

4. BASIC RESPONSES

Jump raises - minors	Preemptive
Jump raises - Majors	Preemptive
Jump shifts after minor opening	Weak at 2-level, splinters at 3-level
Jump shifts after Major opening	Bergen
Responses to strong 2 suit open.	2D waiting, Kokish
Responses to 2NT opening	Stayman, TFRs, 3s = minors, 4x = 2 under TFRs

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead	Overlead except ask unblock
Four or more with an honour	3rd	4th
From 4 small	3rd	2nd
From 3 cards (no honour)	3rd	Top/2nd
In partner's suit	same	same
Discards	Low encourage	
Count	Low = even	
Signal on partner's lead:	Low encourage	
Signal on declarer's lead:	Low = even, S/P vs NT and in trump suit	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
Slam Notes		
Cue Bids <input checked="" type="checkbox"/>		
Asking Bids <input type="checkbox"/>		

7. OTHER CONVENTIONS

Fit showing jumps in comp	low level relays
2C drury by PH	Lebensohl over 1C/2C/3C
Non-Serious 3nt	
Scrambling 2NT by passed hands	
Transfers in competition	

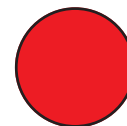
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**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	Justin Mill
& Names:	Tony Nunn
Basic System:	Standard with Mini-NT
Brown Sticker <input type="checkbox"/>	Classification: Green <input type="checkbox"/> Blue <input type="checkbox"/> Red <input checked="" type="checkbox"/> Yellow <input type="checkbox"/>

1. OPENING BIDS

Describe strength, minimum length, or specific meaning		Canape <input type="checkbox"/>
1♣	2+, Natural or 11-14 Bal (13-15 1-2 NV)	1♥ 5+ 10+
1♦	2+, Natural or 18-19 Bal (16-18 1-2 NV)	1♠ 5+ 10+
1NT	15-17 Bal (9-12 1-2 NV)	may contain 5 card Major <input checked="" type="checkbox"/>
1NT Responses 2♣ Stayman		
2♦	TFR to H/ (H or S 1-2 NV)	2♠ TFR to C/Range Ask (To play 1-2 NV)
2♥	TFR to S/ (To play 1-2 NV)	2NT TFR to D (GF Either Minor 1-2 NV)
other		
2♣	Game Force	
2♦	Weak 2 / (Weak either major 5/6 1/2 NV)	
2♥	Weak 2 / (Weak 4+4+ Majors 1/2 NV)	
2♠	Weak 2 / (Weak 4S 5+ minor 1/2 NV)	
2NT	(19)-22 Balanced	3NT Gambling
other		

2. PRE-ALERTS

Transfer responses to 1C	Over Mini 1NT Opening all bids are not norm
Respond light, esp to 1D	X and XX can be transfers
Transfers in low-level comp situations	NT rebid ranges vary on vul

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4S	Jump overcalls	Weak
Responsive doubles through	4S	Unusual NT	LUBS
1NT overcall - immediate	15-18	Immediate cue of minor	Both Majors
1NT overcall - re-opening	13-16	Immediate cue of Major	oM + m
Over weak twos	X + lebensohl	Over opening threes	X = t/o
Over opponent's 1NT	2C Majors, 2D = One Major, 2M = M+m		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+ H	2♦ 8-11 5+C	3♦ Splinter
1♥ 4+ S	2♥ 3-7 6H	3♥ Splinter
1♠ No major or D+M GF	2♠ 3-7 6S	3♠ Splinter
1NT Invitational	2NT GF Bal	3NT
2♣ GF 5+C	3♣ 0-7 5+ C	4♣
other		
1♦ 1♥ 3+H, only 3 if <8HCP	2♥ 3-7 6H	3♥ Splinter
1♠ 3+S, only 3 if <8HCP	2♠ 3-7 GS	3♠ Splinter
1NT No Major, 8-11	2NT 11-12 Nat	3NT To play no 4M
2♣ GF 4+C	3♣ 8-11 5+D	4♣
2♦ GF 4+D	3♦ 0-5 5+D	4♦
other		
1♥ 1♠ 4+	2♥ 4-10	3♦ 10-12(14) 3H
1NT 4-11, denies 4S	2♠ Any Splinter Invite or S	3♥ Preemptive
2♣ GF, Nat/Bal/3 support	2NT 10+ 4+H	3♠ Any Splinter Game Onl
2♦ Nat GF	3♣ 5-9 4+H	3NT Void Spade
other 4 Level = Void 9-13 or 19+		
1♠ 1NT 4-11	2♠ 4-10	3♥ 10-12 (14) 3S
2♣ GF, Nat/Bal/3 support	2NT Any SPL invite or slam-	3♠ Preemptive
2♦ GF Nat	3♣ 10+ 4+S	3NT Any SPL Game Only
2♥ GF Nat	3♦ 6-9 4+S	4♣ Void 9-13 or 19+
other Void 9-13 or 19+		
1NT 3♣ Pup. stayman/To play	3♠ Splinter	4♦ S/ To play
3♦ GF Minors/To play	3NT To play	4♥
3♥ Splinter	4♣ H/To play	4♠
other		
2♣ 2♦ Waiting	2NT	3♥ Solid Suit
2♥ 2/3 Honours 6+	3♣ 2/3 Honours 6+	3♠ Solid Suit
2♠ 2/3 Honours 6+	3♦ 2/3 Honours 6+	3NT
other		
2♦ 2♥ Vul F1, NV p/c	3♣ Vul F1, NV to Play	3♠ Pre/Pass or correct
2♠ Vul F1, NV p/c	3♦ F1	3NT
2NT Ask shortage/ Ask	3♥ Pre/Pass or correct	4♣
other		

Notes

2♥ 2♠ Vul F1, NV to play	3♦ Vul F1, NV to play	3NT
2NT Ask shortage/Ask	3♥ To play	4♣
3♣ Vul F1, NV to play	3♠ To play	4♥
other		
2♠ 2NT Vul ask shortage/ Ask	3♥ Vul F1, NV to play	4♣
3♣ Vul F1, NV p/c	3♠ To play	4♥
3♦ Vul F1, NV p/c	3NT	4♠
other		
2NT 3♣ Stayman	3♠ minors	4♦ S
3♦ H	3NT To play	4♥ C
3♥ S	4♣ H	4♠ D
other		

9. CONVENTIONS

Unusual NT: Lowest unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 2-way checkback

Defence to 3NT opening 4C Majors

Defence to Opening Twos X = takeout, leb

Multi 2♦ X = 13-15 bal(ish) or stronger

RCO style 2-s X = 13-15 bal(ish) or stronger

Other 2-s X = 13-15 bal(ish) or stronger

Defence X=majors, 1/2NT= minors

to

strong (2♣) :

1♣ / 2♣

Over 1NT Interference Lebensohl

Lebensohl - other uses After weak 2's, (1M) (2M) X

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ X

10. OTHER NOTES

Support Doubles in some auctions, not mandatory

Once our mini 1NT gets X - 2C by responder = Clubs or not Clubs