

4. BASIC RESPONSES

Jump raises - minors	6-11, 5+trumps
Jump raises - Majors	6-11, 4+ trumps
Jump shifts after minor opening	7+, 5+support, singleton splinter
Jump shifts after Major opening	7+, 4+support, singleton splinter
Responses to strong 2 suit open.	2♦ = neg / waiting, suit = 8+ with 2/3 honours in 5+ suit, 2N = 8-10
Responses to 2NT opening	3♣ = Stayman, 3♦/♥ = tnx, 3♠ = minors, 4♣/♦ = nat slam int

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A = Att, K = count	
Four or more with an honour	4th	
From 4 small	4th or top of sequence	
From 3 cards (no honour)	MUD	
In partner's suit	3rd	
Discards	nat attitude, some count if nec	
Count	nat	
Signal on partner's lead:	nat att	
Signal on declarer's lead:	usually nat count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 3041	4♣ Gerber <input type="checkbox"/>	when?
Slam Notes	Step = Q ask, trump suit = no, else = yes plus K in bid suit		
Cue Bids <input checked="" type="checkbox"/>	1st or 2nd		
Asking Bids <input type="checkbox"/>			

7. OTHER CONVENTIONS

Frequent splinters	2-way checkback after 1x-1y-1NT:
Jump to 5NT = pick a slam	2♣ forces 2♦ to play or bid now invit
5NT in KC auction confirms all KC + Q asks	2♦ = artificial GF
bid grand or show cheapest K	2NT forces 3♣ usually to play
	3bids = nat slam interest

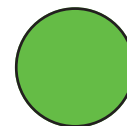
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	68111	Paul WYER
& Names:	44318	Kim MORRISON
Basic System:	2/1 GF	
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♣ 11+, better minor, 3+♣	1♥ 11+, 5+♥
1♦ 11+, better minor, 3+♦	1♠ 11+, 5+♠
1NT (14)15 - 17, may be offshape if no rebid may contain 5 card Major <input checked="" type="checkbox"/>	

1NT Responses 2♣ Simple Stayman [then bid = weak, jump = spl]	
2♦ = ♥ [then suit = nat GF, jump = spl]	2♠ = ♣ [then suit = nat GF, jump = spl]
2♥ = ♠ [then suit = nat GF, jump = spl]	2NT = ♦ [then suit = nat GF, jump = spl]
other 3♣ = Puppet Stayman, 3♦/♥/♠ = nat slam try, 4♣/♦ = Texas	

2♣ any GF	
2♦ 6-10 usually 6♦	
2♥ 6-10 usually 6♥	
2♠ 6-10 usually 6♠	
2NT 20-22 balancedish	3NT solid minor, no outside A or K
other 4NT = specific A ask, 5♣ = 0, 5NT = 2, 6♣ = ♣A	

