4. BASIC RESPONSES Jump raises - minors Inverted - 6-9 4/5 card support Jump raises - Majors Weak - 0-5 Natural - weak at 2 Level, splinter at 3-level Jump shifts after minor opening Bergen raises at 3-level, splinter at 4-level Jump shifts after Major opening Responses to strong 2 suit open. 2D = waitingResponses to 2NT opening Puppet Stayman and TRF 5. PLAY CONVENTIONS **Show priorities** Versus NoTrump Versus Suit (if different) (or both) **Leads** Sequences: Overlead all Overlead all Four or more with an honour 3rd/5th 4th highest 3rd highest 4th highest From 4 small From 3 cards (no honour) bottom top In partner's suit Top of 3 small Top Discards Low encourage Low encourage Count Reverse Reverse Signal on partner's lead: Low encourage Signal on declarer's lead: Some reverse count Notes Suit preference used on occasions 6. SLAM CONVENTIONS **RKCB 1430** when? Gerber used after Nat NT 4NT: Blackwood 4♣ Gerber **Slam Notes** 1st/2nd round controls Cue Bids Asking Bids 7. OTHER CONVENTIONS Jacoby 2NT 2 way NMF Bergen raises ROPI and DOPI Support X and XX Cue raises Reverse Drury - 2 way Minorwood - crisscross **Texas Transfers** Checkback www.abf.com.au Smolen PDF Form Rev. 17K21 by RoL MyRev. Copyright © ABF 2017



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos. 695602 Alison Dawson & Names: 710555 Liz Zeller Brown Sticker										
Basic System: 2/1 Brown Sticker Classification: Green X Blue Red Yellow 1. OPENING BIDS Describe strength, minimum length, or specific meaning Canape 11+ HCP 3+C										
Brown Sticker										
1. OPENING BIDS Describe strength, minimum length, or specific meaning Canape 1+ HCP 3+C 1+ HCP 3+D 1+ HCP 5+B 11+ HCP 3+D 15-17 HCP - may contain 5-card Major 1NT Responses 2+ 5 card Stayman 2 ↑ TRF to H 2 ↑ TRF to C 2 ▼ TRF to S other Superaccepts FG 3 Losers or 23-24 BAL Weak 6 card D 6-9 HCP Weak 6 card H 6-9 HCP Weak 6 card S 6-9 HCP										
Describe strength, minimum length, or specific meaning Canape 11 + HCP 3+C 11 + HCP 5+H 11 + HCP 3+D 13 11 + HCP 5+S 1NT 15-17 HCP - may contain 5-card Major 1NT Responses 24 5 card Stayman 24 TRF to H 27 TRF to S other Superaccepts 28 FG 3 Losers or 23-24 BAL 29 Weak 6 card D 6-9 HCP Weak 6 card S 6-9 HCP Weak 6 card S 6-9 HCP										
11+ HCP 3+C 1 ▼ 11+ HCP 5+H 1 ↑ 11+ HCP 3+D 1 ♠ 11+ HCP 5+S 1NT 15-17 HCP - may contain 5-card Major may contain 5 card Major 1NT Responses 2♣ 5 card Stayman 2 ♠ TRF to C 2 ♥ TRF to S 2NT TRF to D other Superaccepts other Superaccepts 2 ♠ FG 3 Losers or 23-24 BAL 2 ♠ Weak 6 card D 6-9 HCP 2 ♠ Weak 6 card S 6-9 HCP 2 ♠ Weak 6 card S 6-9 HCP										
11+ HCP 3+D 1 11+ HCP 5+S 1NT 15-17 HCP - may contain 5-card Major 1NT Responses 2♣ 5 card Stayman 2♠ TRF to H 2♠ TRF to C 2♥ TRF to S other Superaccepts 2♣ FG 3 Losers or 23-24 BAL 2♠ Weak 6 card D 6-9 HCP 2♠ Weak 6 card S 6-9 HCP										
INT 15-17 HCP - may contain 5-card Major INT Responses 2♣ 5 card Stayman 2♠ TRF to H 2♠ TRF to C 2♥ TRF to S other Superaccepts PG 3 Losers or 23-24 BAL Weak 6 card D 6-9 HCP Weak 6 card H 6-9 HCP Weak 6 card S 6-9 HCP										
1NT Responses 2♣ 5 card Stayman 2♠ TRF to H 2♠ TRF to C 2♥ TRF to S other Superaccepts 2♣ FG 3 Losers or 23-24 BAL 2♠ Weak 6 card D 6-9 HCP 2♠ Weak 6 card S 6-9 HCP										
2♦ TRF to H 2♦ TRF to C 2♥ TRF to S 2NT TRF to D other Superaccepts 2♣ FG 3 Losers or 23-24 BAL 2♦ Weak 6 card D 6-9 HCP 2♥ Weak 6 card H 6-9 HCP 2♦ Weak 6 card S 6-9 HCP										
2♥ TRF to S other Superaccepts 2♣ FG 3 Losers or 23-24 BAL 2♦ Weak 6 card D 6-9 HCP 2♥ Weak 6 card H 6-9 HCP 2♠ Weak 6 card S 6-9 HCP										
other Superaccepts PG 3 Losers or 23-24 BAL Weak 6 card D 6-9 HCP Weak 6 card H 6-9 HCP Weak 6 card S 6-9 HCP										
FG 3 Losers or 23-24 BAL Weak 6 card D 6-9 HCP Weak 6 card H 6-9 HCP Weak 6 card S 6-9 HCP										
Weak 6 card D 6-9 HCP Weak 6 card H 6-9 HCP Weak 6 card S 6-9 HCP										
Weak 6 card H 6-9 HCP Weak 6 card S 6-9 HCP										
Weak 6 card S 6-9 HCP										
other										
2. PRE-ALERTS										
Defence against 2D multi - 2H = shortage in										
2S = pick a minor, X = shortage in S or a										
big hand										
3. COMPETITIVE BIDS / OVERCALLS										
Negative doubles through 3S Jump overcalls Weak										
Responsive doubles through 3S Unusual NT Two lowest unbid suits										
INT overcall - immediate 15-18 System on Immediate cue of minor Majors										
INT overcall - immediate 15-18 System on Immediate cue of minor Majors 1NT overcall - re-opening 12-14 System on Immediate cue of Major Other M and a minor										
INT overcall - re-opening 12-14 System on Immediate cue of Major Other M and a minor										
INT overcall - re-opening 12-14 System on Immediate cue of Major Other M and a minor Over weak twos $X = T/O 2NT = 15-18$ Over opening threes $X = T/O$										

