

4. BASIC RESPONSES

Jump raises - minors	weak
Jump raises - Majors	weak
Jump shifts after minor opening	weak in major; criss-cross invitational in minor
Jump shifts after Major opening	Bergen
Responses to strong 2 suit open.	2♦ is +ve; 2♥ -ve; others are semi-+ve
Responses to 2NT opening	puppet Stayman; transfers; 3♠ minor suit 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 highest	
From 4 small	2nd highest	
From 3 cards (no honour)	MUD	
In partner's suit	MUD	
Discards	low encouraging	
Count	reverse	
Signal on partner's lead:	low encouraging	
Signal on declarer's lead:	reverse count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 0314	4♣ Gerber <input type="checkbox"/>	when?
Slam Notes	Exclusion Blackwood		
Cue Bids <input checked="" type="checkbox"/>	1st/2nd control		
Asking Bids <input type="checkbox"/>			

7. OTHER CONVENTIONS

Jacoby	forcing 1NT to major openings includes
Bergen	strong options
Inverted minors; criss-cross raises	
splinters	

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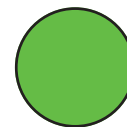
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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	29750	TONY HUTTON
& Names:	101109	NEVILLE FRANCIS
Basic System:	2 OVER 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♣ 2+ ♣'s - 12+ HCP	1♥ 5+ ♥'s - 12+ HCP	
1♦ 4+ ♦'s - 12+ HCP	1♠ 5+ ♠'s - 12+ HCP	
1NT 14+ - 17 HCP	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses 2♣ 5 card inquiry		
2♦ transfer to ♥'s	2♠ transfer to ♣'s	
2♥ transfer to ♠'s	2NT transfer to ♦'s	
other 3♣,♦ natural, invitational; 3♥ 3-1-4-5 GF; 3♠ 1-3-4-5 GF (4-5 minors either way)		
2♣ 23+ HCP or game force		
2♦ 7-11 HCP - 4+ ♥'s and 4+ ♠s		
2♥ 7-11 HCP - 5+ ♥'s and 4+ minor		
2♠ 7-11 HCP - 5+ ♠'s and 4+ minor		
2NT 20-22 HCP	3NT specific ace ask	
other		

2. PRE-ALERTS

2♦ opening	
inverted minor raises	
sandwich NT	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	3♠	Jump overcalls	Intermediate
Responsive doubles through	3♠	Unusual NT	lower unbid suits
1NT overcall - immediate	15-18 HCP	Immediate cue of minor	5-5 both majors; weak or strong
1NT overcall - re-opening	10-14 HCP	Immediate cue of Major	5-5 other major+minor; weak or strong
Over weak twos	DBL	Over opening threes	DBL
Over opponent's 1NT	Strong: DBL is single-suiter; suit shows that one + higher at least 5-4 or 4-5		
Weak: DBL penalties, 2♣ single suit, suit shows that suit + higher at least 5-4 or 4-5			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ natural 6+ HCP	2♦ limit ♣ raise	3♦ splinter
1♥ natural 6+ HCP	2♥ weak 6+ ♥s	3♥ splinter
1♠ natural 6+ HCP	2♠ weak 6+ ♠s	3♠ splinter
1NT 6-11 HCP	2NT 11-12 HCP	3NT 3-3-3-4 12-15 HCP
2♣ natural, GF	3♣ weak	4♣ pre-emptive
other		
1♦ 1♥ natural 6+ HCP	2♥ weak 6+ ♥s	3♥ splinter
1♠ natural 6+ HCP	2♠ weak 6+ ♠s	3♠ splinter
1NT 6-11 HCP	2NT 11-12 HCP	3NT 3-3-4-3 12-15 HCP
2♣ natural, GF	3♣ limit ♦ raise	4♣ splinter
2♦ natural, GF	3♦ weak	4♦ pre-emptive
other		
1♥ 1♠ natural 6+ HCP	2♥ 8-10 HCP 3 card support	3♦ Bergen, 11-12 4 card raise
1NT 6-22 HCP, forcing	2♠ weak 6+ ♠s	3♥ weak
2♣ natural, GF	2NT GF, 4 card support	3♠ splinter
2♦ natural, GF	3♣ Bergen, 8-10 4 card raise	3NT 16-18 HCP, no fit
other		
1♠ 1NT 6-22 HCP, forcing	2♠ 8-10 HCP 3 card support	3♥ splinter
2♣ natural, GF	2NT GF, 4 card support	3♠ weak
2♦ natural, GF	3♣ Bergen, 8-10 4 card raise	3NT 16-18 HCP, no fit
2♥ natural, GF	3♦ Bergan, 11-12 4 card raise	4♣ splinter
other		
1NT 3♣ natural invitational	3♠ 1-3-4-5 or 1-3-5-4 GF	4♦ -
3♦ natural invitational	3NT to play	4♥ -
3♥ 3-1-4-5 or 3-1-5-4 GF	4♣ -	4♠ -
other		
2♣ 2♦ positive response	2NT semi positive in ♥s	3♥ -
2♥ negative response	3♣ semi positive	3♠ -
2♠ semi positive	3♦ semi-positive	3NT -
other		
2♦ 2♥ to play	3♣ natural, NF	3♠ natural, NF
2♠ to play	3♦ natural, NF	3NT to play
2NT forcing inquiry	3♥ natural, NF	4♣ natural, NF
other		

Notes

2♥ 2♠ natural, NF	3♦ natural, NF	3NT to play
2NT forcing inquiry	3♥ natural, NF	4♣ splinter
3♣ natural, NF	3♠ splinter	4♥ to play
other		
2♠ 2NT forcing inquiry	3♥ natural, NF	4♣ splinter
3♣ natural, NF	3♠ natural, NF	4♥ splinter
3♦ natural, NF	3NT to play	4♠ to play
other		
2NT 3♣ puppet Stayman	3♠ minor suit Stayman	4♦ sets ♦s, GF
3♦ transfer to ♥s	3NT to play	4♥ -
3♥ transfer to ♠s	4♣ sets ♣s, GF	4♠ -
other		

9. CONVENTIONS

Unusual NT: lowest unbid suits; fewer than 12 HCP or 16+ HCP

4th Suit Forcing One round Game force

NT Checkback Priorities:

Defence to 3NT opening DBL

Defence to Opening Twos DBL

Multi 2♦ 2♥ takeout of ♥s; DBL takeout of ♠s

RCO style 2-s

Other 2-s

Defence DBL majors; NT minors
to
strong (2♣):
1♣ / 2♣

Over 1NT Interference

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ DBL

4♥ DBL 4♠ DBL = 'cards'

10. OTHER NOTES