4. BASIC RESPONSES

Jump raises - minors Limit 10-12 Jump raises - Majors Weak 2-5 4 card support Strong 16+ good six card suit Jump shifts after minor opening 2NT=GF 4 card raise, 34=6-9 4 card raise, 34=10-12 4 card raise Jump shifts after Major opening 2♦=some values, 2♥=0-4, 2♠=5+♥s 8+, 2NT=5+♠ 8+ Responses to strong 2 suit open. Responses to 2NT opening Puppet Stayman, Transfers to the majors 3 minor suit stayman

		5. P	LAY	CONVENT	TIONS	Sho	ow priorities
		Versus	Suit	(or both)	Versus	NoTrump	(if different)
Leads Se	equences:	Overlead	d all				
Four or more	with an honour	Fourth H	lighest				
From 4 sm	all	Second	Highes	t			
From 3 cards (no honour)		Second	Highes	t			
In partner's suit		As above	е				
Discards		High end	courage	9			
Count		High low	/ = Eve	n			
Signal on	partner's lead:	High end	courage	9			
Signal on o	declarer's lead:	Natural (Count if	fappropriate			
Notes							

6. SLAM CONVENTIONS RKCB 1430 4 Gerber 4NT: Blackwood Slam Notes Cue Bids X

7. OTHER CONVENTIONS

when?

After 1NT rebid 2 way check back, 2NT

transfer to 34

Asking Bids

Long suit game tries, Splinters

after 1M - 2M, 2NT=enquiry

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			ST	ANDA	RD S	YS	I		RD		
ABF No	s.	12	1541	Nigel Ro	sendorff						
& Nan	nes:	52	266	Martin E	Bloom						
Basic S	ystem:	2 0	ver 1 G	F (unless	rebid by	respo	ond	der)			
Brown S	Sticker			ification:	-			Blue	Red		Yellow
				1. C	PEN	NG		BIDS			
Describ	e stren	gth, mi	nimum le	ength, or s	pecific me	aning					Canape
1♣ 3+	· 10+					1♥	5+	10+			
1 4(3)+ 10	+				1♠	5+	10+			
1NT 1	5-17								may conta	ain 5 ca	ard Major 🛛 🗙
1NT Re	sponses	2♣	Stayma	an							
2♦	5+♥					2		5+♣			
2 💙	5+♠					2NT		5+♦			
other	3♣=	Puppe	t Staym	ıan, 3♦ = :	5/5 minoi	rs 3♥/	/♠	= singleton	other ma	ajor	
2 ♣ Un	condit	ional (GF								
2 \ We	eak 6-1	0 6 ca	ard suit								
2 \ We	eak 6-1	0 6 ca	ard suit								
2 4 We	eak 6-1	0 6 ca	ard suit								
2NT 20)-22					3NT	G	ambling			
other								-			
				2.	PRE-/	ALE	T	RTS			
Suppo	rt doul	oles/re	edouble								
After 1	NTx re	edble :	= 🌲s or	♦s							

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	Weak				
Responsive doubles through	4♠	Unusual NT	Two lowest su	its 5/5			
1NT overcall - immediate	15-18	Im	mediate cue of minor	Michaels 5/5 Majors			
1NT overcall - re-opening	15-18		mediate cue of Major	Michaels 5/5, then As P/C			
Over weak twos Double = T.			Over opening threes	Double = T.O.			
Over opponent's 1NT Do	ouble good	d hand 15+, 2		2♦= ♦s + a major,			
2♥/ ≜ =Natural							