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

Describe strength, minimum length, or specific meaning									
1♣ 1♦	6+ HCP 4+D	2	Weak 6+D 0-5 HCP	3◆	Splinter				
1♥	6+ HCP 4+H	2	Weak 6+H 0-5 HCP	3♥	Splinter				
1 🛧	6+ HCP 4+S	2♠	Weak 6+S 0-5 HCP	3♠	Splinter				
1NT	6-9/10 HCP no 4M	2NT	10-12 HCP no 4M	3NT	13-15 HCP no 4M				
2♣	10+ HCP 4/5C Forcing	3♣	6-9 HCP 5+C	4♣	Preemptive				
other	4D = minorwood in C								
1♦ 1♥	6+ HCP 4+H	2 💙	Weak 6+H 0-5 HCP	3 💙	Splinter				
1♠	6+ HCP 4+S	2♠	Weak 6+S 0-5 HCP	3♠	Splinter				
1NT	6-9/10 HCP no 4M	2NT	10-12 HCP no 4M	3NT	13-15 HCP no 4M				
2♣	4-5C 12+ HCP FG	3♣	Splinter	4♣	Minorwood in D				
2	10+ HCP 4+D Forcing	3	6-9 HCP 4+D	4	Preemptive				
other									
1♥ 1♠	6+ HCP 4+S	2	8-10 HCP 3 card- supp	3 🄷	9-11 HCP 4 card H				
1NT	6-11 HCP no 4S forcing	2	Weak 6+S 0-5 HCP	3	Weak 0-5 HCP 4+H				
2♣	Game force 3/4C	2NT	13+ HCP 4+ H	3♠	Splinter				
2	Game force 3/4D	3♣	6-8 HCP 4 card H	3NT	13-15 HCP 3 card supp				
other									
1 ♠ 1NT	6-11 HCP forcing	2♠	8-10 HCP 3 card suppt	3 💙					
2♣	Game force 3/4C	2NT	13+ HCP 4+S	3♠	Weak 0-5 HCP 4+S				
2	Game force 3/4D	3 -	6-8 HCP 4+S	3NT	13-15 HCP 3 card supp				
2 💙	Game force 5+H	3◆	9-11 HCP 4+S	4♣	Splinter				
other									
1NT 3♣	5 card major ask	3 ♠	Minor suit Stayman	4	TRF to H				
3◆		3NT	To play	4	TRF to S				
3♥		4♣	Gerber	4					
other									
2♣ 2♦	Waiting	2NT		3 💙					
2♥		3♣		3♠					
2♠		3		3NT					
other									
2♦ 2♥	5+H forcing 1 round	3♣		3♠					
	5+S forcing 1 round	3			To play				
_	16+ forcing (feature ask			4♣	. •				
other	- ,			-					
Notes									

Notes

	5+S forcing 1 round		5+D forcing 1 round		To play	/				
	16+ forcing (feature 5+C forcing 1 round		Preemptive	4 %	To play	/				
other	3 1 1 3	V-1.		. ,	- 1 7					
	<u> </u>		5+H forcing 1 round	4♣						
	5+C forcing 1 round		Preemptive		To play					
3 → other	5+D forcing 1 round	J 3N1	To play	4	To play	/				
	Puppet Stayman	3♠	Minor suit Stayman	4	TRF to	Н				
	TRF to H		To play	- ' '	TRF to	S				
	TRF to S	4♣	Gerber	4						
other		9 C	ONVENTION	<u> </u>						
9. CONVENTIONS Unusual NT: Lower 2 Unbid suits										
	Forcing One rou	_	Game force			Game force				
NT Chec	kback Priori	ities: 3 ca	ard Major before 4 oth	er M						
Defence to 3NT opening X for values 4C = Majors										
Defence to Opening Twos										
Multi 2♦ 2H = shortage in H, 2S = pick a minor, X = shortage in S or a big hand										
RCO style 2-s										
Other 2-	3									
Defence	Natural									
to										
strong	(2♣):									
14 / 24										
Over 1NT Interference Over X and (2C) = system on. If X = penalty, pass asks p to XX										
Lebenso	ohl - other uses									
	t of 4 level pre-empts		4♣/4♦ X = takeo							
4♥ X = takeout/can be left in 4♠ X = penalty, 4NT = 2 places to play										
10. OTHER NOTES										