4. BASIC RESPONSES Jump raises - minors Jump to 3m is weak ~6-9 maybe less at fav, 2m is 10+ inverted Jump raises - Majors Jump to 3M is <6 Weak jump shifts 6+ 3-6 Jump shifts after minor opening Bergen, 3c 7-9/11 cd, 3d 10-11 3/4cd, 1s 3h natural invite Jump shifts after Major opening Responses to strong 2 suit open. 2d neg/waiting, other bids natural 8+ Responses to 2NT opening 3c simple stayman, 3d/3h transfers, 3s minors **5. PLAY CONVENTIONS Show priorities** Versus Suit Versus NoTrump (if different) (or both) Sequences: Overlead all Overlead all, card above UNB Leads Four or more with an honour 4th highest 4th highest 2nd highest, then 3rd highest A high one From 4 small Top From 3 cards (no honour) Middle, up, down Low/4th, unless we supported Low/4th, unless we supported In partner's suit Discards Low encourage Low encourage Reverse count Reverse count Count **Signal** on partner's lead: Low encourage Signal on declarer's lead: Low encourage Notes Suit prefernce in trumps, and when our suit is known. y (Some other times too, eg singleton in dummy or giving parnter a ruff) 6. SLAM CONVENTIONS 4♣ Gerber **RKCB 1430** when? no 4NT: Blackwood Slam Notes 5nt asking for specific kings. Some exclusion KC bids at 5 level Cue Bids First or second round cuebids Asking Bids 7. OTHER CONVENTIONS Support doubles www.abf.com.au PDF Form Rev. 17K21 by RoL MyRev. Copyright © ABF 2017



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos. 711	470 S	ophie Ashton			
& Names: 6003	939 F	aul Gosney			
Basic System: 2 ov	er 1, trans	fers over 1c			
Brown Sticker	Classific	ation: Green	X Blue	Red	Yellow
		1. OPEN	NING BIDS	5	
Describe strength, mir	nimum leng	th, or specific r	neaning		Canape
1 4 2+ 11+			1♥ 5+ 11+		
1♦ 4+ 11+			1♠ 5+ 11+		
1NT (14)15-17				may contain 5 c	ard Major 🗶
1NT Responses 24	Simple Sta	ayman			
2♦ Transfer to	hearts		2♠ Invite to	o 3nt or transfer to	clubs
2♥ Transfer to	spades		2NT Transfe	er to diamonds	
other Smolen after	r stayman	l			
2. Game force or 2	23-24 bala	inced.			
2♦ Weak two 5+ di	amonds (\	very likely 6+	vulnerable) (0)5	-9 can be very we	ak at fav
2♥ Weak two 5+he	arts (very	likely 6+ vuln	erable) (0)5-9 ca	an be very weak a	t fav
2♠ Weak two 5+sp	ades (very	y likely 6+ vul	nerable) (0)5-9 d	can be very weak a	at fav
2NT 20-22			3NT Gamblin	ng	
other					
			-ALERTS		
Transfers over our	1c opening	g		bit lighter (1pt) firs	t seat fav
Support Xs, XXs			Open light in	3rd seat often	
Very weak preemp					
			BIDS / OVER		
Negative doubles through	4h	Jump overcalls	Weak, vul depe		
Responsive doubles through			Lowest unbid s		
1NT overcall - immediate	15-18		mediate cue of minor	•	
1NT overcall - re-opening	12-15		mediate cue of Major	-	
Over weak twos X T/O			Over opening threes	X Takeout	
Over opponent's 1NT 20	both majo	ors 4+4+, 2d	1 long major, 2h	/2s Major + minor,	X penalty