8. RESPONSES TO OPENING BIDS Describe strength, minimum length, or specific meaning

		2000		minimum length, of opcome	•••	
1♣	1♦	4+cards 5+points	2�	16+ points 6 card suit	3�	Splinter
	1♥	4+cards 5+points	2 💙	16+ points 6 card suit	3 💙	Splinter
	1♠	4+cards 5+points	2	16+ points 6 card suit	3♠	Splinter
	1NT	6-10	2NT	GF Raise	3NT	To Play
	2	4+cards 5-9 points	3 🗭	4+cards 10-12 points	4	Pre-empt
0	other					
1♦	1♥	4+cards 5+points	2 💙	16+ points 6 card suit	3 💙	Splinter
	1♠	4+cards 5+points	2	16+ points 6 card suit	3♠	Splinter
	1NT	5-11	2NT	GF Raise	3NT	To Play
	2	4+cards 10+ points	3 🗭	16+ points 6 card suit	4	Splinter
	2�	4+cards 5-9 points	3🔶	4+card 10-12 points	4�	Pre-empt
0	other					
1♥	1	4+cards 5+points	2 💙	5-9 points usually 3	3�	4 cards 10-12 points
	1NT	5-11	2	3 cards 10-12	3 💙	4 cards 2-5 points
	2	4+cards 10+ points	2NT	GF Raise	3♠	Splinter
	2�	4+cards 10+ points	3 🗭	4 cards 5-9 points	3NT	3 card raise
0	other					
1♠	1NT	5-11	2	5-9 points usually 3	3 💙	3 cards 10-12
	2	4+cards 10+ points	2NT	GF Raise	3♠	4 cards 2-5 points
	2�	4+cards 10+ points	3 🗭	4 cards 5-9 points	3NT	3 card raise
	2 💙	5+cards 10+ points	3�	4 cards 10-12 points	4	Splinter
0	other					
1NT	34	Puppet Stayman	3	short 💙	4�	Transfer to As
	3�	5/5 minors	3NT	To Play	4 💙	To Play
	3 💙	short 🛦	4	Transfer to ♥s	4	To Play
0	other					
2	2�	4-7	2NT	5+ ≜ s 8+	3 💙	one loser 6+card suit
	2♥	0-4	3♣	5+ ♣ s 8+points	3♠	one loser 6+card suit
	2	5+ ♥s 8+	3�	5++s 8+points	3NT	
0	other					
2♦	2♥	Natural forcing	3♣	Natural forcing	3	
		Natural forcing	3	Pre-emptive		To Play
	-	Asking for shortage	3♥		4	
	other				-	
Noto						

2♥ 2♠	Natu	iral forcing		3♦	Natural fo	rcing	3NT	To Play	
2NT	Aski	ng for short	age	3♥	Pre-empti	ve	4	Splinter	
3♣	Natu	Iral forcing		3♠			4 💙	To Play	
other									
2 4 2NT	Aski	ng for shorta	age	3♥	Natural fo	rcing	4•	Splinter	
3♣	Natu	Iral forcing		3♠	Pre-empti	ve	4 💙	To Play	
3🔶	Natu	Iral forcing		3NT	To Play		4♠	To Play	
other									
2NT 3🐥	Pupp	pet Staymar	ı	3	minor suit	Stayman	4�	Natural	
3�	Tran	isfer to ♥s		3NT	To play		4 💙	Natural	
3 💙	Tran	isfer to ≜ s		4	Natural		4	Natural	
other									
			9	. C	ONVE	NTIONS			
Inusual	ΝТ·	5/5 two low		_					
4th Suit			round						Game force X
		×							
NT Cheo			Priorities:						
Defence	to 3N	NT opening							
Defence	to O	pening Twos	bou	ble					
Multi 2		Double							
RCO sty	le 2-s	Double							
Other 2-	s	Double							
Defence	1	: Dbl = Maj	ors 1NT	- = m	ninors				
to									
strong	2♣	: Dbl = Mai	ors 1NT	- = m	ninorsRepla	ace with you	r defer	nce to stro	ong 2 & opening
1 ♣ / 2 ♣		,				,			
		rference D	ouble 9)+					
		other uses	After w	/eak	two				
		level pre-em			4♣/4♦	Double			
	Doub	•			• • • •	Double			
4 🔻	Dout		10		• •				
				J. C	UNER	NOTES	5		

Notes