4. BASIC RESPONSES Jump raises - minors inverted criss cross Jump raises - Majors pre emptive Jump shifts after minor opening weak raise of some sort Jump shifts after Major opening Responses to strong 2 suit open. 2D waiting, 2H rubbish (less than a king) Responses to 2NT opening simple stayman with smolen, 3S minors, after M trf S/A with fit. 5. PLAY CONVENTIONS **Show priorities** Versus Suit (or both) Versus NoTrump (if different) **Leads** Sequences: top top Four or more with an honour 4th 4th From 4 small 2nd 2nd From 3 cards (no honour) 2nd 2nd In partner's suit low when not supp low when not supp Discards low encourage reverse count Count reverse present reverse count **Signal** on partner's lead: low encourage reverse count Signal on declarer's lead: reverse count, suit preference if we think its an obv situation **Notes** 6. SLAM CONVENTIONS **RKCB 1430** 4NT: Blackwood 4♣ Gerber when? **Slam Notes** Cue Bids X 1st and 2nds Asking Bids 7. OTHER CONVENTIONS SPL Drury LEB 4NT take out www.abf.com.au PDF Form Rev. 17I21 by RoL MyRev. Copyright © ABF 2017



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos. 7114	170 Sophie Ash	ton								
& Names: 5863	Laura Ginna	an								
Basic System: (14) 15-17 1NT, 2/1 GF										
Brown Sticker	Classification: Gr	reen X Blue	Red Yellow							
1. OPENING BIDS										
Describe strength, minimum length, or specific meaning Canape										
1 4 3+ (with 4-4 min	ors we open 1D)	1♥ 5+								
1 3+ (only 4432)		1♠ 5+								
1NT (14) 15-17 can	be semi balanced		may contain 5 card Major							
1NT Responses 2♣ S	Simple 4 card Stayn	nan								
2♦ TRF hearts (super accept good 4) 2♠ TRF clubs (2NT super accept)										
2♥ TRF spades	(super accept good	d 4) 2NT TRF dia	amonds (3C supper accept)							
other 3x = shortage (3S promised 4H), 4C=trf H, 4D=trf S followed by RKCB)										
24 23+ balanced or	GF (really gf) :2D	waiting, 2H: double	negative (2NT is then GF)							
2♦ weak 6(5) diame	onds, can be very a	ggressive at NV, ve	ry solid Vul							
2♥ weak 6(5) heart	s can be very aggre	essive at NV, very so	olid Vul							
2♠ weak 6(5) spade	es can be very aggr	essive at NV, very s	solid Vul							
2NT 20-22 bal or se	mi bal	3NT solid mi	nor 1/2nd, to play 3/4							
other 4NT specific ac	ce ask (5C no ace, 6	6C 2 aces, otherwise	e bid A, 5NT is club ace)							
	2. PF	RE-ALERTS								
	3. COMPETITI	VE BIDS / OVEF	RCALLS							
Negative doubles through	4S Jump overc	alls 11-13 good 6 c	ard suit							
Responsive doubles through	4S Unusual	NT 55 lowest, no H	ICP limits							
1NT overcall - immediate	15-18 bal/semi bal	Immediate cue of minor	5+/5+ majors							
1NT overcall - re-opening	15-18 bal/semi bal	Immediate cue of Major	OM+m 5+/5+							
Over weak twos X to: leb btu 3NThas stop Over opening threes xTO										
Over opponent's 1NT X penalty (pased hand 10+), 2 clubs majors, 2d: 6hearts or spades										
2M: 5+ major and 4+ minor, 2NT: minors										

