

4. BASIC RESPONSES

Jump raises - minors	Limit 10-12	Other:
Jump raises - Majors	barrage	Other:
Jump shifts after minor opening	2-5hcp, 6+ suit	
Jump shifts after Major opening	Bergen	
Responses to strong 2 suit open.	2C - 2D - -ve or waiting	
Responses to 2NT opening	puppet Stayman, 4 minor Keycard	

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Journalist	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	same	
Discards	Low Encourage	
Count	Low-High = Even	
Signal on partner's lead:	Low encourage	
Signal on declarer's lead:	Reverse count	
Notes Leads after suit has been led tend to be top of small cards.		
Lead of partner's suit shows count		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 3041	4♣ Gerber <input type="checkbox"/> when?
Slam Notes	Q ask incorp no. Kings, 1 no, 2, yes no K, 3 yes 1K, Voidwood	
Cue Bids <input checked="" type="checkbox"/>	First or second round control, King ask 0-1-2-3	
Asking Bids <input type="checkbox"/>		

7. OTHER CONVENTIONS

Lebensohl over 1NT int & opp 2 level openings	2-way checkback
ROPI, DOPI	Bergen raises
minor suit keycard	Cue raises - limit raise or better
long suit trials	Opening 4NT - minors
Kokish	Voidwood - above 4 of the suit.

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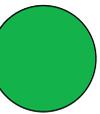
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2-way checkback
1NT (2M) X penalties, 2O to play, 2NT Lebensohl, 3O GF
Support Xs and XXs



AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	118966	Cynthia Belonogoff
& Names:	122122	Val Biltoft
Basic System:	2/1	
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♣ 11-20 (3)	1♥ 11-20(5)	
1♦ 11-20 (3)	1♠ 11-20(5)	
1NT 15-17	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses 2♣ Lavings Other: Smolen 3♥/♠ 4-card, 5 in other M 2♦ transfer to ♥ 2♠ transfer to ♣ 2♥ transfer to ♠ 2NT transfer to ♦ other super acc: 3 to hon in ms; jump in M min, 4+; 2nt max, 3+; new suit 5+ agree Major, max		
2♣	Game Force	
2♦	Weak 6-card major 6-10hcp	
2♥	5-5 in ♥ and a minor, 6-10 hcp	
2♠	5-5 in ♠ and another 6-10 hcp	
2NT	20-22 hcp balanced	3NT Specific ace ask
other		

