

#### 4. BASIC RESPONSES

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

#### 5. PLAY CONVENTIONS Show priorities

Versus **Suit** (or both)      Versus **NoTrump** (if different)

<b>Leads</b> Sequences:	Overlead all	
Four or more with an honour	Fourth Highest	
From 4 small	Second Highest	
From 3 cards (no honour)	Second Highest	
In partner's suit	As above	
<b>Discards</b>	High encourage	
<b>Count</b>	High low = Even	
<b>Signal</b> on partner's lead:	High encourage	
<b>Signal</b> on declarer's lead:	Natural Count if appropriate	
<b>Notes</b>		

#### 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
<b>Slam Notes</b>		
Cue Bids <input checked="" type="checkbox"/>		
Asking Bids <input type="checkbox"/>		

#### 7. OTHER CONVENTIONS

After 1NT rebid 2 way check back, 2NT	
transfer to 3♣	
Long suit game tries, Splinters	
after 1M - 2M, 2NT=enquiry	

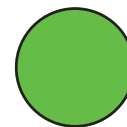
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**AUSTRALIAN BRIDGE  
FEDERATION INC.**



#### STANDARD SYSTEM CARD

ABF Nos.	121541	Nigel Rosendorff
& Names:	5266	Martin Bloom
Basic System:	2 over 1 GF (unless rebid by responder)	
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

1♣	3+ 10+	1♥	5+ 10+
1♦	4(3)+ 10+	1♠	5+ 10+
1NT	15-17	may contain 5 card Major <input checked="" type="checkbox"/>	

<b>1NT Responses</b>	2♣ Stayman
2♦	5+♥      2♠ 5+♣
2♥	5+♠      2NT 5+♦
other	3♣=Puppet Stayman, 3♦ = 5/5 minors 3♥/♠ = singleton other major

2♣	Unconditional GF		
2♦	Weak 6-10 6 card suit		
2♥	Weak 6-10 6 card suit		
2♠	Weak 6-10 6 card suit		
2NT	20-22	3NT	Gambling
other			

#### 2. PRE-ALERTS

Support doubles/redoubles	
After 1NTx redble = ♣s or ♦s	

#### 3. COMPETITIVE BIDS / OVERCALLS

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

