

4. BASIC RESPONSES

Jump raises - minors	Preemptive 0-6 5+ Cards (Usually 6)
Jump raises - Majors	Preemptive 0-6 (4+ Cards)
Jump shifts after minor opening	Weak at 2 level, Splinters at 3 level
Jump shifts after Major opening	Bergan Raises, Splinters at 4 Level
Responses to strong 2 suit open.	2D = Waiting, Kokish
Responses to 2NT opening	3C = Simple Stayman, 3D/H= TRF, 3S = MSS, 4C/D/H/S = 2TRF

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead except Unblock	
Four or more with an honour	3/5	4th
From 4 small	3rd	2nd
From 3 cards (no honour)	3rd	2nd
In partner's suit	3/5	4th
Discards	Low = Enc	
Count	Low = Even	
Signal on partner's lead:	Low = Enc	
Signal on declarer's lead:	Low = Even or Suit Preference where needed	
Notes	There are lots of Suit preference signals played in other situations.	
	Reverse Original Count, Throwing Honours are alarm signals	

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/>	when?
Slam Notes			
Cue Bids <input checked="" type="checkbox"/>	1st and 2nd round controls, last train where no space		
Asking Bids <input checked="" type="checkbox"/>	Standard		

7. OTHER CONVENTIONS

Transfers over 1C and in Comp	Scrambling 2NT by passed hands
Fit Showing Jumps in Comp	Lebensohl by non passed hands
4th suit game forcing	Drury
Low Level Relays	Non-Serious 3NT
XYZ (most 1-1-1 auction - 2 way checkback)	

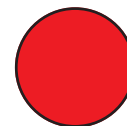
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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.		Tony Nunn
& Names:		Justin Mill
Basic System:	2/1	
Brown Sticker <input type="checkbox"/>	Classification:	Green <input type="checkbox"/> Blue <input type="checkbox"/> Red <input checked="" type="checkbox"/> Yellow <input type="checkbox"/>

1. OPENING BIDS

Describe strength, minimum length, or specific meaning		Canape <input type="checkbox"/>
1♣ 2+ 10+	1♥ 5+ 10+	
1♦ 4+ 10+ can be balanced)	1♠ 5+ 10+	
1NT 15-17 (good 14's - Can be slightly offshape)	may contain 5 card Major	<input checked="" type="checkbox"/>
1NT Responses 2♣ Stayman		
2♦ Hearts	2♠ Range Finder or Clubs	
2♥ Spades	2NT Diamonds	
other 3C - Mod Puppet, 3D - Minors, 3H/S - Shortage		
2♣	Game Force	
2♦	Weak Diamonds (can be 5 if NV)	
2♥	Weak Hearts (Can be 5 if NV)	
2♠	Weak Spades (Can be 5 if NV)	
2NT	20-21 can be slightly offshape	3NT Gambling
other		

2. PRE-ALERTS

Transfers over 1C opening	Choice of opening minors
Transfers after 1X Double	No-Trumps can have 2 doubletons
Transfers after overcall double	Points are a rough guide - shape rules

