

4. BASIC RESPONSES

Jump raises - minors	Preempt	Other: 5-9
Jump raises - Majors	Preempt	Other: 3-7
Jump shifts after minor opening	see inside	
Jump shifts after Major opening	see inside	
Responses to strong 2 suit open.	2♦: waiting	
Responses to 2NT opening	3♣: stayman, 3♥/♦: transfers, 3♠: minor suit stayman	

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All	Overlead, A-Attitude K-Count
Four or more with an honour	3rd/Low	4th highest
From 4 small	3rd highest	2nd highest
From 3 cards (no honour)	Bottom	Top
In partner's suit	Various	Attitude
Discards	Low Encourage	Low Encourage
Count	Low-High = Even	
Signal on partner's lead:	Count	Low = Enc
Signal on declarer's lead:	Reverse count or suit preference or	
Notes	10 is honour vs NT, spot in suit	

6. SLAM CONVENTIONS

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

7. OTHER CONVENTIONS

Jacoby	Lebensohl
Drury	Fit showing jumps
mini splinters	cue raises
1M-2M then step1=LST, other =short suit trial	Gazilli
Blackout	3rd suit FG after 1m opening and 2m simple rebid

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Leaping/Non Leaping Michaels

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xyz

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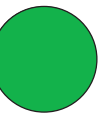
TWERB over strong 1♣ & strong 2♣

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SPLASH if NT doubled



**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	736325	Max Henbest
& Names:	598925	Adam Edgton
Basic System:	2/1, Transfers after 1♣, Mini NT	
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♣ 11-20HCP 2+		1♥ 11-20HCP 5+♥
1♦ 11-20HCP 4+♦ or (16-17 Balanced)		1♠ 11-20HCP 5+♠
1NT 15-17 or (9-12)		may contain 5 card Major <input checked="" type="checkbox"/>
1NT Responses	2♣ Stayman	Other:
2♦ TRF to ♥ or (pivot to 2♥)		2♠ trf to ♣ or (to play)
2♥ TRF to ♠ or (to play)		2NT TRF to ♦ or (transfer to ♣)
other 3C: puppet stayman, 3D: 5/5 minors, 3♥/♠: (13)(45)		

2♣ Game Force	
2♦ Weak ♦	
2♥ Weak ♥	
2♠ Weak ♠	
2NT 20-21	3NT To play
other 4♣ 4♦ Namyats	

