

4. BASIC RESPONSES

Jump raises - minors	Limited	Other: 3C=8-11, 3D=7-9 (with shortage or 2 doubletons)
Jump raises - Majors	Preempt	Other: Range 3-7
Jump shifts after minor opening	1C-2D= Multi. 1m-2H=5S-4+H (4-7), 1m-2S= raise, 1D-3C= nat. invite	
Jump shifts after Major opening	Modified Bergen and Jacoby. 1H-3D/1S-3H= nat invite	
Responses to strong 2 suit open.	2C-2D= relay, 2C-2M/3m= natural positive, 2C-3M= 5-7 good suit (6)3C	
Responses to 2NT opening	3C= major enquiry, transfers, 3S= puppet to 3NT (minors), 4C= majors	

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A-Attitude K-Count	Overlead, A-Attitude K-Count
Four or more with an honour	3rd/5th	4th highest
From 4 small	3rd highest	2nd highest
From 3 cards (no honour)	Bottom	Bottom
In partner's suit	Top of xxx when supported	Top of xxx when supported
Discards	See Note 1	See Note 1
Count	Low-High = Even	Low-High = Even
Signal on partner's lead:	count (1), enc (2), suit pref (3)	
Signal on declarer's lead:	count (1), suit pref (2) very rare Smith in NT.	

Notes 1) Mainly count (low-high even) with suit preference overtones. Low first discard encouraging in certain situations.

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 1430 4♣ Gerber when? over 1NT

Slam Notes Exclusion KC= 0,1,1+Q, 2, 2+Q, 3, 3+Q, DOPI, ROPI

Cue Bids First and second round

Asking Bids

7. OTHER CONVENTIONS

Good Bad 2NT	1D-1H, 1S- 2C= puppet to 2D (2D direct GF)
Jacoby	
Drury	
Lebensohl	
Leaping Michaels	

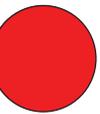
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**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	117714	David Appleton
& Names:	568201	Howard Melbourne
Basic System:	2/1 GF, 5 card majors	
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

1♣ 10+, (2)	1♥ 9+, (5)
1♦ 10+, (4)	1♠ 9+, (5)
1NT 1st/2nd : 14.5-16.5, 3rd/4th : 15-17	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ major enquiry	Other: 2H= 4+ hearts, 2S=5 spades
2♦ Hearts	2♠ Range probe
2♥ Spades	2NT Puppet to 3C; clubs, 4414 or 5-5 minors
other 3C: diamonds, 3D: hearts invite or game, 3H: spades invite or game, 3S: 22(54) 12+	

2♣ GF or 22+ balanced

2♦ Weak in either major (normally denies 3 in other major)

2♥ 7-10, 5H and 4+m (at least 55 VUL)

2♠ 7-10, 5S and 4+m (at least 55 VUL)

2NT 20-21(22)

3NT 1-3 posn. good 4H opener or 4C preempt

other 4C (1-3 posn): good 4S or 4D preempt, 4D: 5-6M good suits (9-13)

2. PRE-ALERTS

1C may be doubleton when balanced	Modified Bergen raises
Transfers over 1C	Transfers after 1M - X and after 1y-1M-X
Multi 2D, 2M weak two suiters	3NT/4C/4D openers

