

## 4. BASIC RESPONSES

Jump raises - minors	limit
Jump raises - Majors	weak 4 card support
Jump shifts after minor opening	weak 6 card 1D - 3C = 6 card suit 6 - 9
Jump shifts after Major opening	3C/3D Bergen
Responses to strong 2 suit open.	2C - 2D wating
Responses to 2NT opening	3m S/O 3M F

## 5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	overlead	
Four or more with an honour	fourth	fourth
From 4 small	second highest	second highest
From 3 cards (no honour)	MUD	Top
In partner's suit	third	third
<b>Discards</b>	Low encourage	Mckenney
<b>Count</b>	Standard	Standard
<b>Signal</b> on partner's lead:	low encourage	low encourage
<b>Signal</b> on declarer's lead:	count when necessary	
<b>Notes</b>		

## 6. SLAM CONVENTIONS

4NT: Blackwood ☐ RKCB 1430 4♣ Gerber ☐ when? over 1NT or 2NT

Slam Notes

Cue Bids ☐

Asking Bids ☐

## 7. OTHER CONVENTIONS

Muppet	
Support X and XX	

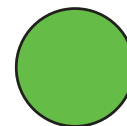
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AUSTRALIAN BRIDGE  
FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	106615	Mike Pemberton
& Names:	183709	Jim Evans
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♣ 11+ 3+	1♥ 11+ 5+
1♦ 11+ 3+	1♠ 11+ 5+
1NT 15 - 17	may contain 5 card Major <input type="checkbox"/>

1NT Responses 2♣ Stayman

2♦ -> H	2♠ -> C
2♥ -> S	2NT -> D Superaccepts
other 3X shortage 3m = (43)(51) 3M = (31) (54)	

2♣ GF 21+ unbalanced or 23 - 24 balanced

2♦ Weak 2 in major or balanced 25 - 26

2♥ weak 5/5 H + another

2♠ weak 5/5 S + another

2NT 5/5 minors weak or strong

3NT Kabel Ace ask

other

## 2. PRE-ALERTS

NAMYATS	1NT forcing over 1M^
Texas Transfers	Lebensohl
Jacoby	Long suit trial bids

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4H	Jump overcalls	weak
Responsive doubles through	4H	Unusual NT	lowest 2 unbid suits
1NT overcall - immediate	15 - 18	Immediate cue of minor	Michaels both majors
1NT overcall - re-opening	10 - 14	Immediate cue of Major	Michaels othr major + minor
Over weak twos	X T/O suits 13+	Over opening threes	X T/O suits 13+
Over opponent's 1NT	Multi Landy	Over strong NT X = 1 4 card M + 1 5 card m	
2C = majors; 2D = 6 card major; 2H/S = 5/5 H/S + minor; 2NT = minors;			
over weak NT X = 15+; 2D = any 6 card suit.			

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+ 6+	2♦ 3 - 6 6	3♦ splinter
1♥ 4+ 6+	2♥ 3 - 6 6	3♥ splinter
1♠ 4+ 6+	2♠ 3 3 - 6	3♠ splinter
1NT 8 - 10	2NT 11 - 12	3NT 13 - 15
2♣ 5+ 6 - 9	3♣ 5+ 1 0 - 12	4♣
other		
1♦ 1♥ 4+ 6+	2♥ 3 - 6 6	3♥ splinter
1♠ 4+ 6+	2♠ 3 - 6 6	3♠ splinter
1NT 6 - 9	2NT 10 - 12	3NT 13 - 15
2♣ 5+ 12+	3♣ 6 - 10 6+	4♣
2♦ 5+ 6 - 9	3♦ 10 - 12 5	4♦
other		
1♥ 1♠ 4+ 6+	2♥ 8 - 10 3	3♦ 11 - 12 4 card support
1NT 6 - 12 F	2♠	3♥ 3 - 6 4 card support
2♣ 4+ 12+	2NT Jacoby 13+	3♠ splinter
2♦ 4+ 12+	3♣ 7 - 10 4 card support	3NT 13 - 15 3 card support
other		
1♠ 1NT 6 - 12 F	2♠ 8 - 10 3	3♥
2♣ 4+ 12+	2NT Jacoby 13+	3♠ 3 - 6 4 card support
2♦ 4+ 12+	3♣ 7 - 10 4 card support	3NT 13 - 15 3 card support
2♥ 5+ 12+	3♦ 11 - 12 4 card support	4♣
other		
1NT 3♣ (43) 51	3♠ 13(54)	4♦ -> H
3♦ (43) 15	3NT S/O	4♥ -> S
3♥ 31(54)	4♣ Gerber	4♠
other		
2♣ 2♦ waiting	2NT	3♥
2♥ 5+ 3+ controls	3♣ 5+ 3+ controls	3♠
2♠ 5+ 3+ controls	3♦ 5+ 3+ controls	3NT
other		
2♦ 2♥ P or correct	3♣ to play	3♠ P or correct
2♠ P if S; game try if H	3♦ to play	3NT to play
2NT game try	3♥ 10 -12 P or correct	4♣
other		

Notes

2♥ 2♠ P or correct	3♦ to play	3NT
2NT asking for other suit	3♥ to play	4♣
3♣ to play	3♠	4♥
other		
2♠ 2NT asking for other suit	3♥ to play	4♣
3♣ to play	3♠ to play	4♥
3♦ to play	3NT	4♠
other		
2NT 3♣ S/O	3♠ F asking	4♦ Minorwood
3♦ S/O	3NT to play	4♥
3♥ F asking	4♣ Minorwood	4♠
other		

## 9. CONVENTIONS

Unusual NT: lowest 2 suits

4th Suit Forcing

One round ☐

One round

Game force ☐

NT Checkback

☐

Priorities:

Two way checkback H

Defence to 3NT opening

X = T/O

Defence to Opening Twos

X = T/O

Multi 2♦

X = T/O

RCO style 2-s

Other 2-s

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

to

X = majors; 1NT = minors; suit = natural

strong

(2♣):

1♣ / 2♣

Over 1NT Interference X = penalty; suit = to play

Lebensohl - other uses

after X of weak 2

Take out of 4 level pre-empts

4♣/4♦

X = T/O

4♥

X = T/O

4♠

X = penalty; 4NT = T/O

## 10. OTHER NOTES