4. BASIC RESPONSES Jump raises - minors Inverted minors Jump raises - Majors Weak Other minor = limit raise, major = intermediate 6+ cards Jump shifts after minor opening Bergen raises Jump shifts after Major opening Responses to strong 2 suit open. 2D = 0-7 points, all else = 8+ points & 5 card suit Responses to 2NT opening 3C = puppet stayman, 3D/H = transfer to H/S 5. PLAY CONVENTIONS **Show priorities** Versus Suit Versus NoTrump (if different) (or both) **Leads** Sequences: Top: A/K/Q J denies higher same Four or more with an honour 4th From 4 small 2nd From 3 cards (no honour) 2nd In partner's suit same Discards Reverse Attitude Count Reverse Present **Signal** on partner's lead: Reverse Attitude Signal on declarer's lead: Reverse Present Count **Notes** 6. SLAM CONVENTIONS **RKCB 1430** 4♣ Gerber when? Never 4NT: Blackwood Slam Notes Kickback Cue Bids Asking Bids 7. OTHER CONVENTIONS 3rd & 4th suit forcing Lebensohl Jacoby 2NT Drury **DOPI** Ogust 2 way checkback **Splinters** www.abf.com.au PDF Form Rev. 17K21 by RoL MyRev. Copyright © ABF 2017



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	942847	Alex Phillips								
& Names:	940879	James Palme	r							
Basic System: 2 / 1										
Brown Sticker	Class	sification: Gree	en X Blue	Red Yellow						
1. OPENING BIDS										
Describe strength, minimum length, or specific meaning Canape										
1♣ 3+ cards, 11+ points 1♥ 5+ cards, 11+ points										
1♦ 3+ cards,	11+ points		1♠ 5+ cards	1♠ 5+ cards, 11+ points						
1NT 15-17 ba	alanced			may contain 5 card Major						
1NT Responses	2. Simple	Stayman								
2 ♦ Trans	fer to hearts		2♠ Transfe	2♠ Transfer to clubs / invite						
2 ♥ Trans	fer to spades	3	2NT Transfe	er to diamonds						
other 3 level bids are suit setting slam tries										
2♣ Game forcing, strong										
2♦ Flannery,	4S & 5H 11-	-15 points								
2♥ 6+ hearts	, 6-10 points									
2♠ 6+ spade	s, 6-10 points	S								
2NT 20-21 ba	ılanced		3NT Specific	3NT Specific Ace Ask						
other										
		2. PRI	E-ALERTS							
			E BIDS / OVE	RCALLS						
Negative doubles the	rough 4F		Weak							
Responsive doubles through 4H Unusual NT			Lowest 2 unbid suits							
1NT overcall - immediate 15-18		I	mmediate cue of minor	Michaels, H + S, weak/strong						
1NT overcall - re-opening 12-14 In		mmediate cue of Major	_							
			Over opening threes							
Over opponent's 1NT Double = pen, 2C = majors, 2D = long suit, 2H/S = H/S + minor										
2NT = minors										

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

Describe strength, minimum length, or specific meaning								
1♣ 1♦	4+ D, 6+ pts	2	5+ C, 10-11 pts	3				
1♥	4+ H, 6+ pts	2	6+ H, 10-15 pts	3				
1♠	4+ S, 6+ pts	2♠	6+ S, 10-15 pts	3				
1NT	6-11 balanced	2NT	11-13 pts balanced	3NT	To play			
2♣	5+ C, 12+ pts	3 -	5+ C, 6-9 pts	4	Slam try in C			
other								
1♦ 1♥	4+ H, 6+ pts	2	6+ H, 10-15 pts	3				
1♠	4+ S, 6+ pts	2	6+ S, 10-15 pts	3				
1NT	6-11 balanced		11-13 pts balanced		To play			
2	4+ C, GF	3 -	5+ D, 10-11 pts	4 ♣				
2	5+ D, 12+ pts		5+ D, 6-9 pts		Slam try in D			
other	·		·					
1♥ 1♠	5+ S, 6+ pts	2	3 H, 6-9 pts	3 🄷	4+ H, 10-11 pts			
1NT	6-11 balanced	2	3 H, 10-11 pts	3	4+ H, 0-5 pts			
2♣	3+ C, GF	2NT	4+ H, 12+ pts	3	3+ H, 0-1 S, GF			
2	3+ D, GF	3 -	4+ H, 6-9 pts	3NT	To play			
other								
1 ♠ 1NT	6-11 balanced	2	3 S, 6-9 pts	3	3 S, 10-11 pts			
2♣	3+ C, GF	2NT	4+ S, 12+ pts	3	4+ S, 0-5 pts			
2	3+ D, GF	3 -	4+ S, 6-9 pts	3NT	To play			
2	5+ H, GF	3	4+ S, 10-11 pts	4♣	3+ S, 0-1 C, GF			
other								
1NT 3♣	6+ C, slam try	3	6+ S, slam try	4				
3◆	6+ D, slam try	3NT	To play	4				
3♥	6+ H, slam try	4♣		4				
other								
2♣ 2♦	0-7 pts	2NT	8+ pts, balanced	3				
2	5+ H, 8+ pts	3 ♣	5+ C, 8+ pts	3				
2	5+ S, 8+ pts	3	5+ D, 8+ pts	3NT				
other								
2♦ 2♥		3♣		3				
2		3	To play / competitive		To play			
2NT	Strength ask	3 Y		4 ♣				
other								
Votes								

Notes

2♥ 2♠ 2NT 3♣ other	Strength ask	3 ♦ 3 ♥ 3 ♠	To play / competitive	3NT 4♣ 4♥	To play		
	Strength ask		To play / competitive To play	4 ♣ 4 ♥ 4 ♠			
3	Puppet stayman Transfer to H Transfer to S		To Play Transfer to H, slam try	4 ♦ 4 ♥ 4 ♦	Transfer to S, slam try		
	9	. C	ONVENTIONS				
Unusual NT: Lower 2 unbid suits 4th Suit Forcing One round Game forcing Game force NT Checkback Priorities: Defence to 3NT opening							
Defence to Opening Twos							
Multi 2♦							
RCO style 2-s							
Other 2-s							
Defence	Suction - bids show ei	ither	a 6+ card suit in the suit	abov	ve the one bid, or at		
to	least 5-5 in the other 2	2 suit	ts. e.g. (1C)-1H shows e	ither	6+ S or 5-5 C & D		
strong	strong (2♣):						
14/24							
Over 1NT	Interference Lebenso	hl					
Lebensohl - other uses After doubling opponents weak 2							
Take out of 4 level pre-empts 4♣/4◆							
4			4♠		_		
10. OTHER NOTES							