2. PRE-ALERTS

Transfers after 1♣	Transfers in low level competition
Mini NT in 1st/2nd seat fav	Bids over OPPT 1NT O/C of our 1♣ or 1♦
Transfers responses over 1C	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	Weak
Responsive doubles through	4♠	Unusual NT	LUBS
1NT overcall - immediate	15-18HCP	Immediate cue of minor	Majors
1NT overcall - re-opening	11-14HCP	Immediate cue of Major	Major+ minor
Over weak twos	x with Leb, Leaping Michaels	Over opening threes	X= take out
Over opponent's 1NT	x = penalty, 2♣: majors		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♥	2♦ Natural INV	3♦ Void GF
1♥ 4+♠	2♥ 8-11 5♠ 4+♥	3♥ Void GF
1♠ No Major or D+M GF	2♠ 5+♣ 10-11	3♠ Void GF
1NT 11-12	2NT 0-5 6+♣	3NT to play
2♣ GF 4+♣	3♣ Preemptive 5+♣	4♣ preempt
other 4♥ and 4♠ are to play		
1♦ 1♥ 4+♥	2♥ 8-11 5♠ 4+♥	3♥ Void GF
1♠ 4+♠	2♠ 10-11 raise	3♠ Void GF
1NT 5-11HCP	2NT 11-12 flat Nat Inv	3NT to play
2♣ GF 2+♣	3♣ Nat INV	4♣ Void GF
2♦ GF 4+♦	3♦ Preemptive	4♦ preempt
other 4♥ and 4♠ are to play		
1♥ 1♠ 4+♠	2♥ 6-9	3♦ 4+♥ 10-12
1NT 5-11	2♠ Nat INV	3♥ 4+♥ preemptive
2♣ 2+♣ GF	2NT 4+♥ GF raise	3♠ any void
2♦ 4+♦ GF	3♣ 3♥ 10-12 HCP or 7-9 4♥	3NT spade splinter
other 4♣ and 4♦ SPL 9-12HCP ; See Note 2 re 4 card raises by PH		
1♠ 1NT 5-11HCP	2♠ 6-9	3♥ 6+♥ invitational
2♣ 2+♣ GF	2NT 4+♠ GF raise	3♠ 4+♠ preemptive
2♦ 5+♦ GF	3♣ as above	3NT ANY void
2♥ 5+♥ GF	3♦ as above	4♣ SPL 9-12HCP
other 4♦ SPL 9-12HCP , 4♥ SPL 9-12HCP		
1NT 3♣ stayman	3♠ 13(45)	4♦ TRF to ♠
3♦ 5/5 minors GF	3NT to play	4♥ to play
3♥ 31(45)	4♣ TRF to ♥	4♠ to play
other		
2♣ 2♦ waiting	2NT 7-9 5+♣	3♥ solid ♥'s
2♥ 6+H good suit	3♣ 6+♣ good suit	3♠ Solid ♠'s
2♠ 6+♠ good suit	3♦ 6+♦ good suit	3NT GF 5♦/4♣ 7-9 HCP
other 2♣-2♦-2♥ is artificial either ♥'s or 25+		
2♦ 2♥ natural F	3♣ natural F	3♠ Pass or Correct
2♠ natural F	3♦ preemptive	3NT to play
2NT Asking	3♥ Pass or Correct	4♣ Nat F
other 4♥ Pass or Correct 4♠ to play		

Notes Note 1: 1M 2♣ = ♣ GF, OR ♣ Inv, OR 3 card Limit Raise + Major, OR GF Bal
over 1M 2♣ 2♦ is acceptance 3card limit raise then auction natural

2♥ 2♠ Nat F	3♦ natural F	3NT to play
2NT asking	3♥ Preempt	4♣ Pass or Correct
3♣ natural F	3♠ Nat F	4♥ To play
other 4♣/♦ P/C, 4♠ TO PLAY		
2♠ 2NT asking	3♥ Nat N	4♣ Pass or Correct
3♣ natural F	3♠ Pre-emptive	4♥ To Play
3♦ natural F	3NT to play	4♠ To Play
other 4♦ pass or correct		
2NT 3♣ stayman	3♠ minor suit stayman	4♦ txf to ♠'s
3♦ transfer	3NT To Play	4♥ ST in ♣'s
3♥ transfer	4♣ Transfer to ♥'s	4♠ ST in ♦'s
other		

9. CONVENTIONS

Unusual NT:	Lower 2 unbid suits	after 1m show good touching 2-suiter
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	4♣ = majors	
Defence to Opening Twos	123 X's	
Multi 2♦	X=13-15 bal or 19+	
RCO style 2-s	as above	
Other 2-s	X=15+, 2 anchor T/O, NAT overcalls	
Defence	X= majors 1nt=minors	
to	1N = ♣'s or ♦+♥, 2♣ = ♦'s or ♥+♠ and so on at all levels up to 3♣'s	
strong	2♣ : TWERB = see above	
♣		

Over 1NT Interference rubinsohl and lebensohl

Lebensohl - other uses over weak 2's after a direct X

Take out of 4 level pre-empts 4♣/4♦ X
4♥ X 4♠ X

10. OTHER NOTES

2nt-3C=enquiry then 3♦ all min, 3♥ 55 max, 3♠=6♠5♥ max, 3NT 6♥5♠ max

4♣ 6-6, 4♦ 66, 4♥ 76

M+3 9-11 No shortage, 2M+4 = 6-8 no shortage

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

Note 3 2NT 3♣ then 3♦ min 5♠ may have longer ♥, 3♥ min 5♥/6♠

, 3♠ Max 5♠ may have longer H, 3NT Max 5♥/6♠, 4♣ 6/6 4♦ 7♥/6♠, 4H 7♠/6♥