2. PRE-ALERTS

4♣/4♦ transer to 4♥/4♠ solid suit 8+ PT	Cue bids, cue raises, spinters
Bergen raises	Drury, 2-way checkback
2D to 2S Optimal Twos	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	3♠	Jump overcalls	weak
Responsive doubles through	3♠	Unusual NT	Lowest 2 unbid
1NT overcall - immediate	15 - 18 hcp	Immediate cue of minor	Spades + another wide rangin
1NT overcall - re-opening	11-14 hcp system on	Immediate cue of Major	Other Major + minor
Over weak twos	X t/o with Lebensohl	Over opening threes	X t/o 3NT to play
Over opponent's 1NT	X pen (upper of NT range), 2♣ single suited.		
2D: ♥&♠, 2 major : that major + longer minor, 2NT: strong or weak 2-suiter			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+hcp 4+ cards	2♦ 2-5 hcp 6+♦	3♦ splinter
1♥ 6+hcp, 4+ cards	2♥ 2-5 hcp, 6+♥	3♥ splinter
1♠ 6+hcp, 4+ cards	2♠ 2-5 hcp, 6+♠	3♠ splinter
1NT 6-10 hcp, no major	2NT 11-12 hcp, no major	3NT 12-14 hcp no M
2♣ 5-card 6-9 hcp	3♣ 5+♣, 10-11 hcp	4♣ MSKC
other		
1♦ 1♥ 6+hcp, 4+ cards	2♥ 2-5 hcp, 6+♥	3♥ splinter
1♠ 6+hcp, 4+ cards	2♠ 2-5 hcp, 6+♠	3♠ splinter
1NT 6-10 hcp, no major	2NT 11-12 hcp, no major	3NT 12-14 hcp
2♣ 5+♣. GF	3♣ 2-5 hcp 6+ ♣	4♣ cue
2♦ 5-card 6-9 hcp	3♦ 5+♦, 10-11 hcp	4♦ MSKC
other		
1♥ 1♠ 6+hcp, 4+ cards	2♥ 6-9 hcp, 3+♥	3♦ 9-11 hcp, 4+♥
1NT 6-11 hcp, nf with min	2♠ 9-11 hcp, 4+♥	3♥ 0-6 hcp, 4+♥
2♣ 4+♣, 10+ hcp	2NT 4-card supp, GF	3♠ splinter
2♦ 4+♦, 10+ hcp	3♣ 6-9 hcp, 4+♥	3NT 12-15 3+♥
other 4♣/4♦ splinter		
1♠ 1NT 6-11 hcp, nf with min	2♠ 6-9 hcp, 3+♠	3♥ 9-11 hcp 3♥
2♣ 4+♣, 10+ hcp	2NT 4-card supp, GF	3♠ 0-6 hcp, 4+♠
2♦ 4+♦, 10+ hcp	3♣ 6-9 hcp, 4+♠	3NT 12-15 3♠
2♥ GF	3♦ splinter	4♣ splinter
other 4♣/4♦ splinter		
1NT 3♣ Slam interest	3♠ Slam interest	4♦ Keycard
3♦ Slam interest	3NT to play	4♥ to play
3♥ Slam interest	4♣ Keycard	4♠ to play
other 1NT - 2M - 2NT max, 3+ supp; 3M min 4-card supp; new suit max, 3+ supp, 5 in new suit		
2♣ 2♦ -ve	2NT 8+ balanced	3♥ 3-6 hcp 6-card ♥ suit
2♥ 5+♥ 8+ hcp	3♣ 8+ hcp 6-card ♣ suit	3♠ 3-6 hcp 6-card ♠ suit
2♠ 5+♠ 8+ hcp	3♦ 8+ hcp 6-card ♦ suit	3NT
other 2♣ - 2X - 2NT (25-26), 3NT (23-24),		
2♦ 2♥ POC	3♣ to play	3♠ POC
2♠ POC	3♦ to play	3NT to play
2NT Inq. at least inv.	3♥ POC	4♣ POC
other 4♥ POC, 4♠ to play		

Notes 1M - 2NT - 3O - short then next suit up asks - min sing, min void, max sing, max void

3M good hand, 4M min, 3NT bal, 4 new suit good second suit

2♦ - 2♠ bid shortness with max, 2NT with max no shortage

2♥ 2♠ to play	3♦ inv in ♥	3NT to play
2NT Inq. at least inv.	3♥ barrage	4♣ splinter agrees ♥
3♣ POC	3♠ inv long spades	4♥ to play
other after 2♥=2NT:3♣ min w ♣, 3♦ = min w ♦, 2♥ max with ♣, 2♠ max with ♦		
2♠ 2NT Inq. at least inv.	3♥ POC	4♣ splinter agrees ♠
3♣ POC	3♠ barrage	4♥ to play
3♦ inv in ♠	3NT to play	4♠ to play
other		
2NT 3♣ puppet Stayman	3♠ 5♠ 4♥	4♦ MSKC
3♦ transfer to ♥	3NT to play	4♥ to play
3♥ transfer to ♠	4♣ MSKC	4♠ to play
other 2NT		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits wide ranging

4th Suit Forcing One round Game force

NT Checkback Priorities: 2♣ forces 2♦

Defence to 3NT opening 4♣ majors longer ♥, 4♦ majors longer ♠, 4NT minors, X 16+hcp

Defence to Opening Twos X: good opening hand t/o with Lebensohl

Multi 2♦ ditto

RCO style 2-s ditto

Other 2-s ditto

Defence 1♣ : X majors, 1NT = minors, 2♣ = ♣, 2♦/2♥/2♠ optimal

to

strong 2♣ :

♣

Over 1NT Interference lebensohl

Lebensohl - other uses over multi 2 and weak 2 openings an a X

Take out of 4 level pre-empts 4♣/4♦ X - t/o

4♥ X - t/o 4♠ Penalties 4NT 2-suited t/o

10. OTHER NOTES

1NT(X) XX - bid 4-card suits up the line, bid to play, pass to play

3M good hand, 4M min, 3NT bal, 4 new suit good second suit

1NT (suit) X is penalty oriented

1x (2y) 3 suit long weak

Drury after 3d/4th suit opening: 2♣ 3-card limit raise over 1♥/♠ then 2M min, others full opening

2♦ 4-card limit raise

2♦ 4-card limit raise