4. BASIC RESPONSES Jump raises - minors preempt, <MIXED preempt, <MIXED Jump raises - Majors 2 = 5/5M < INV, 2 = 5/5M INV, jump-O-m = mixed Jump shifts after minor opening Bergen, jump-O-M = 3cd INV Jump shifts after Major opening Kokish, 2M = KQxxx+, 3m = KQxxxx+Responses to strong 2 suit open. Responses to 2NT opening Simple (Smolen), 3 = ++, 4x = 2-under slam try (4 + RKC +) 5. PLAY CONVENTIONS **Show priorities** Versus NoTrump Versus Suit (or both) (if different) Sequences: overlead (king:cnt V PRE/5+ IvI) King for unblock Leads Four or more with an honour 3rds from even / low from odd 4ths 3rd highest From 4 small xXxx or Xxxx Xxx or xXx From 3 cards (no honour) lowest In partner's suit low from 3+ if unraised As above 1st = low enc (usually) **Discards** low = even (if needed) Count typically reverse count typically low enc Signal on partner's lead: typically reverse count, reverse smith V NT, some SP in trumps. **Signal** on declarer's lead: if a situation calls for a different signal, our signals are: reverse count, low enc and standard suit preference. 6. SLAM CONVENTIONS 4♣ Gerber RKCB 1430 Blackwood when? 4NT: Slam Notes Exclusion responses (but game @ first bid): 0,1,1.5... X Cue Bids 1st / 2nd round controls Asking Bids X Exclusion (1, 1.5, 2, 2.5, etc) 7. OTHER CONVENTIONS Non-serious 3NT (almost always) 2-way checkback www.abf.com.au PDF Form Rev. 15F06 by RoL MyRev. Copyright © ABF 2015



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	3250)41 N	ye Griffith	ıs						
& Names:	759181 John Newman									
Basic System: 2/1, transfers over 1♣										
Brown Sticker		Classifica	ation: Gr	een [X	Blue		Red		Yellow
			1. OP	EN	ING	BIDS	5			
Describe strength, minimum length, or specific meaning Canape										
1♣ 2+ (can b	1♥ :	5+								
1♦ 4+ (usua	lly good	suit or U	NBAL)		1♠ :	5+				
1NT 15-17								may con	tain 5 ca	rd Major 🗶
1NT Responses	2♣ \$	Simple (S	molen)							
2♦ ♥					2	INV or	♣			
2♥ ♠					2NT	♦				
other 3♣ =	= 5M asl	k, 3 ♦ = G	F minors,	3M =	3cd fr	agment	(sho	rtage O	-M)	
2. GF or 22-23 BAL (Kokish)										
2♦ Weak, style reflects vul										
2♥ Weak, style reflects vul										
2♠ Weak, s	tyle refl	ects vul								
2NT 20-21					3NT	gamblir	ng in	1st/2nd		
other										
			2. PF	RE-	ALE	RTS				
Preempts aggressive at 1st fav										
Transfers over 1♣ and 1-suit (X)										
Dubious actions allowed in 3rd										
			IPETITI'							
Negative doubles through va		varies			Intermediate (ART			over ne	bulous	s openings)
Responsive double	Ū		Unusual NT		lowest					
1NT overcall - immediate		15+-18			Immediate cue of minor		Michaels if 3+ opening 5+ OM and a 5+minor			
						of Major	5+	OM and	l a 5+i	minor
Over weak twos Lebensohl, leaping Mich. Over opening threes										
Over opponent's 1NT multi-landy (2♣ = majors, 2♦ = major, 2M = M+m, 2N = minors)										

