

4. BASIC RESPONSES

Jump raises - minors	Inverted	Other:
Jump raises - Majors	Preempt	Other:
Jump shifts after minor opening	4-6 hcp, 6+ suit if major, limit raise if minor	
Jump shifts after Major opening	Bergen	
Responses to strong 2 suit open.	2♦ -ve	
Responses to 2NT opening	puppet Stayman	

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Journalist	same as suit for all
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	same	
Discards	Low Encourage	
Count	Low-High = Even	
Signal on partner's lead:	Low encourage	
Signal on declarer's lead:	Reverse count	
Notes Leads after suit has been led tend to be top of small cards.		
Lead of a 10 from interior sequences. J denies a higher honour		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 3041	4♣ Gerber <input checked="" type="checkbox"/>	when? After NT
Slam Notes	Q ask No back to trump/Y no K bid 5NT/otherwise bid lowest K		
Cue Bids <input checked="" type="checkbox"/>	First or second round control		
Asking Bids <input type="checkbox"/>	Q ask: no back to trump suit otherwise lowest K, 5NT no other kings		

7. OTHER CONVENTIONS

Lebensohl over 1NT int and opp 2 level opening <input type="checkbox"/>	Kokish game tries, Namyats
ROPI, DOPI	Bergen raises
New suit after fit in minor shows stopper.	Cue raises - limit raise or better
short and long suit trials	Opening 4NT - both minors
	Voidwood - above 4 of the suit.
www.abf.com.au	2NT after reverse is min
PDF Form Rev. 13F21 by RoL MyRev.	Reverse Drury in 3rd and 4th
Copyright © ABF 2013	4♣/4♦ transfer to ♥/♠ solid suit (Namyats)



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	118966	Cynthia Belonogoff
& Names:	796468	Sue Gammon
Basic System:	Standard 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 <input type="checkbox"/>
1♣ 11-20 (3)	1♥ 11-20(5)	
1♦ 11-20 (3)	1♠ 11-20(5)	
1NT 15-17	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses 2♣ Lavings	Other:	
2♦ transfer to ♥	2♠ transfer to ♣	
2♥ transfer to ♠	2NT transfer to ♣	
other 3 suit: strong slam interest, 4 minor:MSK, 4 major to play, 4♣ Gerber		
2♣	Game Force or 2NT (22-23), 3NT(26-27). Rebid of major at 3-level 4-loser.	
2♦	weak 6-card major or 2NT (24-25), 3NT(28+), in 3rd (4+,4+ majors)	
2♥	5♥ and 4 of another suit (5 when vul)	
2♠	5♠ and a 4 minor (5 when vul)	
2NT	20-21 then Puppet Stayman	3NT Solid minor
other	over 3NT rebid, 4C Baron, 4D/4H transfers, 4S both minors, 4NT Quant,	

2. PRE-ALERTS

1 Level o/call may be good 4-card suit	Cue bids, cue raises, spinters, support Xs
Bergen raises, inverted minors	
1M - 1NT 6-12 SF denies 3-card support	Minorwood, Voidwood