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

		Describe stre	ngui,	minimum length, or specific	C IIICC	111111g
1♣ 1	1	4+ hearts	2	3-6 6+ diamonds	3	Splinter 12+
1	1 💙	4+ spades	2	3-6 6+ hearts	3 Y	Splinter 12+
1	1	No major/strong di's	2♠	3-6 6+ spades	3 ♠	Splinter 12+
1	1NT	11-12 bal no major	2NT	weak both minors	3NT	to play
2	2	10+ raise no major	3 -	6-9 R maybe less fav	4	
0	ther					
1 1	1 💙	4+	2	3-6 6+ hearts	3 💙	Splinter 12+
1	1 🖍	4+	2	3-6 6+ spades	3 ♠	Splinter 12+
1	1NT	6-9	2NT	12 bal invite	3NT	to play
2	2	GF 4+ clubs	3 -	11/12 natural invite	4	
2	2	10+ raise no major^	3	6-9 R maybe less fav	4	
0	ther					
1♥ 1	1♠	4+^	2	6-9	3	10-11 4+R
1	1NT	6-11	2	10-11 3 cd raise	3	<6 raise
2	2	GF 3+ clubs	2NT	GF 4+ hearts	3 ♠	Splinter 12+
2	2	GF 4+ diamonds	3 -	7-9 4 hearts	3NT	
0	ther					
1 🛧 1	1NT	6-11^	2	6-9 3 card raise	3♥	10-11 6+ hearts
2	2♣	GF 3+ clubs	2NT	GF 4+ spades	3 ♠	<6 raise
2	2	GF 4+ diamonds	3 -	7-11 4 spades	3NT	
2	2	GF 5+ hearts	3◆	10-11 3 spades	4 ♣	Splinter 12+
0	ther					
1NT 3	3	singleton GF	3	singleton GF	4	spades slam try
3	3◆	singleton GF	3NT	To play	4	clubs slam try
3	3 Y	singleton GF	4 ♣	hearts slam try	4	diamonds slam try
0	ther					
2 4 2	2	neg/waiting	2NT	5+5+ minors 8+	3 💙	
2	2	8+ 5+ hearts	3 -	8+ 6+ clubs	3 ^	
2	2	8+ 5+ spades	3	8+ 6+ diamonds	3NT	
0	ther					
2 2	2	Forcing natural	3♣	Forcing natural	3	Splinter
		Forcing natural		To play		To play
		Strong enquiry	3 Y		4	
0	ther					
Votes	_					

N		
N	OTO C	

2NT S 3♣ F other	Forcing natural Strong enquiry Forcing natural	3			T 1
3♣ Fother			Forcing natural		To play
other	Forcing natural	3	To play		Splinter
*****	_	3	Splinter	4	To play
2♠ 2NT 5					
	Strong enquiry	3♥	Forcing natural	4	Splinter
3 ♣ F	orcing natural	3	To play	4	Splinter
3 ♦ F	orcing natural	3NT	To play	4	To play
other					
2NT 3♣ 5	Simple stayman	3 ♠	Both minors strong	4	Spades slam try
3♦ 7	Transfer to hearts^	3NT	To play	4	Diamonds slam try
3♥ 7	Transfer to spades	4	Hearts slam try	4	Clubs slam try
other					
	9). C	ONVENTIONS	;	
Jnusual N	NT: L.U.B.S				
4th Suit F	Forcing One round	7	Game force		Game force
NT Check			nvitational forces 2d, 2d	d aame	
		20 11	ivitational forces zu, zu	a garric	Storollig
	to 3NT opening				
	to Opening Twos				
Multi 2◆	x 13-15 bal, next				
RCO style	2-s XXX 1st x values,	2nd	x T/O, 3rd x pens		
Other 2-s	XXX 1st x values,	2nd	x T/O, 3rd x pens		
0 11101 = 0		= min	ors		
	(1♣) : x=majors, NT =				
	(1♣) : x=majors, NT =				
Defence to					
Defence to strong	(2♣):				
Defence to strong 1♣ / 2♣	(2♣): x majors, 1nt minors				
Defence to strong 1 % / 2 %	(2♣): x majors, 1nt minors				
Defence to strong 1 Å / 2 Å Over 1NT Lebensor	(2♣): x majors, 1nt minors Interference nI - other uses				
Defence to strong 1 % / 2 % Over 1NT Lebensoh	(2♣): x majors, 1nt minors Interference nl - other uses of 4 level pre-empts		4 ♣ /4 ♦ X		
Defence to strong 1 Å / 2 Å Over 1NT Lebensor	(2♣): x majors, 1nt minors Interference nl - other uses of 4 level pre-empts		4♣/4◆ x 4♠ 4n		