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

	Describe site	ngui,	minimum length, or specific	7 11100	2111119			
1♣ 1♦	4+ diamonds (6+)	2	limit raise for clubs	3◆	singleton/void D			
1♥	4+ hearts (6+)	2	3-6, 6 hearts	3	singleton/void H			
1♠	4+ spades (6+)	2	3-6, 6 spades	3 ^	singleton/void S			
1NT	6-10 vul, 6-11 NV	2NT	invite to 3NT (11-12)	3NT	13-15 bal			
2	GF clubs	3♣	weak (0-8) 5+clubs	4	13 clubs			
other	over 1C-3C opener is expected to pass with 18-19 NV and bid 3N if vul							
1♦ 1♥	4+ hearts (6+)	2	3-6, 6 hearts	3 💙	singleton/void H			
1♠	4+ spades (6+)	2	3-6, 6 spades	3 ♠	singleton/void S			
1NT	6-10 vul, 6-11 NV	2NT	invited to 3NT (11-12)	3NT	13-15 bal			
2	nat forcing	3♣	limit raise for diamonds	4 ♣	splinter			
2	nat GF	3	weak (0-8) 5+ d	4	13 diamonds			
other	over 1D-3D opener is expected to pass with 18-19 NV and bid 3N if vul							
1♥ 1♠	4+S (6+)	2	6-9(10)	3 🄷	10-11 4 hearts			
1NT	6-10ish	2	invite 3 hearts	3	preemptive 4_H			
2	nat forcing	2NT	game force 4+ H	3 ^	splinter			
2	nat forcing	3 ♣	6-9 4+ hearts	3NT	13-15 3H (passable)			
other	4 level splinter							
1 ♠ 1NT	6-10ish	2	6-9 (10)	3	invite 3 spades			
2	nat forcing	2NT	game force 4+S	3 ^	preemptive 4+H			
2	nat forcing	3 -	6-9 4+S	3NT	13-15 4H (passable)			
2	nat forcing	3◆	11-12 4+ spades	4	spl			
other								
1NT 3♣	0-1 C, GF	3♠	0-1S, 4H, GF	4	trf S (4NT RKCB)			
3	0-1 D, GF	3NT	10 play	4	To play			
3♥	0-1 H, GF	4	trf hearts (4NTRKCB)	4	To play			
other	smolen, 1NT: 2C:2H:25	is ir	nvite 4 spades, 4NT is qu	ant				
2♣ 2♦	waiting	2NT	13 clubs	3 💙	nat			
2	generic rubbish	3 -	nat	3 ^	suit setting			
2	nat	3◆	nat	3NT	13 diamonds			
other								
2♦ 2♥	nat F vul, NF nv	3♣	nat F vul, NF nv	3 ♠	nat forcing			
	nat F vul, NF nv	3			to play			
2NT	enquiry	3	nat forcing	4	13 clubs			
other	2NT(V): 3M min no sho	rt, 31	NT max no short,other:sp	l (N\	/:min5,max5,min6,max			
lotes								

2♥ 2♠	nat F vul, NF nv		nat F vul, NF nv		to play			
2NT	enquiry	3 Y	raise, non invite	4	13 clubs			
_	nat F vul, NF nv		nat forcing	• •	13 diamdonds			
other	2NT(V): 3M min no sho	ort, 31	NT max no short,other:sp	l (N\	/:min5,max5,min6,max <mark>⊕</mark>			
2♠ 2NT	enquiry	3 Y	nat forcing	4♣	13 clubs,			
3♣	nat F vul, NF nv	3 ♠	raise, non invite	4	to play			
3◆	nat F vul, NF nv	3NT	to play	4				
other	2NT(V): 3M min no sho	ort, 31	NT max no short,other:sp	l (N)	/:min5,max5,min6,max			
2NT 3♣	Stayman (smolen)	3 ♠	minors GF	4	trf Spades (4NT RKCP)			
3◆	trf H (s/a on all 3+)	3NT	to play	4	Trf C (5C reject)			
3♥	trf S (s/a on all 3+)	4 -	TRF hearts(4NT RKC	4	Trf D (5D reject)			
other	accepting major transfe	er sho	ows 3+ card support					
	9	. C	ONVENTIONS					
Unusual	NT: lowest unbid suits	5+/5)_					
4th Suit	Forcing One round	\neg			Game force X			
NT Chec	ckback X Priorities:	up t	he line, 2 way					
Defence	to 3NT opening lead v	-	·					
Defence to Opening Twos x take out with lebensohl.								
Multi 2 X 16+ or 13+ balanced, next double take out								
RCO style 2-s								
Other 2-								
	1NT minors, double n	naior	 S					
to	,	,						
strong	(2♣): x take out (goo	d ish	hand)					
1 % / 2 %	, ,	a 1011	Hallay					
		hl /V	take out if playable and	voli	upper if not)			
		•	take out if playable spot,	vait	ies ii riot)			
	ohl - other uses 2 leve	ope						
Take out of 4 level pre-empts 4♣/4◆								
4♥			4					
10. OTHER NOTES								
Agressive to vully games, passive to slam,								
system on over doubles, always off over suit bids								
4NT is always quant when last bid was NT,								
after reverse, 2NT is weakest, 4th suit is GF, repeat your suit is F1								
all syste	em							
if they play trf over 1C: bidding their suit is natural, X is take out of the suit they show								

2C michaels