

4. BASIC RESPONSES

Jump raises - minors	6-9
Jump raises - Majors	pre-emptive
Jump shifts after minor opening	2M: Natural, weak at 2 level, 1♣-2♦, 1♦-3♣ = INV raise
Jump shifts after Major opening	3♣ = 6-9 w/4 3♦ = 10-12 w/4 oM: 3cd INV raise,
Responses to strong 2 suit open.	2♦ waiting, others = natural
Responses to 2NT opening	3♣ = simple stayman

5. PLAY CONVENTIONS Show priorities

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

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
Slam Notes	Next bid = Queen Ask, returning to trumps = no Queen	
Cue Bids <input type="checkbox"/>		
Asking Bids <input type="checkbox"/>		

7. OTHER CONVENTIONS

Passed Hand agreements: 2♣ = 10+,	Support X and XXs
then rebidding 2M = <12 2D = game interest	
Blackout	

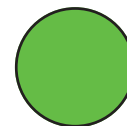
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**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	1057261	Tamara de Mel
& Names:	1082639	Hamish Dodd
Basic System:	2/1 1M-1NT = not-forcing	
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♣ 3+	1♥ 5+	
1♦ 3+	1♠ 5+	
1NT 15-17	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses	2♣ simple stayman	after 2♦: 2M weak both Majors
2♦ 5+ ♥	2♠ transfer to clubs	
2♥ 5+ ♠	2NT invitational	
other 3♣ = transfer to diamonds		
2♣	22+ bal or GF unbalanced	
2♦	6 cards 5-9	2NT = strength and quality inquiry
2♥	6 cards 5-9	2NT = strength and quality inquiry
2♠	6 cards 5-9	2NT = strength and quality inquiry
2NT 20-21	3NT AKQxxx(x) in a minor no outside A or K	
other		

2. PRE-ALERTS

two-way checkback after 1x-1y-1NT	
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3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	weak
Responsive doubles through	4♥	Unusual NT	5+/5+ lowest unbid suits
1NT overcall - immediate	15-18	Immediate cue of minor	5+/5+ MM
1NT overcall - re-opening	12-15	Immediate cue of Major	5+/5+ oM/m
Over weak twos	X: t/o	Over opening threes	X: t/o
Over opponent's 1NT	2♣: Majors, 2D/2H/2S = natural		
	X = values, XXX applies		
If our NT is doubled in direct seat			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♦	2♦ 6+♦ <6	3♦ splinter
1♥ 4+♥	2♥ 6+♥, <6	3♥ splinter
1♠ 4+♠,	2♠ 6+♠, <6	3♠ splinter
1NT 6-10	2NT 11-12	3NT 13-15, to play
2♣ 5+♣ 10+	3♣ 5+♣, 6-9	4♣ preemptive
other		
1♦ 1♥ 4+♥	2♥ 6+♥, <6	3♥ splinter
1♠ 4+♠	2♠ 6+♠, <6	3♠ splinter
1NT 6-10,	2NT 11-12,	3NT 13-15, no 4cd M
2♣ 4+♣, GF,	3♣ 6+♣ <6	4♣ splinter
2♦ 5+♦ 10+	3♦ 5+♦, 6-9	4♦ preemptive
other 4♥/4♠ to play		
1♥ 1♠ 4+♠	2♥ 3(4)♥, 6-10	3♦ 4+♥, 10-11
1NT 6-12 not-forcing	2♠ 6♠ <6	3♥ 4+♥, 0-6
2♣ 3+♣, GF	2NT 4+♥, GF	3♠ splinter
2♦ 4+♦, GF	3♣ 4+♥, 6-9	3NT
other 4♠ and 5m to play		
1♠ 1NT 5-12	2♠ 3(4)♠, 6-9	3♥ 6+♥ <6
2♣ 3+♣, GF	2NT 4+♠, GF	3♠ 4+♠, 0-6
2♦ 4+♦, GF	3♣ 4+♠, 6-9	3NT splinter
2♥ 5+♥, GF	3♦ 4+♠, 10-11	4♣ splinter
other 4♥ and 5m to play		
1NT 3♣ ♦	3♠	4♦
3♦	3NT to play	4♥
3♥	4♣	4♠
other		
2♣ 2♦ waiting	2NT	3♥
2♥ 7+, good 5+ suit	3♣ 7+, good (5)6+ suit	3♠
2♠ 7+, good 5+ suit	3♦ 7+, good (5)6+ suit	3NT
other		
2♦ 2♥ Nat, F1	3♣ Nat, F1	3♠
2♠ Nat, F1	3♦ to play	3NT to play
2NT strength + quality inq	3♥	4♣
other 4M to play;		

Notes

2♥ 2♠ Nat, F1	3♦ Nat, F1	3NT to play
2NT strength + quality inq	3♥ to play	4♣
3♣ Nat, F1	3♠	4♥ to play
other 4♠: to play		
2♠ 2NT strength + quality inq	3♥ Nat, F1	4♣
3♣ Nat, F1	3♠ to play	4♥ to play
3♦ Nat, F1	3NT to play	4♠ to play
other		
2NT 3♣ simple stayman	3♠	4♦
3♦ 5+♥	3NT to play	4♥
3♥ 5+♠	4♣	4♠
other		

9. CONVENTIONS

Unusual NT: two lowest unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 2♣ trf ♦: to play or INV; 2♦: ART GF

Defence to 3NT opening

Defence to Opening Twos Lebensohl

Multi 2♦ 1st double = values, double once their suit has been found = takeout

RCO style 2-s then further doubles = pen

Other 2-s

Defence 1♣ or 2♣ : X majors, NT minors

to others = natural

strong

♣

Over 1NT Interference Lebensohl

Lebensohl - other uses

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

4♥ x T/O; 4♠ x = values

10. OTHER NOTES

1x - 1y - 2NT - 3C = checkback