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4S	Jump overcalls	weak
Responsive doubles through	4S	Unusual NT	lower 2 suits
1NT overcall - immediate	15 - 18 hcp	Immediate cue of minor	♠ + ♥ weak or strong
1NT overcall - re-opening	11-14 hcp	Immediate cue of Major	other M + minor weak or strong
Over weak twos	X t/o with Lebensohl	Over opening threes	X t/o 3NT to play
Over opponent's 1NT	(strong) X single suited, 2♣: major, 2D: 4♦ + M, 2♥/♠ 5M+4m, 2NT minors		
	(weak) X 15+, 2♣ both M 5-4, 2♦ long M, 2♥/2♠ 5M/4m, 2NT 5-5m		
3C jump overcall over minor opening	♠ + other minor		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+hcp 4+ cards	2♦ 10-12 5+ ♣	3♦ splinter
1♥ 6+hcp, 4+ cards	2♥ 0-5 hcp, 6+♥	3♥ splinter
1♠ 6+hcp, 4+ cards	2♠ 0-5 hcp, 6+♠	3♠ splinter
1NT 6-10 hcp, no major	2NT 10-12 hcp, no 4-card maj	3NT 12-14 hcp
2♣ 13+ 5 +♣ GF	3♣ 5+♣, 6-9hcp	4♣ Preemptive
other 1♣ - 2♣ - 4♦ Kickback		
1♦ 1♥ 6+hcp, 4+ cards	2♥ 0-6 hcp, 6+♥	3♥ splinter
1♠ 6+hcp, 4+ cards	2♠ 0-6 hcp, 6+♠	3♠ splinter
1NT 6-10hcp, no major	2NT 10-12 hcp, no 4-card maj	3NT 12-14 hcp
2♣ 5+♣, 10+hcp	3♣ 10-12 5+ ♦	4♣ cue
2♦ 13+ 4 card support	3♦ 4+♦, 6-9hcp	4♦ Preemptive
other 1♦ - 2♦ - 4♥ Kickback		
1♥ 1♠ 6+hcp, 4+ cards	2♥ 6-9 hcp, 3+♥	3♦ 9-11 hcp, 4+♥
1NT 6-12 hcp, nf with min	2♠ 10-11 hcp, 4+♥	3♥ 0-6 hcp, 4+♥
2♣ 4+♣, 10+ hcp	2NT 4-card supp, GF	3♠ splinter
2♦ 4+♦, 10+ hcp	3♣ 6-9 hcp, 4+♥	3NT 12-15 3+♥
other		
1♠ 1NT 6-12 hcp, nf with min	2♠ 6-9 hcp, 3+♠	3♥ 9-11 hcp 3♥
2♣ 3+♣, GF	2NT 4-card supp, GF	3♠ 0-6 hcp, 4+♠
2♦ 3+♦, GF	3♣ 6-9 hcp, 4+♠	3NT 12-15 3♠
2♥ GF	3♦ splinter 9-11	4♣ splinter 9-11
other 4♣, 4♦, 4♥ splinter 9-11 hcp, 4-card support		
1NT 3♣ Slam interest	3♠ Slam interest	4♦ preemptive
3♦ Slam interest	3NT to play	4♥ to play
3♥ Slam interest	4♣ Gerber	4♠ to play
other 4NT quant. S/a in majors: 2NT max, 3M min 4-card supp, minors next bid up		
2♣ 2♦ waiting 8+ hcp	2NT +ve 5-card ♥ 5-7	3♥ na
2♥ 0-4 with 5-cd suit or 0-7	3♣ +ve 5-card ♠C5-7	3♠ na
2♠ +ve 5-card ♠ 5-7	3♦ +ve 5-card ♦ 5-7	3NT na
other		
2♦ 2♥ P/C	3♣ 6-card ♣ suit, inv	3♠ P/C
2♠ P/C	3♦ 6-card ♦ suit, inv	3NT
2NT Inq. at least inv.	3♥ P/C	4♣
other 4♥ P/C, 4♠ to play 2♦ - 3♥ POC		

Notes opener reopens if short in opponent's suit. Jump response to t/o x shows 10+

2♦ - 2NT - 3♣(better ♥) - 3♦(better ♠)

2♥ 2♠ POC	3♦ natural and nf	3NT
2NT asking	3♥ preemptive	4♣
3♣ natural and nf	3♠ splinter slam interest	4♥ to play
other		
2♠ 2NT asking	3♥ natural and nf	4♣ splinter slam interest
3♣ POC	3♠ preemptive	4♥ splinter slam interest
3♦ natural and nf	3NT	4♠ to play
other		
2NT 3♣ puppet Stayman	3♠ Trans ♣ slam interest	4♦ Keycard in ♣
3♦ transfer to ♥	3NT 5♠/4♥	4♥ to play
3♥ transfer to ♠	4♣ transfer to ♦	4♠ to play
other 4NT quant		

9. CONVENTIONS

Unusual NT:	Lower 2 unbid suits	weak or strong
4th Suit Forcing	One round <input type="checkbox"/>	Game force <input checked="" type="checkbox"/>
NT Checkback	<input type="checkbox"/> Priorities: 2♣ forces 2♦	
Defence to 3NT opening	4♣ 5/5 majors, 4NT minors, X 16+hcp	
Defence to Opening Twos	X: strong t/o with Lebensohl	
Multi 2♦	ditto	
RCO style 2-s	VTP	
Other 2-s	X t/o otherwise VTP	
Defence to	strong 1♣ : 1NT M+m, 2♣ natural, X Ms, then 2♦ - you choose, 2M weak, 3♣ preempt	
strong	1 any natural, 2NT 5-5 Ms or ms	
♣	2♣ : X- strong, suit natural	

Over 1NT Interference lebensohl

Lebensohl - other uses over multi 2 and weak 2 openings an a X

Take out of 4 level pre-empts 4♣/4♦ X, 4NT to play

4♥ X, 4NT 2-suiter 4♠ X, 4NT 2-suiter

10. OTHER NOTES

1NT(X pen) imm bids are transfers, XX to ♣, pass forces XX to play or bid 4-card suits

1NT (P) P (X) Pass to play, XX = 5-card suit, 2♣/♦/♥ that suit + a higher

1NT (suit) X t/o if 1-suited, penalty oriented if 2-suited. 1NT(X not pen) system on.

After reverse 2NT is min by responder, anything else GF

Bergen on after 1-level interference or t/o X

Drury after 3rd/4th suit opening: 2♣ 3+-card limit raise, 2♦ rebid - normal, 2M weak

then 2M min, others full opening