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4S	Jump overcalls	Weak (if Vul v NV then constructive)
Responsive doubles through	4S	Unusual NT	LUBS
1NT overcall - immediate	15-18	Immediate cue of minor	Both Majors
1NT overcall - re-opening	13-16	Immediate cue of Major	Other Major + Minor
Over weak twos	X = T/O, Leb, Scrambling	Over opening threes	X=T/O
Over opponent's 1NT	2♣- Majors, 2♦- single suited major, 1♥- 5+♥+4+minor		
	2♠- 5+♠+4+minor, 2NT - Both minors		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+ ♥ 0+NV (4+ Vul)	2♦ 8-11 5+ ♣	3♦ SPL 5+♣
1♥ 4+ ♠ 0+ NV (4+ Vul)	2♥ 3-7 6+ ♥	3♥ SPL 5+♣
1♠ No Major or ♦+M GF	2♠ 3-7 6+ ♠	3♠ SPL 5+♣
1NT 11-12 Bal (4M allowed)	2NT Game Force Bal 13+	3NT To play no slam int
2♣ Game Forcing 5+♣	3♣ 2-7 5+♣	4♣ Pre-emptive
other		
1♦ 1♥ 4+♥ 3+	2♥ 3-7 6+♥	3♥ SPL 5+♦
1♠ 4+♠ 3+	2♠ 3-7 6+♠	3♠ SPL 5+♦
1NT 4-11 no 4M	2NT 11-12 Bal	3NT To Play no 4M
2♣ GF 5+♣	3♣ 8-11 5+♦	4♣ SPL 5+♦
2♦ GF 4+♦	3♦ 2-7 5+♦	4♦ Pre-emptive
other		
1♥ 1♠ 4+♠ 3+	2♥ 4-9 3♥	3♦ 9-13 4+♥
1NT 4-11 denies 4♣	2♠ 9-13 3♥	3♥ 0-6 4+♥
2♣ GF Bal, 3♥ or 5+♣	2NT GF (12+) 4+♥	3♠ SPL (3)4+♥
2♦ GF 5+♦	3♣ 5-9 4+♥	3NT Choice of Games
other		
1♠ 1NT 4-11	2♠ 4-9 3+♠	3♥ 9-13 3♠
2♣ GF Bal, 3♠ or 5+♣	2NT GF (12+) 4+♠	3♠ 0-6 4+♠
2♦ GF 5+♦	3♣ 5-9 4+♠	3NT Choice of Games
2♥ GF 5+♥	3♦ 9-13 4+♠	4♣ SPL (3)4+♠
other		
1NT 3♣ Puppet Stayman (Mod)	3♠ SPL 3♥	4♦ TRF ♠
3♦ Both Minors ST	3NT To Play	4♥ To Play
3♥ SPL 3 or 4♠	4♣ TRF ♥	4♠ To Play
other		
2♣ 2♦ Waiting	2NT Slam Force not used	3♥ Solid Suit
2♥ 2/3 Top Honours 6+♥	3♣ 2/3 Top Honours 6+♣	3♠ Solid Suit
2♠ 2/3 Top Honours 6+♠	3♦ 2/3 Top Honours 6+♦	3NT
other		
2♦ 2♥ NV-To play, Vul - F	3♣ NV-To play, Vul - F	3♠ preemptive
2♠ NV-To play, Vul - F	3♦ Wide Ranging	3NT To Play
2NT Feature Ask	3♥ Preemptive	4♣
other		

Notes

2♥ 2♠ NV-To play, Vul - F	3♦ NV-To play, Vul - F	3NT To Play
2NT Shortage Ask	3♥ Wide Ranging	4♣ Slam Try ♥
3♣ NV-To play, Vul - F	3♠ Preemptive	4♥ To Play
other		
2♠ 2NT Shortage Ask	3♥ NV-To play, Vul - F	4♣ Slam Try ♠
3♣ NV-To play, Vul - F	3♠ Preemptive	4♥ To Play
3♦ NV-To play, Vul - F	3NT To Play	4♠ To Play
other		
2NT 3♣ Simple Stayman	3♠ Minors	4♦ TRF ♠
3♦ TRF ♥	3NT To Play	4♥ TRF ♣
3♥ TRF ♠	4♣ TRF ♥	4♠ TRF ♦
other		

9. CONVENTIONS

Unusual NT: Lowest Unbid Suits 5+/5+

4th Suit Forcing One round Game force

NT Checkback Priorities: up the line

Defence to 3NT opening 4C = Majors X = T/O

Defence to Opening Twos X = T/O, leb by non passed hands, scrambling by passed

Multi 2♦ Values or 13-15 Bal, Take Out, Penalties

RCO style 2-s Values or 13-15 Bal,, Take Out, Penalties

Other 2-s Values or 13-15 Bal,, Take Out, Penalties

Defence (1♣) : X = Majors (4/4 or better), 1NT = Both Minors (4/4)

to

strong (2♣) : X = Majors, 2NT = Minors

1♣ / 2♣

Over 1NT Interference Lebensohl

Lebensohl - other uses After Weak 2's, 1M-2M

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ X or 4NT

10. OTHER NOTES

Transfers after 1x Double

Transfers after an overcall double

Wide range of doubles

Doubles used as action bids - does not always follow the normal ideas of doubles