

## 4. BASIC RESPONSES

Jump raises - minors	10-12 Raise
Jump raises - Majors	Pre-emptive (0-6)
Jump shifts after minor opening	Pre-emptive
Jump shifts after Major opening	Bergen
Responses to strong 2 suit open.	2D=Waiting
Responses to 2NT opening	Simple Staman, Transfers

## 5. PLAY CONVENTIONS

Show priorities

Versus **Suit** (or both) Versus **NoTrump** (if different)

<b>Leads</b>	Sequences:	A=Attitude K=Count	
	Four or more with an honour	4th	
	From 4 small	2nd	
	From 3 cards (no honour)	MUD	MUD/Top
	In partner's suit	As Above	
<b>Discards</b>		Low Encourage	
<b>Count</b>		Reverse	
<b>Signal</b>	on partner's lead:	Low Encourage	
<b>Signal</b>	on declarer's lead:	Count	
<b>Notes</b>			

## 6. SLAM CONVENTIONS

4NT: Blackwood ☐ RKCB 1430 4♣ Gerber ☐ when?

Slam Notes

Cue Bids ☒

Asking Bids ☐

## 7. OTHER CONVENTIONS

2 Way Checkback	Splinters
Cue Raises	Ogust
Jacoby	

[www.abf.com.au](http://www.abf.com.au)

PDF Form Rev. 17K21 by RoL  
MyRev.

Copyright © ABF 2017



AUSTRALIAN BRIDGE  
FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	981036	Bec O'Reilly
& Names:	1022156	Megan O'Reilly
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	1♥ 5
1♦ 3	1♠ 5

1NT 15-17 Balanced may contain 5 card Major ☒

1NT Responses 2♣ Simple Stayman

2♦ Hearts	2♠ Clubs
2♥ Spades	2NT Diamonds
other	

2♣ GF	
2♦ Weak	
2♥ Weak	
2♠ Weak	
2NT 20-22	3NT Gambling
other	

## 2. PRE-ALERTS

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4H	Jump overcalls	Weak
Responsive doubles through	4H	Unusual NT	LUBS
1NT overcall - immediate	15-17	Immediate cue of minor	Michaels
1NT overcall - re-opening	15-17	Immediate cue of Major	Michaels
Over weak twos	X=T/O	Over opening threes	X=T/O
Over opponent's 1NT	X=Penalties, 2C=Majors		

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+	2♦ na	3♦ na
1♥ 4+	2♥ 0-7, natural	3♥ na
1♠ 4+	2♠ 0-7, natural	3♠ na
1NT 6-10	2NT 10-12	3NT to play
2♣ 6-9	3♣ 10-12	4♣ na
other		
1♦ 1♥ 4+	2♥ 0-7, Natural	3♥ na
1♠ 4+	2♠ 0-7, Natural	3♠ na
1NT 6-10	2NT na	3NT to play
2♣ 4+, 10+HCP	3♣ na	4♣ na
2♦ 6-9	3♦ 10-12	4♦ na
other		
1♥ 1♠ 4+	2♥ 6-9 raise	3♦ 10-12, 4+
1NT 6-12	2♠ 3+, 10-12	3♥ pre-emptive
2♣ 4+ GF	2NT Jacoby	3♠ splinter
2♦ 4+ GF	3♣ 6-9, 4+	3NT
other		
1♠ 1NT 6-12	2♠ 6-9 raise	3♥ 3+, 10-12
2♣ 4+ GF	2NT Jacoby	3♠ pre-emptive
2♦ 4+ GF	3♣ 6-9, 4+	3NT
2♥ 4+ GF	3♦ 6-9, 4+	4♣ splinter
other		
1NT 3♣ na	3♠ na	4♦ na
3♦ na	3NT to play	4♥ na
3♥ na	4♣ na	4♠ na
other		
2♣ 2♦ waiting	2NT	3♥
2♥ natural	3♣ natural	3♠
2♠ natural	3♦ natural	3NT
other		
2♦ 2♥ forcing	3♣ forcing	3♠
2♠ forcing	3♦ pre-emptive	3NT to play
2NT Ogust	3♥	4♣
other		

Notes

2♥ 2♠ forcing	3♦ forcing	3NT to play
2NT Ogust	3♥ pre-emptive	4♣
3♣ forcing	3♠	4♥ to play
other		
2♠ 2NT Ogust	3♥ forcing	4♣
3♣ forcing	3♠ pre-emptive	4♥
3♦ forcing	3NT to play	4♠ to play
other		
2NT 3♣ Simple Stayman	3♠	4♦
3♦ Hearts	3NT to play	4♥
3♥ Spades	4♣	4♠
other		

## 9. CONVENTIONS

Unusual NT:

4th Suit Forcing

One round ☐

Game force ☒

NT Checkback

☒

Priorities:

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦

RCO style 2-s

Other 2-s

Defence

to

strong

1♣ / 2♣

Over 1NT Interference

Lebensohl - other uses

Take out of 4 level pre-empts

4♣/4♦

4♥

4♠

## 10. OTHER NOTES