

4. BASIC RESPONSES

Jump raises - minors	Inverted	Other: 4-9HCP
Jump raises - Majors	Preempt	Other:
Jump shifts after minor opening	2 level weak, 3 other m criss-cross, 3M = splinter	
Jump shifts after Major opening	1♥-2♠ WJS, 3 level Bergen raises with 4 cd SUPP	
Responses to strong 2 suit open.	Points Range/Transfers/Shape Shows	
Responses to 2NT opening	Muppet Stayman/Transfers	

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A or Q-ATT, K-Count	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	as above	
Discards	Low Encourage	
Count	Low-High = Even	
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:	Reverse count	
Notes	Tens treated as honour for NT, small for suits	

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430 exc.C	4♣ Gerber <input type="checkbox"/>	when?
Slam Notes	Minorwood		
Cue Bids <input checked="" type="checkbox"/>	First and second indiscriminately		
Asking Bids <input type="checkbox"/>			

7. OTHER CONVENTIONS

Jacoby	Lebensohl	Serious/Non Serious 3NT
Mod Puppet Stayman over 2NT rebid	Support X/XX	
mini splinters	cue raise with values	
Various Trial Bids	P1D2	
Blackout	4NT opening: specific Ace ask	

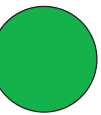
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3rd suit FG after 1m opening and 2m simple rebid	
Exclusion Keycard: Step1=1KC etc, return to trump suit with 0	
Toxic/TWERB	Kokish
Good/Bad 2NT	Leaping/non-leaping Michaels

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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	159840	Christopher Quail
& Names:	063541	Neil Ewart
Basic System:	2/1 Game Force 14-17NT	
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♣ (10)11-20HCP 3+	1♥ (10)11-20HCP 5+	
1♦ (10)11-20HCP 3+	1♠ (10)11-20HCP 5+	
1NT 14-17HCP	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses 2♣ Other: 5 Card Range Ask		
2♦ TRF to ♥	2♠ TRF to ♣	
2♥ TRF to ♠	2NT TRF to ♦	
other 4♣ TRF to ♥, 4♦ TRF to ♠		
2♣	20-21 HCP BAL, 24+ Bal or GF	
2♦	<12HCP 6+ ♥ or ♠ OR 22-23 Bal	
2♥	6-11 HCP 5+-5+ ♥ & minor	
2♠	6-11 HCP 5+-5+ ♠ & minor	
2NT	(7) 8-11 5+-5+ ♥ & ♠	3NT 4 Level Minor preempt
other		

2. PRE-ALERTS

Support X/XX	
NAMYATS	AQ for att K for count throughout
Mini Splinters	Bids over OPPT 1NT O/C of our 1♣ or 1♦

