

4. BASIC RESPONSES

Jump raises - minors	Preempt	Other: Criss cross & inverted
Jump raises - Majors	Preempt	Other: Criss cross & Bergen
Jump shifts after minor opening	2♥/♠ = 3 - 7, 6 card suit, other minor = 6 - 9 raise	
Jump shifts after Major opening	Bergen, 1♠ - 3♥ = splinter & 1♥ - 2♠ = 3 - 7 6 card suit	
Responses to strong 2 suit open.	2♦ = neg, 2♥ = pos with no good 5 card suit (Q10xxx+), 2NT = 5+♥	
Responses to 2NT opening	Puppet Stayman and transfers, 3♠ = minors, slam interest	

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A-Attitude 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	small from 3	
Discards	Low Encourage	
Count	Low-High = Even	
Signal on partner's lead:	reverse attitude	
Signal on declarer's lead:	reverse count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?	1NT - 4♣
Slam Notes	Except ♣ (0314)		
Cue Bids <input checked="" type="checkbox"/>			
Asking Bids <input type="checkbox"/>			

7. OTHER CONVENTIONS

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Checkback after 1NT and 2NT rebids	
1♥/♠ - 2♣ = any 12+ bal GF or any GF with ♣	
or 8 - 10 with 6♣ or 3 card limit raise of major	

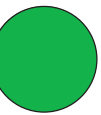
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**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	20389	Peter FORDHAM
& Names:	44318	Kim MORRISON
Basic System:	Standard 2/1 GF unless rebid 3 minor	
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, 11+	1♥ 5, 11+	
1♦ 4 (3 if 4432), 11+	1♠ 5, 11+	
1NT 15-17 balanced (may be 5431 with sing A, K or Q if no rebid)	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses	2♣ Stayman	Other:
2♦ TRF ♥	2♠ TRF ♣	
2♥ TRF ♠	2NT TRF ♦	
other 3♣/♦ = short other minor (43)51, (43)60, 3361 3♥/♠ = short other major 31(54), 30(46), 3055		
2♣ GF or 22-23 balanced		
2♦ 6 - 10, 6♦		
2♥ 6 - 10, 6♥		
2♠ 6 - 10, 6♠		
2NT 20 - 21 balanced	3NT minor preempt	
other 4♣/♦ = Namyats, 4NT = specific A ask		

