4. BASIC RESPONSES Jump raises - minors 9-11 points 5 card support Jump raises - Majors 0 - 5 points 4-5 card support Jump shifts after minor opening 0 - 5 points at leas 6 card suit 0 - 5 points at least 6 card suit Jump shifts after Major opening Responses to strong 2 suit open. 2C = 2D Less than 7 points Responses to 2NT opening Better minor **5. PLAY CONVENTIONS Show priorities** Versus Suit (or both) Versus **NoTrump** (if different) **Leads** Sequences: Overlead all in suit Same 4th Highest Four or more with an honour Lowest 2nd Highest From 4 small Same MUD MUD From 3 cards (no honour) In partner's suit Attitude low from honour Discards McKenney Same Natural Count Same **Signal** on partner's lead: Count Same Signal on declarer's lead: Count if necessary Notes Long suit trial bids 6. SLAM CONVENTIONS 4NT: Blackwood X RKCB X 4♣ Gerber X when? Over NT **Slam Notes** Cue Bids X Asking Bids 7. OTHER CONVENTIONS www.abf.com.au PDF Form Rev. 17K21 by RoL MyRev. Copyright © ABF 2017



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	1271	29 De	eidre Gree	nfeld							
& Names:	1280)41 De	eborah Fra	ankel							
Basic System	: Stan	dard 2 0v	er 1 Multi	Twos							
Brown Sticker		Classifica	ation: Gr	een 🛚	X	Blue		Red [Yellow	/
			1. OP	ENI	NG	BIDS	5				
Describe stre	ngth, min	imum leng	th, or speci	ic mea	aning					Canape	е 🔲
1♣ 3+					1 4	5 +					
1♦ 3+					14 5	5 +					
1NT 15/17								may cont	ain 5 ca	rd Major	X
1NT Response	s 2 4 F	Points and	Shape. L	aving	S						
2♦ Tran	sfer to F	l's			2	Transfe	r to C	C's. Supe	er acc	epts	
2♥ Tran	sfer to S	S's			2NT	Transfe	erto D's SuperAccepts				
other											
2♣ Game F	orce										
2♦ Multi .W	eak 6 ca	ard major	or balance	ed 20/	/22						
2♥ 5+5+ H'	s and ar	other 6-1	0 points								
2♠ 5+5+ S's	s and a	minor 6-10	0 points								
2NT 5+5+ b	oth mind	ors 6-10 p	oints		3NT	Gamblin	ıg				
other											
			2. PF	RE-	ALE	RTS					
2 0ver 1					Blue	e Club Overcalls					
Bergen Raises					Cue Raises						
Support Do	ubles										
		3. CON	(IPETITI)	/E B	IDS	/ OVEF	RCA	LLS			
Negative doubles	through	3S	Jump overca	ılls V	/eak						
Responsive doub	les through	3S	Unusual N	NT 2	Lowe	st unbid	suits				
1NT overcall - imr	nediate	15-18		Immed	diate cu	e of minor	extre	emes			
1NT overcall - re-opening 10-12 Imme					diate cu	e of Major extreme					
Over weak twos X optional take out Over						ing threes	х ор	tional ta	ke ou	t	
Over opponent's 1NT Cappelletti											
2C = Majors. 2D =Single suiter. 2M = Major and Minor											
X Penalty											

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

	Describe site	ngui,	minimum length, or specific	, 11100	ariirig
1♣ 1♦	5+ points	2	Weak 0-5 points	3◆	N/A
1♥	Ditto	2	As above	3♥	N/A
1 🛧	Ditto	2♠	As Above	3♠	N/A
1NT	Fit 8-10 points	2NT	Fit 11-12 points	3NT	13-14 points
2♣	5+ C's 5 - 7 points	3♣	9-11 points 5card fit	4♣	Keycard
other					
1♦ 1♥	5+	2	0-5 weak 6card suit	3 💙	N/A
1♠	Ditto	2♠	As above	3♠	N/A
1NT	6-10	2NT	11-12	3NT	13-14 points
2♣	Game force 12+	3 -	0-5 weak 66car suit	4♣	N/A
2	Weak	3	9-11 fit	4	RCKB
other					
1♥ 1♠	5+	2	3 Card support weak	3	Bergen 10-12
1NT	5-12 points		0-5 weak 6 card suit	3	0-5 4+ suit
2♣	12 + game force	2NT	15+ 4 card support	3♠	Splinter
2	As Above	3♣	Bergen 6-9 4 card supp	3NT	12-14 4 card support
other					
1 ♠ 1NT	5-12	2	weak 3 card support	3 💙	0-5 weak 6 card suit
2♣	12 +game force	2NT	15+ 4 card support	3♠	weak 0-5 4+ suit
2	As Above	3♣	Bergen 6-9 points	3NT	12-14 4 card support
2	As Above	3 🄷	Bergen 10-12	4 ♣	Splinter
other					
1NT 3♣	Slam try aska for Cue	3♠	Slam try aska for cue	4	N/A
3◆	Ditto	3NT	To Play	4	To Play
3♥	Ditto	4 ♣	Gerber	4	Ditto
other					
2♣ 2♦	0-7	2NT	8= Balanced	3	N/A
2	8+ 5+ suit	3♣	8+ 5 card suit	3♠	N/A
2♠	As Above	3	Ditto	3NT	N/A
other					
2♦ 2♥	Relay	3♣	Natural non forcing	3♠	N/A
	Correctible H fit		As Above	_	To Play
-	Strong forcing	3 Y	correctible		N/A
other				-	
Votes					

N	otes	
	ULUG	

2 7	2♠	Pass or correct	3◆	N/A	3NT	To Play	
1	2NT	Enquiry	3 Y	Obstructive	4♣	N/A	
(3♣	Correctible	3♠	N/A	4	To Play	
0	other						
2 🛧 2	2NT	Enquiry	3♥	N/A	4♣	N/A	
(3♣	Correctible	3♠	Obstructive	4	N/A	
(3◆	N/A	3NT	To Play	4	To Play	
0	other						
2NT 3	3♣	To Play	3 ♠	To Play	4	RKCB	
(3◆	as above	3NT	To Play	4	To Play	
(3 V	as above	4♣	RKCB	4	To Play	
0	other						
9. CONVENTIONS							
Unusual NT: 2 Lowest suits							

4th Suit Forcing One round X Game force Priorities: Points and shape NT Checkback X Defence to 3NT opening 4C better hearts worse S's 4D better Spades **Defence to Opening Twos** Multi 2 X = D's any suit natural RCO style 2-s X= Take Out Other 2-s X Take out **Defence** (1♣): {Replace with your defence to strong 1♣ openings} Disco. 1 NT Majors, 2 NT minors 2C Blacks, 2 D Reds, 2H H&C 2S S&D strong (2♣): **1♣/2♣** Blacks Over 1NT Interference Lebensohl Lebensohl - other uses Over weak 2's Take out of 4 level pre-empts 4♣/4♦ X Take Out 4♥ X Take Out 4 X Penalties. 4 NT Take Out **10. OTHER NOTES**