2. PRE-ALERTS

All initial jumps to game = to play	
All other jumps after we open = splinters	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	weak
Responsive doubles through	4♠	Unusual NT	always minors
1NT overcall - immediate	15-18 sys on	Immediate cue of minor	majors 5+/5+
1NT overcall - re-opening	11-14 sys on	Immediate cue of Major	other major & minor 5+/5+
Over weak twos	X, [then natural]	Over opening threes	X [then natural]
Over opponent's 1NT	2♣ = majors, else = natural		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+, 4+♦	2♦ 7+, 5+♣ sing spl F1	3♦ 7+, 5+♣ void spl F1
1♥ 4+, 4+♥	2♥ 7+, 5+♣ sing spl F1	3♥ 7+, 5+♣ void spl F1
1♠ 4+, 4+♠	2♠ 7+, 5+♣ sing spl F1	3♠ 7+, 5+♣ void spl F1
1NT 6-11, no major	2NT 13-15 bal	3NT 16-17 bal
2♣ 6-9, 5+♣	3♣ 9-11, 5+♣, no shortage	4♣ long ♣, no shortage
other 4♥/♠ = to play		
1♦ 1♥ 4+, 4+♥	2♥ 7+, 5+♦ sing spl F1	3♥ 7+, 5+♦ void spl F1
1♠ 4+, 4+♠	2♠ 7+, 5+♦ sing spl F1	3♠ 7+, 5+♦ void spl F1
1NT 6-11, no major	2NT 13-15 bal	3NT 16-17 bal
2♣ 5+♣, GF	3♣ 7+, 5+♦ sing spl F1	4♣ 7+, 5+♦ void spl F1
2♦ 6-9, 4+♦	3♦ 9-11, 5+♦, no shortage	4♦ long ♦, no shortage
other 4♥/♠ = to play		
1♥ 1♠ 4+, 4+♠	2♥ 6-11, 3♥	3♦ 7+, 4+♥ sing spl F1
1NT 6-11, no 3♥/4♠	2♠ 7+, 4+♥ sing spl F1	3♥ 7-11, 4+♥, no shortage
2♣ 5(4)+♣, GF	2NT 13-15 bal	3♠ 7+, 4+♥ void spl F1
2♦ 5(4)+♦, GF	3♣ 7+, 4+♥ sing spl F1	3NT 16-17 bal
other 4♠ = to play, 4♦ = 7+, 4+♥ void spl		
1♠ 1NT 6-11, no 3♠	2♠ 6-11, 3♠	3♥ 7+, 4+♠ sing spl F1
2♣ 4+♣, GF	2NT 13-15 bal	3♠ 6-11, 4♠, no shortage
2♦ 4+♦, GF	3♣ 7+, 4+♠ sing spl F1	3NT 16-17 bal
2♥ 5+♥, GF	3♦ 7+, 4+♠ sing spl F1	4♣ 7+, 4+♠ void spl
other 4♥ = to play, 4♦ = 7+, 4+♠ void spl		
1NT 3♣ Puppet Stayman	3♠ nat slam try	4♦ Texas to 4♠
3♦ nat slam try	3NT to play	4♥ to play
3♥ nat slam try	4♣ Texas to 4♥	4♠ to play
other 4NT = quant [if accepting bid cheapest 4 cd suit at 5 level or 5 cd suit at 6 level]		
2♣ 2♦ neg or waiting	2NT 8-10 bal [bid naturally]	3♥ 4-7, 6+ good ♥
2♥ 7+, 5+♥ with 2/3 hon	3♣ 7+, 5+♣ with 2/3 hon	3♠ 4-7, 6+ good ♠
2♠ 7+, 5+♠ with 2/3 hon	3♦ 7+, 5+♦ with 2/3 hon	3NT
other		
2♦ 2♥ nat F1	3♣ nat F1	3♠ spl F1
2♠ nat F1	3♦ nat nf	3NT to play
2NT ask	3♥ spl F1	4♣ spl F1
other 4♥/♠ = to play [after 2NT 3♦ = min, else = max and spl, 3NT = max no shortage]		

Notes After 1NT (X) XX = bid 2♣ which I will pass or bid 2♦ to play, 2♣+ = Stayman and transfers (normal system)

2♥ 2♠ nat F1	3♦ nat F1	3NT to play
2NT ask	3♥ nat nf	4♣ spl F1
3♣ nat F1	3♠ spl F1	4♥ to play
other 4♠ = to play [after 2NT 3♥ = min, else = max and spl, 3NT = max no shortage]		
2♠ 2NT ask	3♥ nat F1	4♣ spl F1
3♣ nat F1	3♠ nat nf	4♥ to play
3♦ nat F1	3NT to play	4♠ to play
other [after 2NT 3♠ = min, else = max and spl, 3NT = max no shortage]		
2NT 3♣ Puppet Stayman	3♠ minors 4+/4+	4♦ 6+♦ slam interest
3♦ txr to ♥	3NT to play	4♥ to play
3♥ txr to ♠	4♣ 6+♣ slam interest	4♠ to play
other After 2NT-4♣/♦ & 2NT-3♣-3x-4♣/♦, bid=cue agreeing & 4NT = no support		

9. CONVENTIONS

Unusual NT: always minors

4th Suit Forcing One round Game force

NT Checkback Priorities: cheapest first

Defence to 3NT opening X = values (next X = pen), 4♣ = Stayman, 4♦ = Majors

Defence to Opening Twos If suit(s) known X = TO, else VTP (values, TO, Penalty)

Multi 2♦ VTP

RCO style 2-s VTP

Other 2-s VTP

Defence (1♣): X = Majors, 1NT = minors, else nat. also applies over (1♣) - P - (1D!)

to

strong (2♣): X = ♣, else nat

1♣ / 2♣

Over 1NT Interference X = TO

Lebensohl - other uses nil

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ X, 4NT = 2 suiter

10. OTHER NOTES

Superaccept major txr with 4+ (or AKx). 2NT= max & 3suit = min (retransfer after 2NT)

Superaccept minor txr with Hx & good hand

After txr at 2 level 4NT = quant, after txr at 4 level 4NT = KC

After we take a penalty action all subsequent Xs are pen except if they run from (1NT) X

whence the next X is TO then all Xs are pen.

Change of suit by opener and responder = F1