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

1♣ 1♦	4+♥	2	MIXED ♣ raise	3	SPL, 15+
1	4+♠	2	5+/5+ majors, <inv< td=""><td>3</td><td>SPL, 15+</td></inv<>	3	SPL, 15+
1♠	no major / ♦	2♠	5+/5+ majors, INV	3♠	SPL, 15+
1NT	INV (can have 4M)	2NT	Sharp GF BAL, no M	3NT	,
2♣	NV+, 5+ ♣	3♣	Preempt	4	
other			·		
1♦ 1♥	4+♥	2	5+/5+ majors, <inv< td=""><td>3 💙</td><td>SPL, 15+</td></inv<>	3 💙	SPL, 15+
1♠	4+♠	2♠	5+/5+ majors, INV	3♠	SPL, 15+
1NT	6-10ish	2NT	INV	3NT	
2♣	GF ♣	3♣	MIXED ♦ raise	4♣	SPL, 15+
2	INV+, 4+ ♦	3◆	Preempt	4	
other					
1♥ 1♠	4+♠	2	6-10 3cd raise	3	INV, 4+ support
1NT	semi-forcing	2♠	3cd INV	3 Y	Preempt, 4+support
2♣	GF BAL / ♣	2NT	GF, 4+ support	3♠	Double-jump = SPL
2	GF 5+ ♦	3♣	6-9, 4+ support	3NT	13-15 = 4333
other					
1 ♠ 1NT	semi-forcing	2♠	6-10 3cd raise	3 Y	3cd INV
2♣	GF BAL / 秦	2NT	GF, 4+ support	3♠	Preempt, 4+support
2	GF 5+ ♦	3♣	6-9, 4+ support	3NT	13-15 = 4333
2	GF 5+♥	3◆	INV, 4+ support	4♣	
other					
1NT 3♣	"5-card major?"	3♠	3♠, short ♥, GF	4	"Bid 4 ♠ "
3◆	GF ♣+ ♦	3NT		4	Slam try in 🛧
3♥	3♥, short ♠, GF	4♣	"Bid 4 ♥ "	4♠	Slam try in ♦
other					
2♣ 2♦	Kokish	2NT		3	
2	♥ KQxxx+	3♣	♣ KQxxxx+	3♠	
2♠	∲ KQxxx+	3◆	♦KQxxxx+	3NT	
other					
2♦ 2♥	NAT, F1 unless FAV	3♣	NAT, F1	3♠	NAT, F1 at FAV
2♠	NAT, F1 unless FAV	3	Preempt	3NT	
2NT	Ogust-like (varies)	3 Y	NAT, F1 at FAV	4♣	

2♥ 2♠	NAT, F1 unless FAV	3	NAT, F1	3NT	
2NT	2NT Ogust-like (varies)		Preempt	4♣	
3♣	NAT, F1	3♠	NAF, F1 at FAV	4	Wide-ranging
other					
2 ♠ 2NT	Ogust-like (varies)	3 💙	NAT, F1	4♣	
3♣	NAT, F1	3♠	Preempt	4	
3◆	NAT, F1	3NT		4	Wide-ranging
other					
2NT 3♣	Simple	3♠	Minor Stayman	4	S/T ♠
3◆	5+♥ (step = 2)	3NT		4	S/T ♣ (step = RKC)
3♥	5+ ♠ (step = 2)	4♣	S/T ♥	4	S/T ♦ (5♣ = RKC)
other					
	9). C	ONVENTIONS	3	
Unusual					
4th Suit	Forcing One round	\neg			Game force X
NT Chec	<u> </u>	 2-w	ay Checkback after 1-	1-1. Pr	
	to 3NT opening Varie		•		
	to Opening Twos		,		
Multi 2		NT /	bopper. Double of P/C	– take	out
			pper. Double of $P/C =$		
RCO style	Varies depending			lakeou	·
Other 2-s				FC #00	
Defence	·		nors (same after 1♦ N	EG res	sponse),
to	might pass then act	with g	jood nand		
strong					
•					
Over 1N	Tinterference Lebens	ohl			
Lebenso	ohl - other uses Weak	< 2s t	akeout		
Take ou	t of 4 level pre-empts		4♣/4♦		
4			4♠		
	1	0. 0	THER NOTE	S	