

4. BASIC RESPONSES

Jump raises - minors	Weak
Jump raises - Majors	Weak
Jump shifts after minor opening	Criss-cross, weak jump shifts, splinters
Jump shifts after Major opening	Bergen, Jacoby, splinters
Responses to strong 2 suit open.	2♦ = waiting
Responses to 2NT opening	3♣ = muppet stayman, Transfers, 3♠ = minor stayman

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead except A-Att K-Count	Same but Underlead for unblock
Four or more with an honour	4th	4th
From 4 small	2nd	2nd
From 3 cards (no honour)	MUD	Top
In partner's suit	low from 3+ if not raised	low from 3+ if not raised
Discards	Low encourage	Low encourage
Count	Reverse Original	Reverse Original
Signal on partner's lead:	Reverse Attitude	Reverse Attitude
Signal on declarer's lead:	Reverse Count	
Notes	Natural Suit Preference in many situations	

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/>	when?
Slam Notes	0314 for ♣, EKCB 01122		
Cue Bids <input checked="" type="checkbox"/>	First/Second round controls		
Asking Bids <input type="checkbox"/>			

7. OTHER CONVENTIONS

Blackout	
Drury	
Support X/XX (not mandatory)	

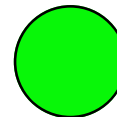
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	759181	Johnno Newman
& Names:	804517	Jamie Thompson
Basic System:	2/1 GF, variable NT, transfers over 1♣	
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♣ 11+, 2+♣ (contains all bal hands)	1♥ 11+, 5+♥	
1♦ 11+, 4+♦ (unbal)	1♠ 11+, 5+♠	
1NT 8-11 bal 1st/2nd NV (14)15-17 bal all other positions		may contain 5 card Major <input checked="" type="checkbox"/>
1NT Responses 2♣ Stayman		
2♦ Puppet to 2♥ Tfr to ♥	2♠ To Play Tfr to ♣ or Range enquiry	
2♥ To Play Tfr to ♠	2NT Tfr to ♣ Tfr to ♦	
other 3♣ = Tfr to ♦ Puppet Stayman		
2♣ GF or 22+ bal		
2♦ Weak, 5+♦ NV 6+♦ V		
2♥ Weak, 4+♥ 4+♠		
2♠ Weak, 5+♠ NV 6+♠ V		
2NT (19)20-21 bal	3NT Gambling (1st/2nd)	
other		

2. PRE-ALERTS

8-11 1NT 1st/2nd NV	May open light in 3rd seat
Transfers over 1♣ and in low level comp	
2♥ = Both majors weak	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	Weak
Responsive doubles through	4♠	Unusual NT	LUBS
1NT overcall - immediate	15-18	Immediate cue of minor	Both Majors
1NT overcall - re-opening	11-14(16)	Immediate cue of Major	Other Major + minor
Over weak twos X=T/O with Leb		Over opening threes	X=T/O
Over opponent's 1NT	X = Pen 2♣ = Majors	2NT = minors	

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♥	2♦ 7-9, 5+♣	3♦ Splinter
1♥ 4+♠	2♥ 4-7, 5+♥	3♥ Splinter
1♠ No M unless GF with ♦	2♠ 4-7, 5+♠	3♠ Splinter
1NT (10)11-12 bal	2NT 10-12, 5+♣	3NT To Play
2♣ GF 5+♣	3♣ 0-6, 5+♣	4♣ Preemptive
other		
1♦ 1♥ 4+♥	2♥ 4-7, 5+♥	3♥ Splinter
1♠ 4+♠	2♠ 4-7, 5+♠	3♠ Splinter
1NT (0)5-12, SF	2NT 10-12 bal	3NT To Play
2♣ Nat, GF	3♣ 7-9, 4+♦	4♣ Splinter
2♦ GF, 4+♦	3♦ 0-6, 4+♦	4♦ Preemptive
other		
1♥ 1♠ 4+♠	2♥ 6-9 3♥	3♦ 10-12 4+♥
1NT (0)5-12, SF	2♠ 10-12 3♥	3♥ 0-5 4+♥
2♣ GF ♣ or bal	2NT GF 4+♥	3♠ Splinter
2♦ GF 5+♦	3♣ 6-9 4+♥	3NT
other		
1♠ 1NT (0)5-12, SF	2♠ 6-9 3♠	3♥ 10-12 3♠
2♣ GF ♣ or bal	2NT GF 4+♠	3♠ 0-5 4+♠
2♦ GF 5+♦	3♣ 6-9 4+♠	3NT
2♥ GF 5+♥	3♦ 10-12 4+♠	4♣ Splinter
other		
1NT 3♣ Tfr to ♦ Pupp Stayman	3♠ 13(54)	4♦ Preempt Tfr to 4♠
3♦ Both minors GF	3NT To Play	4♥ To Play
3♥ 31(54)	4♣ Preempt Tfr to 4♥	4♠ To Play
other Green=mini NT Red=15-17 NT		
2♣ 2♦ Waiting	2NT	3♥
2♥ 5+♥, good suit	3♣ 6+♣, good suit	3♠
2♠ 5+♠, good suit	3♦ 6+♦, good suit	3NT
other		
2♦ 2♥ Nat F1	3♣ Nat F1	3♠
2♠ Nat F1	3♦ To Play	3NT To Play
2NT Enquiry	3♥	4♣
other		

Notes

2♥ 2♠ To Play	3♦ Nat F1	3NT To Play
2NT Enquiry	3♥ To Play	4♣
3♣ Nat F1	3♠ To Play	4♥ To Play
other		
2♠ 2NT Enquiry	3♥ Nat F1	4♣
3♣ Nat F1	3♠ To Play	4♥ To Play
3♦ Nat F1	3NT To Play	4♠ To Play
other		
2NT 3♣ Muppet Stayman	3♠ minor stayman	4♦ Tfr to 4♠
3♦ Tfr to ♥	3NT To Play	4♥ 6+♣, slam interest
3♥ Tfr to ♠	4♣ Tfr to 4♥	4♠ 6+♦, slam interest
other		

9. CONVENTIONS

Unusual NT: LUBS any strength

4th Suit Forcing

One round

Game force

NT Checkback

Priorities: 2 way checkback

Defence to 3NT opening

4♣ = Both majors

Defence to Opening Twos

X = T/O with Leb, Leaping Michaels

Multi 2♦

First X = 13-15 bal or strong, Second X = T/O, Third X = Pen

RCO style 2-s

Other 2-s

Defence (1♣): {X = Majors, 1NT = minors, 2♠ = natural}

to

strong (2♣):

1♣ / 2♣

Over 1NT Interference 2♣ = majors

Lebensohl - other uses

Over NT interference and (2M) DBL

Take out of 4 level pre-empts

4♣/4♦ X=T/O

4♥ X=T/O

4♠ X=T/O

10. OTHER NOTES

1st/2nd NV

1♦ contains 15-17 bal hands w/o 5cM