

#### 4. BASIC RESPONSES

Jump raises - minors	Weak
Jump raises - Majors	Weak
Jump shifts after minor opening	Weak
Jump shifts after Major opening	Bergen
Responses to strong 2 suit open.	2H double negative
Responses to 2NT opening	Simple Stayman and Transfers

#### 5. PLAY CONVENTIONS Show priorities

	Versus <b>Suit</b> (or both)	Versus <b>NoTrump</b> (if different)
<b>Leads</b> Sequences:	Overlead All (*)	Overlead All (*)
Four or more with an honour	3rd/5th	2nd/4th
From 4 small	3rd/5th	2nd/4th
From 3 cards (no honour)	3rd	Top usually
In partner's suit	3rd/5th	2nd/4th
<b>Discards</b>	Low Encourage	Low Encourage
<b>Count</b>	Reverse Count	Reverse Count
<b>Signal</b> on partner's lead:	Low Encourage (**)	
<b>Signal</b> on declarer's lead:	Reverse Count / Suit Preference	
<b>Notes</b> (*) K for count/unblock in some specific situations		
(**) Count or S/P possible in some specific situations		

#### 6. SLAM CONVENTIONS

4NT: Blackwood  RKCB 1430 4♣ Gerber  when?

**Slam Notes**

Cue Bids

Asking Bids

#### 7. OTHER CONVENTIONS

Supprt X and XX	2 way checkback

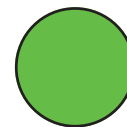
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**AUSTRALIAN BRIDGE  
FEDERATION INC.**



#### STANDARD SYSTEM CARD

ABF Nos.	561789	Sartaj Hans
& Names:	330167	Tony Nunn
Basic System:	2- over - 1 game force	
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

1♣	3+C, 10-22	1♥	5+H, 10-22 (4+H in 3rd)
1♦	3+D, 10-22	1♠	5+S, 10-22 (4+S in 3rd)
1NT	14-16 NV in 1/2; 15-17 all other times		may contain 5 card Major <input checked="" type="checkbox"/>
<b>1NT Responses</b> 2♣ stayman			
2♦	hearts	2♠	clubs
2♥	spades	2NT	diamonds
other			
2♣	18-19 bal except NV1/2 then 17-18 bal		
2♦	GF, ART		
2♥	Weak 2, can be 5 NV		
2♠	Weak 2, can be 5 NV		
2NT	20-22 except NV 1/2 then 19-21	3NT	Does not exist
other			

#### 2. PRE-ALERTS

Light Open/Overcall/Preempt/3rd seat	
Dealer fav preempts 0-6	

#### 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4S	Jump overcalls	Specific 2 suited or Intermediate
Responsive doubles through	4S	Unusual NT	Lower suits
1NT overcall - immediate	15-18	Immediate cue of minor	Both Majors
1NT overcall - re-opening	14-16	Immediate cue of Major	OM + Diamonds
Over weak twos	Leb	Over opening threes	Natural
Over opponent's 1NT	Dbl pen; 2C = both majors; 2D = 1Major; 2M = 5M, 4+minor		

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ Nat, F1	2♦ C raise, shapely limit	3♦ SPL, GF
1♥ Nat, F1	2♥ Weak, 3-6	3♥ SPL, GF
1♠ Nat, F1	2♠ Weak, 3-6	3♠ SPL, GF
1NT Nat, 6-11	2NT 12 or so, INV	3NT To play
2♣ Nat, F1, INV +	3♣ Weak	4♣ Weak
other		
1♦ 1♥ Nat F1	2♥ Weak, 3-6	3♥ SPL, FG
1♠ Nat F1	2♠ Weak, 3-6	3♠ SPL, FG
1NT Nat, 6-11	2NT 12 or so, INV	3NT To play
2♣ Nat, GF	3♣ D raise, shapely limit	4♣ SPL, GF
2♦ Nat, F1, INV+	3♦ Weak	4♦ Weak
other		
1♥ 1♠ Nat F1	2♥ Nat	3♦ 9-11, 4H
1NT Nat 6-11	2♠ 3H, 10-12	3♥ Weak
2♣ Nat FG	2NT GF H fit	3♠ SPL GF
2♦ Nat FG	3♣ 6-9, 4H	3NT
other Drury		
1♠ 1NT Nat 6-11	2♠ Nat	3♥ 3S, 10-12
2♣ Nat FG	2NT GF S fit	3♠ Weak
2♦ Nat FG	3♣ 6-9, 4S	3NT
2♥ Nat FG	3♦ 9-11, 4S	4♣ SPL
other Drury		
1NT 3♣ both minors	3♠ 1S 3H, 54m	4♦ spades
3♦ both minors, D longer	3NT	4♥ nat
3♥ 1H, 3S, 54m	4♣ hearts	4♠ nat
other		
2♣ 2♦ 4+H	2NT nat	3♥ 4S
2♥ 4+S	3♣ 5+/4+ in M	3♠ 4H
2♠ puppet to 2NT	3♦ 44 in M	3NT to play
other		
2♦ 2♥ waiting	3♣ positive, good suit	3♠ positive, good suit
2♠ 0-4, any	3♦ positive, good suit	3NT to play
2NT	3♥	4♣
other		

Notes

2♥ 2♠ NF NV, F Vul	3♦ NF NV, F Vul	3NT to play
2NT asking	3♥ to play	4♣
3♣ NF NV, F Vul	3♠	4♥
other		
2♠ 2NT asking	3♥ NF NV, F Vul	4♣
3♣ NF NV, F Vul	3♠ to play	4♥
3♦ NF NV, F Vul	3NT to play	4♠
other		
2NT 3♣ stayman	3♠ minors	4♦ spades
3♦ hearts	3NT to play	4♥ clubs
3♥ spades	4♣ hearts	4♠ diamonds
other		

## 9. CONVENTIONS

Unusual NT:

4th Suit Forcing

One round

Game force

NT Checkback

Priorities: 2way c/b; up the line

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦ X values or strong; Next X values; Third Pen (some exceptions to 3rd)

RCO style 2-s X values or strong; Next X values; Third Pen (some exceptions to 3rd)

Other 2-s X values or strong; Next X values; Third Pen (some exceptions to 3rd)

Defence 1♣ : Natural

to

strong 2♣ : Natural

♣

Over 1NT Interference Natural, ignore double; Lebensohl

Lebensohl - other uses Over their weak 2s

Take out of 4 level pre-empts

4♣/4♦ nat

4♥ nat

4♠ nat

## 10. OTHER NOTES

Specific kings. DOPE PISST

Blackout for reverses

Leaping Michaels

Gazilli

Transfers in 1NT interf