4. BASIC RESPONSES

Jump raises - minorsinverted minorsJump raises - MajorsBergen RaisesJump shifts after minor openingWeak MajorJump shifts after Major openingBergen raisesResponses to strong 2 suit open.2D - waiting with at least A, K or 3 Qs, 2H - double negativeResponses to 2NT openingsimple stayman, transfers, 3S = minors

	5. PLAY CONVENT	IONS Show priorities
	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead all	A/Q = att, K = unblock/count
Four or more with an honour	4th	4th
From 4 small	second	top or second
From 3 cards (no honour)	MUD	top or MUD
In partner's suit	third or fourth	third or fourth
Discards	low encourage	low encourage
Count	reverse original	reverse original
Signal on partner's lead:	Low encourage	low encourage (or count on K)
Signal on declarer's lead:	reverse count if any	
Notes If we switch to	a king midway through play we ma	ay give partner reverse count

We might give suit preference signals when leading or playing the trump suit

We give suit preference when giving partner a ruff

6. SLAM CONVENTIONS

when?

4NT: Blackwood

ckwood RKCB 1430 4♣ Gerber Slam Notes Exclusion Keycard

Cue Bids X 1st and 2nd round control

Asking Bids

7. OTHER CONVENTIONS

2 way checkback	2C Drury	
1M-1NT;2NT - GF	Jacoby	
DOPI not ROPI		
Smolen		
Non-serious NT		
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD ABF Nos. 586358 Laura Ginnan & Names: Sophie Ashton 711470 Basic System: 2 over 1 Classification: Green X Blue Red Yellow Brown Sticker **1. OPENING BIDS** Describe strength, minimum length, or specific meaning Canape 1 3+, 10+ 1 5+, 10+ 1 3+, 10+ 1 5+, 10+ **1NT** (14) 15-17 may contain 5 card Major 1NT Responses 24 Simple Stayman 2 Transfer to Hearts 2▲ Transfer to Clubs 2♥ Transfer to Spades 2NT Transfer to Diamonds other 3X= shortage 2**♣** GF Weak (0-6 points 1st seat fav, may be 5 card suit NV) 2 Weak (0-6 points 1st seat fav, may be 5 card suit NV) 2 Weak (0-6 points 1st seat fav, may be 5 card suit NV) 2 2NT 20-22 **3NT** Solid minor, no outside A/K other 2. PRE-ALERTS Support Doubles and Redoubles

Splinters

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4S Jump ov		majors are inte	rmediate, minors are weak		
Responsive doubles through 4S		Unusual NT	Lowest Unbid Suits			
1NT overcall - immediate 1	5-18	I	mmediate cue of minor	Both Majors at least 5/5		
1NT overcall - re-opening 14-16		I	mmediate cue of Major	Other Major + Minor (5+/5+)		
Over weak twos x = take	out		Over opening threes	x=take out		
Over opponent's 1NT $2C = majors (4+/4+), 2D = single suited major (6+),$						
2M = M (5+)+ minor(4+), 2NT = minors (5+/5+)						

8. RESPONSES TO OPENING BIDS Describe strength, minimum length, or specific meaning 1♣ 1♦ 4+, 5+ points 2 5+ clubs, Invitational 3 splinter 1♥ 4+, 5+ points 3♥ splinter 2♥ 6+, weak 1♠ 4+, 5+ points 2♠ 6+, weak 3♠ splinter 1NT (5) 6- 11 2NT 11(V), 12 (NV) 3NT to play 24 4+, GF values 3**4** 5+, weak 4⁴ pre-emptive other 1♦ 1♥ 4+, 5+ points 2♥ 6+, weak 3♥ splinter 1♠ 4+, 5+ points 2♠ 6+, weak 3♠ splinter 1NT (5) 6 - 11 2NT 11(V), 12 (NV) 3NT to play 2**4** 4+, GF 34 5+ diamonds, invitation 44 Splinter (strong) 2 4+, GF 3**•** 5+, weak 4 pre-emptive other 1♥ 1♠ 4+, 5+ points 2♥ 3, 6-9 3 4, 10- bad 12 1NT (5) 6 - bad 12 2 3, 10- bad 12 3♥ 4-5, 0-6(depend on vul) 24 3+, GF 2NT Jacoby 3♠ splinter 2 4+, GF 3 4, 7-9 3NT choice of game (3H) other 4X - splinter 1 1NT (5) 6 - bad 12 2 3, 6-9 3♥ 3, 10-bad 12 24 3+, GF 2NT Jacoby 34 4-5, 0-6 (depending on 2 4+, GF 3 4, 7-9 3NT choice of game (3S) 27 5+, GF 3 4, 10- bad 12 44 splinter other 4X - splinter 1NT 3 shortage 3♠ shortage (with 4 Hs) 4 transfer to spades 3 shortage 3NT to play 4♥ to play 3♥ shortage 4♠ to play 44 transfer to hearts other 4NT - quant 2NT natural positive 2♣ 2♦ waiting with a control 3♥ natural positive 2♥ negative(no A, K, 3Qs) 3♣ natural positive 3 natural positive 3 natural positive 2 natural positive 3NT doesn't exist other 2♦ 2♥ NF (V) NNF (NV) 3**♣** NF 3 NF (NV) 2 NF (V) NNF (NV) 3 simple raise 3NT to play 2NT Enquiry 3 NF (NV) 44 splinter other

2♥ 2♠	NF (V) NNF (NV)	3♦	NF (V) NNF (NV)	3NT	to play
2NT	Enquiry	3 💙	simple raise	4	splinter
3 ♣ other	NF (V) NNF (NV)	3♠	NF (NV)	4♥	to play
••	Enquiry	3♥	NF (V) NNF (NV)	4♣	splinter
34	NF (V) NNF (NV)		simple raise		to play
	NF (V) NNF (NV)		to play		to play
other				-	
2NT 3 ♣	simple stayman	3♠	minors (4+/4+)	4�	transfer to spades
3�	transfer to hearts	3NT	to play	4 🖤	transfer to clubs
3 💙	transfer to spades	4♣	transfer to hearts	4♠	transfer to diamonds
other					
		9. C	ONVENTIONS		
Jnusual	NT: Lower 2 unbid s	uits			
4th Suit	Forcing One round				Game force X
	•		ay Checkback, bid up tl	ne line	
	to 3NT opening X - v				
			es with lebensohl respo	nse	
Multi 2♦	X = 12-14 balan	ced or	16+ unbalanced		
RCO sty	le 2-s X = 12-14 balan	ced or	16+ unbalanced		
Other 2-	s				
Defence	• (1♣) :X = majors, 1N	IT = m	inors, all else natural		
to					
strong	(2♣) : X = maiors. 2	NT = n	ninors, all else natural		
1 ♣ / 2 ♣	. , .		,		
			ext double t/o, all aloo	natura	51
			ext double t/o, all else		
		over	op weak 2s to show we		0
	t of 4 level pre-empts				atural, 4NT to play
4 💙			t/o 4 , $x = t/o$, all e		atural, 4NT t/o
		0. 0	OTHER NOTES	5	

Notes