1♣ (unless good ♦)

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	Weak
Responsive doubles through	4♠	Unusual NT	Lowest Unbid
1NT overcall - immediate	15-18	Immediate cue of minor	Both Majors
1NT overcall - re-opening	14-16	Immediate cue of Major	Other Major + minor
Over weak twos	X = T/O, Leaping Michaels	Over opening threes	X = T/O
Over opponent's 1NT	X = PEN, 2♣: ♥ + another, 2♦: ♠ + another		
With both Majors we show the longer first when minimum and the shorter first when strong			
In pass out vs weak NT: X = 12+ when we are nv			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 0+ HCP, 4+♥	2♦ 3-7, 6+♦	3♦
1♥ 0+ HCP 4+♠	2♥ 3-7, 6+♥	3♥
1♠ 0+ no M unless FG w/♦	2♠ 3-7, 6+♠	3♠
1NT 11-12 BAL, can have 4M	2NT 10-12, 6+♣	3NT 13-15 BAL
2♣ 4+♣ FG	3♣ 0-6, 6+♣	4♣
other		
1♦ 1♥ 4+♥	2♥ 3-7, 6+♥	3♥ SPL
1♠ 4+♠	2♠ 3-7, 6+♠	3♠ SPL
1NT 6-10	2NT 11-12 BAL, no M	3NT 13-15 BAL
2♣ FG, 4+♣	3♣ 10-12 4+♦	4♣
2♦ FG, 4+♦	3♦ 6-9, 4+♦	4♦
other		
1♥ 1♠ 4+♠	2♥ 6-10	3♦ Natural INV
1NT 0-11, NF	2♠ weak, 3-7	3♥ PRE
2♣ see other notes	2NT 4+♥, FG	3♠ any SPL, 12-15
2♦ 5+♦ FG	3♣ Natural INV	3NT void SPL, 10-13
other by PH: 2♣ reverse drury, 2NT = 6+♣		
1♠ 1NT 0-11 NF	2♠ 6-10	3♥ Natural INV
2♣ see other notes	2NT 4+♠, FG	3♠ PRE
2♦ 5+♦ FG	3♣ Natural INV	3NT any SPL, 12-15
2♥ 5+♥ FG	3♦ Natural INV	4♣ void SPL, 10-13
other		
1NT 3♣ puppet to 3♦	3♠ 13(54)	4♦ -> 4♠
3♦ 55+ minors, S/T	3NT to play	4♥ to play
3♥ 31(54)	4♣ -> 4♥	4♠ to play
other by PH: 2♣ reverse drury, 2NT = 6+♣		
2♣ 2♦ negative/waiting	2NT natural	3♥ does not exist
2♥ natural	3♣ natural	3♠ does not exist
2♠ natural	3♦ natural	3NT does not exist
other		
2♦ 2♥ F Vul, NF nv	3♣ Natural Forcing	3♠ F nv, SPL Vul
2♠ F Vul, NF nv	3♦ Preemptive	3NT to play
2NT Enq Vul, puppet to 3♣ nv	3♥ F nv, SPL Vul	4♣
other		

Notes

2♥ 2♠ F Vul, NF nv	3♦ Natural Forcing	3NT To Play
2NT Enq Vul, puppet to 3♣ nv	3♥ PRE	4♣
3♣ Natural Forcing	3♠ F nv, SPL VUL	4♥ To play
other		
2♠ 2NT Enq Vul, puppet to 3♣ nv	3♥ Natural Forcing	4♣ SPL
3♣ Natural Forcing	3♠ PRE	4♥ to play
3♦ Natural Forcing	3NT To Play	4♠ to play
other		
2NT 3♣ simple stayman	3♠ minor suit stayman	4♦ -> 4♠
3♦ -> 3♥	3NT to play	4♥ -> 5♣
3♥ -> 3♠	4♣ -> 4♥	4♠ -> 5♦
other		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round

Game force

NT Checkback Priorities: 2 way

Defence to 3NT opening

Defence to Opening Twos First double values, second double takeout, third double penalty

Multi 2♦

RCO style 2-s

Other 2-s

Defence 1♣ : X Majors, 1NT minors

to

strong

♣

Over 1NT Interference lebensohl

Lebensohl - other uses Takeout double of weak 2

Take out of 4 level pre-empts 4♣/4♦ X = t/o

4♥ X = t/o

4♠ X = t/o

10. OTHER NOTES

1M - 2♣ 3 way:

invite in M

(invite) FG BAL

FG 5+♣