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	WK
Responsive doubles through	4♥	Unusual NT	over M: ms; over 1m: lower 5+/5+<9HCP or GF
1NT overcall - immediate	15-18HCP	Immediate cue of minor	Both Ms 5+/5+<9HCP or GF
1NT overcall - re-opening	11-14HCP (FOC)	Immediate cue of Major	5+/5+OM +1m <9HCP or GF
Over weak twos	X T/O + LEB; 2NT:15-18HCP	Over opening threes	X for T/O +non-leaping Michaels
Over opponent's 1NT	TOXIC		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+HCP 4+♦	2♦ Less than limit, 5+♣	3♦ SPL 10-14 HCP
1♥ 5+HCP 4+♥	2♥ 6+♥, 4-7HCP	3♥ SPL 10-14 HCP
1♠ 5+HCP 4+♠	2♠ 6+♠, 4-7HCP	3♠ SPL 10-14 HCP
1NT 5-9HCP	2NT 10-12HCP no 4 M	3NT 13-15HCP BAL no 4 M
2♣ 10+HCP 5+, no 4 M	3♣ Preemptive 5+♣, no 4 M	4♣ Minorwood
other		
1♦ 1♥ 5+HCP 4+	2♥ 6+♥, 4-7HCP	3♥ SPL10-14 HCP
1♠ 5+HCP 4+	2♠ 6+♠, 4-7HCP	3♠ SPL10-14 HCP
1NT 5-9HCP	2NT 10-12HCP no 4 M	3NT 13-15HCP no 4 M
2♣ GF 5+♣	3♣ Less than limit 5+♦	4♣ Splinter
2♦ 10+HCP 5+♦, no 4 M	3♦ Preemptive 5+, no 4 M	4♦ Minorwood
other		
1♥ 1♠ 5+HCP 4+♠	2♥ 5-10 HCP 3♥ (or 4333)	3♦ 6-9 HCP 4+♥ ***
1NT 5-11HCP	2♠ 6+♠ 4-7 HCP ***	3♥ PRE 4+♥
2♣ 5 way** (see below)	2NT GF raise, 4+ SUPP ***	3♠ SPL
2♦ GF 5+♦	3♣ (8) 9-11 HCP 4+♥ ***	3NT 12-15HCP BAL3♥ NF
other 4♣ and 4♦ SPL 10-14HCP		
1♠ 1NT 5-11HCP	2♠ 5-10 HCP 3♠ (or 4333)	3♥ Inv 6+Good H ***
2♣ 5 Way** (see below)	2NT GF raise, 4+ SUPP ***	3♠ PRE 4+♠
2♦ GF 5+♦	3♣ (8) 9-11 HCP 4+♠ ***	3NT 12-15HCP BAL3♠ NF
2♥ 5+♥ GF	3♦ 6-9 HCP 4+♠ ***	4♣ SPL 10-14HCP
other 4♦ and 4♥ SPL 10-14HCP		
1NT 3♣ 5+/5+ ms INV	3♠ sing ♠ at least 5/4 ms	4♦ TRF to ♠
3♦ 5+/5+ ms FG	3NT to play	4♥ to play
3♥ sing ♥ at least 5/4 ms	4♣ TRF to ♥	4♠ to play
other		
2♣ 2♦ 0-3HCP or 10+HCP	2NT 7-9 5+♣	3♥ 7-9 5+♠
2♥ 4-6HCP	3♣ 7-9 5+♦	3♠ 7-9 5♦/4♣
2♠ 7-9Bal/Semi Bal	3♦ 7-9 5+♥	3NT 7-9 5♠/4♥
other		
2♦ 2♥ P/C	3♣ NAT, INV	3♠ P/C
2♠ P/C (shows better ♥)	3♦ NAT, INV	3NT 4♥ 4♠ <slam opp big bal
2NT STR enquiry	3♥ P/C	4♣ asks part to TRF to their ♣
other 4♦ asks partner to bid their M, 4♥ P/C		

Notes ** Natural GF, 3 Card Limit raise, 3 card GF Raise, Club Inv, GF Balanced

*** 4 card Maj raise by PH 2M+1 9-11 Shortage, 2M+2 6-8Shortage, 2M+3 9-11 No Shortage

2M+4 6-8 No Shortage

2♥ 2♠ Natural F1	3♦ P/C	3NT to play
2NT STR enquiry	3♥ Invite	4♣ P/C
3♣ P/C	3♠ Splinter	4♥ To Play
other 4♦ P/C, 4♠ To Play		
2♠ 2NT STR enquiry	3♥ Natural F1	4♣ P/C
3♣ P/C	3♠ Invite	4♥ to play
3♦ P/C	3NT to play	4♠ To play
other 4♦ P/C		
2NT 3♣ Enquiry	3♠ to play	4♦ RCKB in Spades
3♦ to play	3NT to play	4♥ to play
3♥ to play	4♣ RKCB in Hearts	4♠ to play
other		

9. CONVENTIONS

Unusual NT: ms over 1M	after 1m shows lower suits
4th Suit Forcing One round <input type="checkbox"/>	Game force <input checked="" type="checkbox"/>
NT Checkback <input checked="" type="checkbox"/>	Priorities: 2 way checkback incl after 1X-1Y-1Z; features up the line
Defence to 3NT opening	DBL=values, 4♣ T/O better ♥, 4♦ T/O better ♠,
Defence to Opening Twos	X=15+, NAT overcalls, 2NT=15-18 with MUPP STAY and TRF
Multi 2♦	X=15+with LEB, NAT 2 level overcalls 3M = stopper ask
RCO style 2-s	X=15+with LEB, NAT overcalls
Other 2-s	X=15+, 2 anchor T/O, NAT overcalls

Defence	1♣ : Wonder bids at 1 level, Toxic 1NT to 2♠, 3 level PRE
to	
strong	2♣ : TWERB/TOXIC
♣	

Over 1NT Interference	lebensohl
Lebensohl - other uses	over weak 2s
Take out of 4 level pre-empts	4♣/4♦ X
	4♥ X 4♠ 4NT

10. OTHER NOTES

TOXIC (TWERB) over opponents's 1NT /Strong 1♣/2C
1M 1NT 2NT GF 1♦ 1NT 2♣ F1 1♦ 1NT 2NT GF 1♣ 1NT 2NT Inv
(1x)- P-(1y)-1NT = 2 suited T/O (5+/5+)
1-2-3 style after pen DBL of 1NT, T/O DBL of weak twos or RDBL of opp's T/O DBL at 1 level
Short Minor Major General Trials