

4. BASIC RESPONSES

Jump raises - minors	weak 0-5 (6)
Jump raises - Majors	A/A
Jump shifts after minor opening	H/S= weak nat , other minor= supp 7-9
Jump shifts after Major opening	Bergen
Responses to strong 2 suit open.	2D=neg, 2H=any pos no good suit
Responses to 2NT opening	

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	low from 3, 2nd from 4	
Discards	High Encourage	
Count	High-Low = Even	
Signal on partner's lead:	High Encourage count suit pref	
Signal on declarer's lead:	Count	
Notes	Q lead ask for unblock J OR attitude	

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
Slam Notes	exclusion RKCB when obvious (3014)	
Cue Bids <input checked="" type="checkbox"/>	1st or second	
Asking Bids <input type="checkbox"/>		

7. OTHER CONVENTIONS

minorwood	After 2 suited o/call by oppo: X = GF -then
splinters and mini splinters	2nd X=t/out, low cue=limit+ raise,
1NT X XX commands 2C shows single suit	high suit cue = the 4th suit competitive OR
1NT X 2 suit = that plus a higher	GF depend on levels

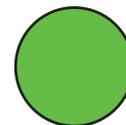
www.abf.com.au

PDF Form Rev. 15F06 by RoL MyRev.

Copyright © ABF 2015



**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	alida clark viv wood			
& Names:				
Basic System:	2/1 except if re-bid responder's 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	1♥ 5+♥	
1♦ 4 (3 if 4432)	1♠ 5+	
1NT 15(14) - 17	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses 2♣ 5 cd maj + range		
2♦ 5+ H (s/accp: 2NT max, 3suit=min)	2♠ 5+ C (3C= s/accept)	
2♥ 5+ S (s/accepts A/A)	2NT 5+ D (3D=s/accept)	
other 3 Any = nat. slammish. 4C/D = t/fr to H/S		
2♣	Any GF or 23+ ba/l/semi-bal	
2♦	Weak Major	
2♥	weak H + C/D 5/5 (4 sometimes)	
2♠	weak S + C/D 5/5 (4 sometimes)	
2NT	20-22 bal/ semi-bal	3NT gambling, to play in 4th seat
other		

2. PRE-ALERTS

1NT may be semi- bal	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4S	Jump overcalls	weak
Responsive doubles through	4S	Unusual NT	2 lowest
1NT overcall - immediate	15-18	Immediate cue of minor	Majors any strength
1NT overcall - re-opening	15-18	Immediate cue of Major	Other Maj + a minor any srgth
Over weak twos X=t/out		Over opening threes	X t/out, non-leap Michaels
Over opponent's 1NT	X = pen, 2C =H+S, 2D=1 Major, 2H/S = 5+H/S + 4+ minor, 2NT = C+D		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+D 5+HCP 1♥ A/A 1♠ A/A 1NT 5-9 no maj 2♣ 10+HCP, 5+C other	2♦ 7-9 HCP, 5+C 2♥ 0-6(7) 6+ suit 2♠ A/A 2NT 10-11 bal 3♣ 0-7HCP, 5+C	3♦ splinter, 11-14ish GF 3♥ A/A 3♠ A/A 3NT 12-14(15) bal 4 cd sup 4♣ pre-empt
1♦ 1♥ A/A 1♠ A/A 1NT 5-9 no Maj 2♣ nat, GF unless rebid C 2♦ 10+HCP, 4+D other	2♥ 0-6(7)HCP 6+ suit 2♠ A/A 2NT 10-11 bal 3♣ 7-9HCP 4+D 3♦ 0-6 4+D	3♥ splinter 11-14ish GF 3♠ A/A 3NT 12-14(15) bal 3 cd supp 4♣ splinter GF 4♦ pre-empt
1♥ 1♠ 5+HCP 4+S 1NT 5-11HCP 2♣ nat GF unless rebid CA 2♦ A/A other	2♥ 6-10 HCP 3cd supp 2♠ 10-11HCP 3 cd supp 2NT 12+HCP GF 4+ supp 3♣ 6-9HCP 4+supp	3♦ 10(9) -11HCP 3♥ 0-5HCP 4+ supp 3♠ 8-11 splintr 4 cd supp 3NT 12-14(15) bal 3cd supp
1♠ 1NT A/A 2♣ A/A 2♦ A/A 2♥ GF 5+ H other	2♠ A/A 2NT A/A 3♣ A/A 3♦ A/A	3♥ 10-11HCP 3cd supp 3♠ A/A 3NT A/A 4♣ 8-11 HCP splinter
1NT 3♣ GF 6+ suit slam try 3♦ A/A 3♥ A/A other	3♠ A/A 3NT to play 4♣ T/fr to H non slammish	4♦ t/fr to S non slammish 4♥ to play 4♠ to play
2♣ 2♦ neg 2♥ pos no good 5 cd suit 2♠ pos 5+ suit other	2NT 3♣ pos 5+ suit 3♦ A/A	3♥ 3♠ 3NT
2♦ 2♥ pass/correct 2♠ A/A 2NT Inquiry other	3♣ nat invite 3♦ nat invite 3♥ pass/correct	3♠ pass/correct 3NT 4♣

Notes

2♥ 2♠ nat NF 2NT inquiry 3♣ pass/correct other	3♦ pass/correct 3♥ pre-empt 3♠ nat, high invite	3NT to play 4♣ 4♥ to play
2♠ 2NT inq 3♣ A/A 3♦ A/A other	3♥ nat 3♠ pre-empt 3NT	4♣ pass/correct 4♥ to play 4♠ to play
2NT 3♣ 5 cd suit ask 3♦ t/fr to H 3♥ t/fr to S other	3♠ 5S + 4H 3NT to play 4♣ nat RKCB	4♦ nat RKCB 4♥ to play 4♠ to play

9. CONVENTIONS

Unusual NT: 2 lowest

4th Suit Forcing One round and 3rd suit F Game force

NT Checkback Priorities: 2C=nvite, 2D =GF

Defence to 3NT opening X= cards, 4C=Majs, OR C, OR C + a maj

Defence to Opening Twos

Multi 2♦ X= 14+

RCO style 2-s X= 14+

Other 2-s X = t/out of long suit option

Defence 1C: X=majors, 2D =1 major, 2H/S = that suit + a minor

to

strong 2♣ : {Replace with your defence to strong 2♣ openings}

♣

Over 1NT Interference lebensohl

Lebensohl - other uses after weak 2 opening by oppo and X by us

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ X= cards, 4NT =2/3 suit t/out

10. OTHER NOTES

Blackout: lowest of 4th suit or 2NT, re-bid resp Maj=F1 neg/pos,

3rd suit F may or may not be nat - a raise cannot be passed