2. PRE-ALERTS

Support X's	
1NT may be off shape 5431 sing A, K or Q	
Drury	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	weak
Responsive doubles through	4♠	Unusual NT	2 lowest unbid suits
1NT overcall - immediate	15 - 19, system on	Immediate cue of minor	Michaels, both majors
1NT overcall - re-opening	11 - 14, system on	Immediate cue of Major	Michaels, other major and a minor
Over weak twos X = TO		Over opening threes	X = TO
Over opponent's 1NT	Hamilton 2♣ = majors, 2♦ = 1 major, 2♥/♠ = 5M & 4 m, X = Penalty		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+, 4+♦, 1♥ 5+, 4+♥, 1♠ 5+, 4+♠, 1NT 6 - 11, no major 2♣ 10+, 5+♣ other	2♦ 7 - 9, 5+♣ 2♥ 3 - 7, 6♥ 2♠ 3 - 7, 6♠ 2NT 11 - 12 bal, no major 3♣ 5+♣, preemptive	3♦ 5+♣, splinter 3♥ 5+♣, splinter 3♠ 5+♣, splinter 3NT 13 - 15 bal, no major 4♣ preemptive
1♦ 1♥ 5+, 4+♥ 1♠ 5+, 4+♠ 1NT 6 - 11, no major 2♣ 5+♣, GF unless rebid 3♣ 2♦ 10+, 4+♦ other 4♥/♠ = to play, 5♣ = voidwood	2♥ 3 - 7, 6♥ 2♠ 3 - 7, 6♠ 2NT 11 - 12 bal, no major 3♣ 7 - 9, 4+♦ 3♦ 5+♦, preemptive	3♥ 4+♦, splinter 3♠ 4+♦, splinter 3NT 13 - 15 bal, no major 4♣ 4+♦, splinter 4♦ preemptive
1♥ 1♠ 5+, 4+♠ 1NT 6 - 11, nf 2♣ 4 way bid 2♦ 4+♦, GF unless rebid 3♦ other	2♥ 6 - 11, 3♥ 2♠ 10-11, 3♥ 2NT 4+♥, GF Jacoby, 12+ 3♣ 6 - 8, 4♥, Bergen	3♦ 9 - 11, 4♥, Bergen 3♥ 0 - 5, 4♥ 3♠ 4+♥, splinter 3NT 12 - 14, any 4333
1♠ 1NT 6 - 11, nf 2♣ 4 way bid 2♦ 4+♦, GF unless rebid 3♦ 2♥ 5+♥, GF other	2♠ 6 - 11, 3♠ 2NT 4+♠, GF Jacoby, 12+ 3♣ 6 - 8, 4♠, Bergen 3♦ 9 - 11, 4♠, Bergen	3♥ 10-11, 3♠ 3♠ 0 - 5, 4♠ 3NT 12 - 14, 4333 4♣ 4+♠, splinter
1NT 3♣ 5+♣, short ♦ 3♦ 5+♦, short ♣ 3♥ 3♥, short ♠ other	3♠ 3♠, short ♥ 3NT to play 4♣ Texas to 4♥	4♦ Texas to 4♠ 4♥ To play 4♠ To play
2♣ 2♦ neg, <2K, <7 with A, <8 2♥ Pos, no good 5 card suit 2♠ Pos, 5+ ♠ (Q10xxx+) other 4♣/♦/♥/♠ suit below a long 1 loser suit	2NT pos, 5+♥ (Q10xxx+) 3♣ pos, 5+♣ (QJ10xx+) 3♦ pos, 5+♦ (QJ10xx+)	3♥ 4 - 6 6♥ 3♠ 4 - 6 6♠ 3NT long solid suit
2♦ 2♥ nat encouraging NF 2♠ nat encouraging NF 2NT ask for shortness/strength other	3♣ nat encouraging NF 3♦ preemptive 3♥ splinter	3♠ splinter 3NT to play 4♣ splinter

Notes

or any 11+ bal

2♥ 2♠ nat encouraging NF 2NT ask for shortness/strength 3♣ nat encouraging NF other 4♠ = to play, 5♣/♦ = voidwood	3♦ nat encouraging NF 3♥ natural, non forcing 3♠ splinter	3NT to play 4♣ splinter 4♥ to play
2♠ 2NT ask for shortness/strength 3♣ nat encouraging NF 3♦ nat encouraging NF other 5♣/♦ = voidwood	3♥ nat encouraging NF 3♠ natural, non forcing 3NT to play	4♣ splinter 4♥ splinter 4♠ to play
2NT 3♣ puppet Stayman 3♦ TFR ♥ 3♥ TFR ♠ other	3♠ 4+♣ & 4+♦ slam interest 3NT to play 4♣ 6+♣ slam interest	4♦ 6+♦ slam interest 4♥ 4♠

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round GF unless after reverse (blackout) Game force

NT Checkback Priorities: cheapest first

Defence to 3NT opening 4♣ = any 2 suited TO

Defence to Opening Twos X = TO, leaping Michaels

Multi 2♦ X = values (then TO, then Pen)

RCO style 2-s X = values, next X = TO

Other 2-s X = TO of known suit(s) else values

Defence X = majors, 1NT = minors

to also after (1♣) P (1♦) X = majors, 1NT = minors

strong

♣

Over 1NT Interference lebensohl reverse lebensohl

Lebensohl - other uses after (weak 2) X

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X, 4NT = minors 4♠ X, 4NT = 2 suiter

10. OTHER NOTES