

## 4. BASIC RESPONSES

Jump raises - minors	6-9, 4+ SUPP
Jump raises - Majors	weak, 0-6, 5+ SUPP
Jump shifts after minor opening	weak
Jump shifts after Major opening	Bergen raises; 1♥ - 2♠ and 1♠ - 3♥ = 10-12, 3 card SUPP
Responses to strong 2 suit open.	2♦ = waiting, 2NT = 8-12
Responses to 2NT opening	3♣ = puppet stayman

## 5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead; A-Attitude, K-Count	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	MUD	Top
In partner's suit	Ssx, Xx, xXx, Hx, hxX	
<b>Discards</b>	1: Attitude; 2: Count, 3: Suit Pref	
<b>Count</b>	Low-High = Even	
<b>Signal</b> on partner's lead:	1: Attitude; 2: Count, 3: Suit Pref	
<b>Signal</b> on declarer's lead:	1: Count, 2: Suit Pref	
<b>Notes</b>	Attitude switches (Low = like); honour signals	

## 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/>	when? never
<b>Slam Notes</b>	specific kings		
Cue Bids <input checked="" type="checkbox"/>	1st and 2nd round controls		
Asking Bids <input type="checkbox"/>			

## 7. OTHER CONVENTIONS

Support Xs and XXs	Jacoby 2NT
Ogust	2-way checkback
Smolen	Reverse Drury
Long suit game tries	Jordan 2NT

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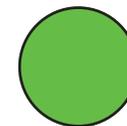
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AUSTRALIAN BRIDGE  
FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	1023152	Darren Brake
& Names:	1083775	Oliver McCarthy
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 <input type="checkbox"/>
1♣ 12+, 3+	1♥ 12+, 5+	
1♦ 12+, 3+	1♠ 12+, 5+	
1NT 15-17 BAL	may contain 5 card Major <input checked="" type="checkbox"/>	
<b>1NT Responses</b> 2♣ Simple Stayman		
2♦ TRF to ♥	2♠ TRF to ♣ or Range Probe	
2♥ TRF to ♠	2NT TRF to ♦ or weak both minors	
other 3♣ = puppet stayman; 3♦ = GF majors 5/5; 3♥ = GF 31(54); 3♠ = GF 13(54)		
2♣ 23+ BAL or GF		
2♦ natural, weak, wide-ranging in 3rd seat		
2♥ natural, weak, wide-ranging in 3rd seat		
2♠ natural, weak, wide-ranging in 3rd seat		
2NT 20-22 BAL	3NT Long, solid minor, no outside A or K	
other		

## 2. PRE-ALERTS

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	weak
Responsive doubles through	4♥	Unusual NT	LUBS
1NT overcall - immediate	15-17, sys. off	Immediate cue of minor	Majors, 5/5+
1NT overcall - re-opening	11/12/13/14 (+3)	Immediate cue of Major	M+m, 5/5+
Over weak twos	X = T/O; 2NT = 15-17	Over opening threes	X = T/O
Over opponent's 1NT			
X = PEN; 2♣ = ♠ + ♥ 5/4+; 2♦ = M, 6+; 2M = M+m, 5/4+; 2NT = ♦ + ♣, 5/4+			

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+, 4+♦	2♦ natural, weak	3♦ SPL raise
1♥ 6+, 4+♥	2♥ natural, weak	3♥ SPL raise
1♠ 6+, 4+♠	2♠ natural, weak	3♠ SPL raise
1NT 6-10, no 4cM	2NT 11-12 no 4cM	3NT 13-15, no 4cM
2♣ 10+, 5+♣	3♣ 6-9, 6+♣	4♣
other		
1♦ 1♥ 6+, 4+♥	2♥ natural, weak	3♥ SPL raise
1♠ 6+, 4+♠	2♠ natural, weak	3♠ SPL raise
1NT 6-10, no 4cM	2NT 11-12, no 4cM	3NT 13-15, no 4cM
2♣ GF, 4+♣	3♣ natural, weak	4♣ SPL raise
2♦ 10+, 4+♦	3♦ 6-9, 4+♦	4♦
other		
1♥ 1♠ 6+, 4+♠	2♥ 6-9, 3♥	3♦ 10-12, 4+♥
1NT 5-12, SF	2♠ 10-12, 3♥	3♥ 0-6, 5+♥
2♣ GF, 4+♣	2NT GF, 4+♥	3♠ SPL raise
2♦ GF, 4+♦	3♣ 7-9, 4+♥	3NT 4333 Choice of games
other		
1♠ 1NT 5-12, SF	2♠ 6-9, 3♠	3♥ 10-12, 3♠
2♣ GF, 4+♣	2NT GF, 4+♠	3♠ 0-6, 5+♠
2♦ GF, 4+♦	3♣ 6-9, 4+♠	3NT 3433 Choice of games
2♥ GF, 5+♥	3♦ 10-12, 4+♠	4♣ SPL raise
other		
1NT 3♣ Modified Puppet STAY	3♠ natural S/T	4♦ 6+♥
3♦ natural S/T	3NT to play	4♥ 6+♠
3♥ natural S/T	4♣	4♠
other		
2♣ 2♦ waiting	2NT 8-12, low in controls	3♥
2♥ 8+, good 5+♥ suit	3♣ 8+, good 5+♣ suit	3♠
2♠ 8+, good 5+♠ suit	3♦ 8+, good 5+♦ suit	3NT
other		
2♦ 2♥ 5+♥, F1	3♣ 5+♣, F1	3♠ SPL raise
2♠ 5+♠, F1	3♦ natural	3NT to play
2NT Ogust	3♥ SPL raise	4♣ SPL raise
other		

Notes

2♥ 2♠ 5+♠, F1	3♦ 5+♦, F1	3NT to play
2NT Ogust	3♥ natural	4♣ SPL raise in ♥
3♣ 5+♣, F1	3♠ SPL raise in ♥	4♥ natural
other		
2♠ 2NT Ogust	3♥ 5+♥, F1	4♣ SPL raise in ♠
3♣ 5+♣, F1	3♠ natural	4♥ SPL raise in ♠
3♦ 5+♦, F1	3NT to play	4♠ natural
other		
2NT 3♣ Modified Puppet STAY	3♠ Minor Stayman	4♦ 6+♦
3♦ TRF to ♥s	3NT to play	4♥ to play
3♥ TRF to ♠s	4♣ 6+♣	4♠ to play
other		

## 9. CONVENTIONS

Unusual NT: LUBS

4th Suit Forcing One round  Game force

NT Checkback  Priorities: up the line

Defence to 3NT opening 4♣ = ♠ + ♥ 5/5; X = values

Defence to Opening Twos X = T/O

Multi 2♦ 2NT = 16-19 with ♠ and ♥ stoppers; X = 12-15 BAL or STR

RCO style 2-s 1-2-3 Xs

Other 2-s after opps P/C bid, X = T/O, Cue bid = natural

Defence (1♣): natural bids; X = Majors; 1NT = minors

to after negative response: X = Majors; 1NT = minors

strong after bid that shows a suit: X = T/O; NT = LUBS

1♣/2♣ (2♣):

Over 1NT Interference Lebensohl (slow shows stopper; X = T/O)

Lebensohl - other uses (1M) P (2M) X (P) 2NT; after partner's X of 2-level pre-empt

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

4♥ X = T/O; 4NT = minors 4♠ X = PEN; 4NT = 2+ places to play

## 10. OTHER NOTES

new suit advances of overcalls are all F1