

#### 4. BASIC RESPONSES

Jump raises - minors	limit
Jump raises - Majors	weak
Jump shifts after minor opening	weak
Jump shifts after Major opening	Bergen
Responses to strong 2 suit open.	2D = waiting
Responses to 2NT opening	3C = stayman, transfers

#### 5. PLAY CONVENTIONS Show priorities

	Versus <b>Suit</b> (or both)	Versus <b>NoTrump</b> (if different)
<b>Leads</b> Sequences:	Overlead	Overlead
Four or more with an honour	4th	4th
From 4 small	2nd	2nd
From 3 cards (no honour)	MUD	MUD
In partner's suit	Same	Same
<b>Discards</b>	Low encourage	Low encourage
<b>Count</b>	Reverse if given	Reverse if given
<b>Signal</b> on partner's lead:	Attitude	
<b>Signal</b> on declarer's lead:		
<b>Notes</b>		

#### 6. SLAM CONVENTIONS

4NT: Blackwood  RKCB 1430 4♣ Gerber  when?

**Slam Notes**

Cue Bids

Asking Bids

#### 7. OTHER CONVENTIONS

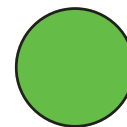
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**AUSTRALIAN BRIDGE  
FEDERATION INC.**



#### STANDARD SYSTEM CARD

ABF Nos.	1057456	Danni Fuller
& Names:	804517	Jamie Thompson
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

1♣ 3+♣ 11+hcp	1♥ 5+♥ 11+hcp
1♦ 3+♦ 11+hcp	1♠ 5+♠ 11+hcp
1NT 15-17 bal	may contain 5 card Major <input checked="" type="checkbox"/>
<b>1NT Responses</b> 2♣ Stayman 2♦ Hearts                      2♠ Clubs 2♥ Spades                      2NT Diamonds other	
2♣ GF or 23+ bal	
2♦ weak (5)6+ diamonds	
2♥ weak (5)6+ hearts	
2♠ weak (5)6+ spades	
2NT 20-22 bal	3NT Gambling solid minor, no A or K
other	

#### 2. PRE-ALERTS

#### 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak
Responsive doubles through	4♥	Unusual NT	LUBS
1NT overcall - immediate	15-18	Immediate cue of minor	Majors 5+/5+
1NT overcall - re-opening	12-14	Immediate cue of Major	oM+m 5+/5+
Over weak twos	X=T/O	Over opening threes	X=T/O
Over opponent's 1NT	X=penalties, 2C = Majors, 2NT = minors		

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♦ 6+hcp	2♦ weak	3♦ splinter
1♥ 4+♥ 6+hcp	2♥ weak	3♥ splinter
1♠ 4+♠ 6+hcp	2♠ weak	3♠ splinter
1NT 6-9 hcp	2NT 10-12 bal	3NT To Play
2♣ 5+♣ 6-9 hcp	3♣ 5+♣ 10-12 hcp	4♣ N/A
other		
1♦ 1♥ 4+♥ 6+hcp	2♥ weak	3♥ splinter
1♠ 4+♠ 6+hcp	2♠ weak	3♠ splinter
1NT 6-11 hcp	2NT 10-12 bal	3NT To Play
2♣ 4+♣ GF	3♣ splinter	4♣ N/A
2♦ 5+♦ 6-9 hcp	3♦ 5+♦ 10-12 hcp	4♦
other		
1♥ 1♠ 4+♠ 6+hcp	2♥ 3♥ 6-9 hcp	3♦ 4+♥ 10-12 hcp
1NT 6-11 hcp	2♠ 3♥ 10-12 hcp	3♥ preemptive raise
2♣ 4+♣ GF	2NT 4+♥ GF	3♠ splinter
2♦ 4+♦ GF	3♣ 4+♥ 6-9 hcp	3NT To Play
other		
1♠ 1NT 6-11 hcp	2♠ 3♠ 6-9 hcp	3♥ 3♠ 10-12 hcp
2♣ 4+♣ GF	2NT 4+♠ GF	3♠ preemptive raise
2♦ 4+♦ GF	3♣ 4+♠ 6-9 hcp	3NT To Play
2♥ 4+♥ GF	3♦ 4+♠ 10-12 hcp	4♣ splinter
other		
1NT 3♣ natural slam try	3♠ natural slam try	4♦ Texas transfer
3♦ natural slam try	3NT To Play	4♥ To Play
3♥ natural slam try	4♣ Texas transfer	4♠ To Play
other		
2♣ 2♦ waiting	2NT	3♥
2♥ nat good suit	3♣ nat good suit	3♠
2♠ nat good suit	3♦ nat good suit	3NT
other		
2♦ 2♥ nat F1	3♣ Nat F1	3♠
2♠ nat F1	3♦ preemptive raise	3NT To Play
2NT Ogust	3♥	4♣
other		

**Notes**

2♥ 2♠ nat F1	3♦ nat F1	3NT To Play
2NT Ogust	3♥ preemptive raise	4♣
3♣ nat F1	3♠	4♥ To Play
other		
2♠ 2NT Ogust	3♥ nat F1	4♣
3♣ nat F1	3♠ preemptive raise	4♥ To Play
3♦ nat F1	3NT To Play	4♠ To Play
other		
2NT 3♣ simple stayman	3♠	4♦ Texas transfer
3♦ transfer	3NT To Play	4♥ To Play
3♥ transfer	4♣ Texas transfer	4♠ To Play
other		

## 9. CONVENTIONS

Unusual NT: LUBS

4th Suit Forcing One round  Game force

NT Checkback  Priorities: Two way. Priority 3 card support for responder's M

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦ X = values

RCO style 2-s

Other 2-s

Defence (1♣): {Replace with your defence to strong 1♣ openings}

to

strong (2♣):

1♣ / 2♣

Over 1NT Interference

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ T/O

4♥ T/O 4♠ Values

## 10. OTHER NOTES