

4. BASIC RESPONSES

Jump raises - minors	weak 0-5 (6)
Jump raises - Majors	A/A
Jump shifts after minor opening	H/S= GF 6+ suit , other minor= supp 7-9 prob A shortage any
Jump shifts after Major opening	Bergen
Responses to strong 2 suit open.	2D=neg, 2H=any pos no good suit
Responses to 2NT opening	3C 5 cd suit ask then 3D = no - now bid majors naturally

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 1,3 or 5, 2nd from 4	
Discards	High Encourage	
Count	High-Low = Even	
Signal on partner's lead:	High Encourage count suit pref	some McKenny
Signal on declarer's lead:	Count if nec, some McKenny	
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 very obvious	
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 of a suit = that plus a higher	GF depend on levels

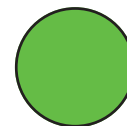
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**AUSTRALIAN BRIDGE
FEDERATION INC.**



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 ask		
2♦ 5+ H (s/acpts: 2NT max, 3suit=min)	2♠ 5+ C (3C= s/accept)	
2♥ 5+ S (s/accepts as above)	2NT 5+ D (3D=s/accept)	
other 3 Any = nat. slammish. 4C/D = t/fr to H/S		
2♣	Any GF or 22+ ba/l/semi-bal	
2♦	Weak in A Major	
2♥	weak H + C/D 5/5 (4 minor sometimes) 4th seat = 6+ suit intermediate	
2♠	weak S + C/D 5/5 (4 minor sometimes) as above	
2NT	20-21 bal/ semi-bal	3NT gambling - to play in 4th seat
other		

2. PRE-ALERTS

1NT may be semi- bal	2C checkback after 1H/S 1NT respse
Re-transfers	
I nverted minors = 10+	

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

Notes

2♥ 2♠ nat NF	3♦ pass/correct	3NT to play
2NT inquiry	3♥ pre-empt	4♣ pass/correct
3♣ pass/correct	3♠ nat, high invite	4♥ to play
other		
2♠ 2NT inq	3♥ nat NF may be raised	4♣ pass/correct
3♣ pass/correct	3♠ pre-empt	4♥ to play
3♦ pass/correct	3NT tp play	4♠ to play
other		
2NT 3♣ 5 cd suit ask	3♠ 5S + 4H	4♦ nat, F asking
3♦ t/fr to H	3NT to play	4♥ to play
3♥ t/fr to S	4♣ nat, F asking	4♠ to play
other after 3C 3D bid majors naturally		

9. CONVENTIONS

Unusual NT: 2 lowest

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

NT Checkback Priorities: 2C=invite, 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=clubs, 2C = H + S, 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