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4S	Jump overcalls	3m intermediate, else weak
Responsive doubles through	4S	Unusual NT	extremes unbid.
1NT overcall - immediate	15.5-18	Immediate cue of minor	Majors (5-5)
1NT overcall - re-opening	11-14 (m), 13-16 (M)	Immediate cue of Major	Highest unbid (5-5)
Over weak twos	X- t.o.+ Lebensohl, L. Michaels	Over opening threes	X-t.o. L. and non-L. Michaels
Over opponent's 1NT	Asptro; 2C=H+another, 2D=S+another (with majors anchor to shorter/weaker)		
2NT/3C= transfers, X of weak NT=PEN, X of >14 NT=5H+minor			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 0+, 4+ hearts	2♦ weak in a M	3♦ any solid suit
1♥ 0+, 4+ spades	2♥ 4-7, 5S-4+H	3♥ splinter (5+ clubs)
1♠ 4+, wk no M or diamonds	2♠ 11+, Club raise	3♠ splinter (5+ clubs)
1NT 7-11, no major	2NT 5-5 m (weak or strong)	3NT 13-15, 33(34)
2♣ 6.5-10, 5+ clubs	3♣ 8-11, club invite	4♣ reemptive
other		
1♦ 1♥ 3+ natural	2♥ 4-7, 5S-4+H	3♥ splinter
1♠ 3+ natural	2♠ 10+ raise	3♠ splinter
1NT 6-10 natural	2NT 11-12, nat. (often 3334)	3NT 13-15, (often 3334)
2♣ natural GF	3♣ natural six cards invite.	4♣ splinter
2♦ 6-9 raise	3♦ 7-9, shapely raise	4♦ preemptive
other		
1♥ 1♠ 3+, natural	2♥ 6-9, raise	3♦ natural invite
1NT 5-11 (NF)	2♠ Jacoby	3♥ 3-7 preemptive raise
2♣ natural GF	2NT 8-9/10-12 four card raise	3♠ 10-12/18+ any splinter
2♦ natural GF	3♣ 10-12 (3h)/ 16-17(4h+spl)	3NT 13-15 spade splinter
other 4m= 13-15 splinter		
1♠ 1NT 5-11 (NF)	2♠ 6-9, raise	3♥ natural invite
2♣ natural GF	2NT Jacoby	3♠ 3-7 preemptive raise
2♦ natural GF	3♣ 8-9/10-12 four card raise	3NT 10-12/18+ any splinter
2♥ natural GF	3♦ 10-12 (3s)/ 16-17(4s+spl)	4♣ 13-15 club/heart splinter
other 4D= 13-15 splinter, 4H= natural to play		
1NT 3♣ diamonds (wk or strong)	3♠ 22(45) GF (good minors)	4♦ 5-5 majors game only
3♦ hearts inv+ (good suit)	3NT to play	4♥ to play
3♥ spades inv+(good suit)	4♣ Gerber	4♠ to play
other		
2♣ 2♦ relay	2NT 9-11 bal. soft values	3♥ 5-7, good six card suit
2♥ 7+ natural positive	3♣ 8+ natural positive	3♠ 5-7, good sixcard suit
2♠ 7+ natural positive	3♦ 8+ natural positive	3NT Any solid suit (6+)
other		
2♦ 2♥ P/C	3♣ natural F1	3♠ natural GF
2♠ P/C	3♦ natural F1 or major raise	3NT to play
2NT enquiry	3♥ natural GF	4♣ transfer to M partner
other 4D= bid major partner		

Notes

2♥ 2♠ natural constructive	3♦ P/C	3NT to play
2NT enquiry	3♥ preemptive raise	4♣ splinter
3♣ P/C	3♠ natural GF	4♥ to play
other 4D= splinter		
2♠ 2NT enquiry	3♥ natural GF	4♣ splinter
3♣ P/C	3♠ preemptive raise	4♥ splinter
3♦ P/C	3NT to play	4♠ to play
other 4D= splinter		
2NT 3♣ major enquiry	3♠ puppet to 3NT- minor(s)	4♦ transfer
3♦ 5+ hearts, transfer	3NT to play	4♥ transfer
3♥ 5+ spades, transfer	4♣ 5-5 majors	4♠ Blackwood
other		

9. CONVENTIONS

Unusual NT: extremes

4th Suit Forcing One round Game force

NT Checkback Priorities: 2D forced over 2C (invite or weak), 2D= GF - bid naturally

Defence to 3NT opening X= Balanced penalty. 4m= t.o of that suit

Defence to Opening Twos X= t.o., Leaping Michaels, Cue= stopper ask

Multi 2♦ Transfers (X=hearts) but 2NT=natural (2S= clubs)

RCO style 2-s X= values (1st), t.o (2nd and penalties (3rd)

Other 2-s X= t.o. generally

Defence 1C: x= majors, 1NT= spades and a minor, 2NT= hearts and a minor (good hand)

to

strong 2C: x= majors, 2NT= spades and a minor, 3NT= hearts and another (good hand)

♣

Over 1NT Interference transfers

Lebensohl - other uses when competing

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

4♥ X= t.o. 4♠ X= t.o. and 4NT two places to play

10. OTHER NOTES

Jump in 4th suit= shortage in first with support for second.

Normal Blackwood on the first round of bidding (excluding 4M overcall situation)