

4. BASIC RESPONSES

Jump raises - minors	Preempt	Other: Criss cross & inverted
Jump raises - Majors	Preempt	Other: Bergen
Jump shifts after minor opening	2♥/♠ = 0 - 6, 6 card suit, other minor = 7 - 10 raise	
Jump shifts after Major opening	Bergen, also 1♠ - 3♥ = splinter & 1♥ - 2♠ = 0 - 6 ♠	
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 if unsupported else MUD	
Discards	Low Encourage	
Count	Low-High = Even	
Signal on partner's lead:	reverse attitude	
Signal on declarer's lead:	reverse original count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
Slam Notes	Exclusion key card 0314, Special splinter asks	
Cue Bids <input checked="" type="checkbox"/>		
Asking Bids <input checked="" type="checkbox"/>		

7. OTHER CONVENTIONS

2-way Drury (2♣ = 3 trumps, 2♦ = 4 trumps)	
Checkback after 1x - 1y - 1z not 1♣ - 1♠ - 1NT	
Leaping and non-leaping Michaels	

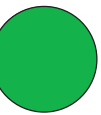
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**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	20389	Peter FORDHAM
& Names:	44318	Kim MORRISON
Basic System:	Standard 2/1 GF	
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♣	2 but only if 4432, 11+	1♥ 5, 11+
1♦	5(4), 11+	1♠ 5, 11+.
1NT	14-16 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♣ 5 card Stayman Other: 4♣/♦ = Texas transfers		
2♦	TRF to ♥	2♠ TRF to ♣
2♥	TRF to ♠	2NT TRF to ♦ or 5♣ & 5♦
other 3♣/♦ = something like AJ10xxx invitational, 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 Strong 4♥/♠ varies with vulnerability
other 4NT = specific A ask, 5♥/♠ = ask for A & K of trumps		

2. PRE-ALERTS

Transfer responses to 1♣	CRO defence to strong 1♣/2♣/2♦/2NT
1NT may be off shape 5431 sing A, K or Q	Support Xs
1♣ - 1♦(♥) - 1♥ - 1♠ = nat non forcing	

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-), sys 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 (Leb & leap Michaels)	Over opening threes	X = TO (leap & non leap Michaels)
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+♥,	2♦ 7 - 10, 5+♣	3♦ 3 - 7, 7+♦
1♥ 5+, 4+♠,	2♥ 0 - 6, 6♥	3♥ 3 - 7, 7+♥
1♠ 5 - 9 no major or 5+♦ 5+	2♠ 0 - 6, 6♠	3♠ 3 - 7, 7+♠
1NT 10 - 12 bal, may have M	2NT 13 - 15 or 18+ bal, no M	3NT 16 - 17 bal, no major
2♣ 10+, 5+♣	3♣ 5+♣, preemptive	4♣ preemptive
other 4♥/♠ = to play,		
1♦ 1♥ 5+, 4+♥	2♥ 0 - 6, 6♥	3♥ 4+♦, splinter
1♠ 5+, 4+♠	2♠ 0 - 6, 6♠	3♠ 4+♦, splinter
1NT 5 - 11, no major	2NT 11 - 13 bal, no major	3NT 13 - 15 bal, no major
2♣ 5(4)+♣, GF	3♣ 7 - 10, 4+♦	4♣ 4+♦, splinter
2♦ 10+, 4+♦	3♦ 5+♦, preemptive	4♦ preemptive
other 4♥/♠ = to play, 5♣ = exclusion KC		
1♥ 1♠ 5+, 4+♠	2♥ 5 - 11, 3♥	3♦ 10 - 11, 4♥, Bergen
1NT 5 - 12, semi forcing	2♠ 0 - 6, 6♠	3♥ 0 - 5, 4♥
2♣ 3 way bid (see below)	2NT 4+♥, GF Jacoby, 12+	3♠ 4+♥, splinter
2♦ 4+♦, GF	3♣ 6 - 9, 4♥, Bergen	3NT 12 - 15 bal, 3♥
other 4♠ = to play		
1♠ 1NT 5 - 12, semi forcing	2♠ 5 - 11, 3♠	3♥ 3♠, splinter (not GF)
2♣ 3 way bid (see below)	2NT 4+♠, GF Jacoby, 12+	3♠ 0 - 5, 4♠
2♦ 4+♦, GF	3♣ 6 - 9, 4♠, Bergen	3NT 12 - 15 bal, 3♠
2♥ 5+♥, GF	3♦ 10 - 11, 4♠, Bergen	4♣ 4+♠, splinter
other 4♥ = to play		
1NT 3♣ 6+♣, invitational	3♠ 3♠, short ♥, GF	4♦ Texas to 4♠
3♦ 6+♦, invitational	3NT to play	4♥ To play
3♥ 3♥, short ♠, GF	4♣ Texas to 4♥	4♠ To play
other 4NT = Quant		
2♣ 2♦ neg, <2K, <7 with A, <8	2NT pos, 5+♥ (Q10xxx+)	3♥ 3 - 6 6♥
2♥ Pos, no good 5 card suit	3♣ pos, 5+♣ (QJ10xx+)	3♠ 3 - 6 6♠
2♠ Pos, 5+ ♠ (Q10xxx+)	3♦ pos, 5+♦ (QJ10xx+)	3NT long solid suit
other		
2♦ 2♥ nat encouraging NF	3♣ nat encouraging NF	3♠ splinter
2♠ nat encouraging NF	3♦ preemptive	3NT to play
2NT ask for shortness/strength	3♥ splinter	4♣ splinter
other		

Notes 1♥/S - 2♣ = GF balanced or GF with ♣ or 3 card limit raise of major

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

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♣/♦ = better minor TO for majors

Defence to Opening Twos X = TO, leaping Michaels

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

RCO style 2-s X = values (next X = TO, then Pen & Leb)

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

Defence X, 1♦, 1NT = CRO

to also after (1♣) P (1♦) X, 1NT, 2♣ = CRO

strong This also applies over strong 2♣, 2♦, 2NT

♣

Over 1NT Interference Rubensohl

Lebensohl - other uses Over (2♦/♥/♠ weak 2 or M/m 2 suiter or multi 2♦) X

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X = TO, 4NT = minors

4♠ X = TO, 4NT = 2 suiter or weaker 5♥ bid

10. OTHER NOTES