

4. BASIC RESPONSES

Jump raises - minors	3-7ish
Jump raises - Majors	weak
Jump shifts after minor opening	2M 3-7ish, jump in other minor = INV raise
Jump shifts after Major opening	3C = 4card 5-8ish, 3D = 4card INV, jump other major = 3card INV
Responses to strong 2 suit open.	2D negative/waiting, others NAT
Responses to 2NT opening	simple stayman, transfers, 3S minors, 4C to 4S 2-under TRF

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	overlead	same, underlead for unblock
Four or more with an honour	3 rd from even, low from odd	4 th
From 4 small	3 rd from even, low from odd	2 nd (occasionally 1 st)
From 3 cards (no honour)	3 rd from even, low from odd	2 nd (occasionally 1 st)
In partner's suit	can be ATT if supported, also - <input type="checkbox"/>	3 rd from xxx if not supported
Discards	low enc, suit pref, reverse count	same
Count	reverse	same
Signal on partner's lead:	low enc	
Signal on declarer's lead:	reverse smith, reverse count	
Notes ATT situations: trick 1 and 1 st discard		
A for ATT / K for count at 5-level or if declarer opened with a preempt		
mid hand: switches are attitude style, K asks for count		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
Slam Notes	3S nonserious in ♥, 3NT nonserious in ♠	
Cue Bids <input type="checkbox"/>	1 st /2 nd together	
Asking Bids <input type="checkbox"/>		

7. OTHER CONVENTIONS

2C Drury by passed hand	TRF after 1x 1y 2NT
Transfers starting at 1NT over 1M (X)	short suit trials uncontested
1M 3M+1 = any min SPL	long suit trials if opps are bidding
1M 4m void, 1H 3NT spade void	Gazzilli (sort of)
Kokish with transfer rebids after 2C-2D	Exclusion and 4C mini-KC: 01122

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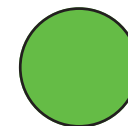
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1NT (X): XX values (next X pen, force to 2H), pass= to

play/no pref, 2C NAT or general escape, others NAT



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	476668	Justin MILL
& Names:	807435	James COUTTS
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♣ 2+♣, normally 10+ 1♥ 5+♥ (maybe 4 in 3rd), normally 10+

1♦ 4+♦, normally 10+ 1♠ 5+♠ (maybe 4 in 3rd), normally 10+

1NT 14+-17 may contain 5 card Major

1NT Responses	2♣ simple stayman
2♦ TRF to ♥	2♠ range ask or ♣
2♥ TRF to ♠	2NT asks for 5M
other	3C=♦, 3D=minors GF, 3H=31(54), 3S=13(54), 4C=♥, 4D=♠

2♣ GF or 22+BAL

2♦ 4♠, 5+♥, 10-15

2♥ weak 2, 5-6♥ - vul dependent. Very weak 1st favourable

2♠ weak 2, 5-6♠ - vul dependent. Very weak 1st favourable

2NT 20-21 3NT 5♠ 6♥ ~8-12

other

2. PRE-ALERTS

Light action favourable	1st seat favourable: lighter than you expect
Flannery	1M 2C can be unexpected shapes
Points are a guideline, judgement can be - <input type="checkbox"/>	<-- used in all situations

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through all Jump overcalls weak except (1C)3C & (P1D)3D intermediate

Responsive doubles through all Unusual NT LUBS 5/5+, strength is vul dependent

1NT overcall - immediate 15-18 Immediate cue of minor majors 5/5+, vul dependent

1NT overcall - re-opening 13-16 Immediate cue of Major other major + minor

Over weak twos Over opening threes

Over opponent's 1NT X PEN, 2C majors, 2D one major, 2H 5♥ 4+m, 2S 5♠ 4+m

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ NAT	2♦ INV ♣ raise	3♦ SPL 15+
1♥ NAT	2♥ 6+♥ 3-7ish	3♥ SPL 15+
1♠ NAT	2♠ 6+♠ 3-7ish	3♠ SPL 15+
1NT NAT	2NT NAT	3NT to play
2♣ GF ♣ raise	3♣ 3-7 ♣ raise	4♣
other		
1♦ 1♥ NAT	2♥ 6+♥ 3-7ish	3♥ SPL 15+
1♠ NAT	2♠ 6+♠ 3-7ish	3♠ SPL 15+
1NT NAT	2NT NAT	3NT to play
2♣ GF 2+♣	3♣ INV ♦ raise	4♣ SPL 15+
2♦ GF ♦ raise	3♦ 3-7 ♦ raise	4♦
other		
1♥ 1♠ usually 5+♠ NAT	2♥ NAT	3♦ 4♥ INV
1NT see 'other' below	2♠ 3♥ INV	3♥ weak
2♣ GF 2+♣ - unusual	2NT 4+♥ GF	3♠ any minimum SPL
2♦ GF 4+♦	3♣ 4♥ 5-8ish	3NT ♠ void
other 1H-1NT: NF, up to 12 HCP, can have 4♠, can have 3♥ if weak		
1♠ 1NT NF up to 12 HCP	2♠ NAT	3♥ 3♠ INV
2♣ GF 2+♣ - unusual	2NT 4+♠ GF	3♠ weak
2♦ GF 4+♦	3♣ 4♥ 5-8ish	3NT any minimum SPL
2♥ GF 5+♥	3♦ 4♠ INV	4♣ void
other		
1NT 3♣ TRF to ♦	3♠ 13(54)	4♦ TRF to ♠
3♦ minors GF (3H ask sh)	3NT to play	4♥
3♥ 31(54) or 4144	4♣ TRF to ♥	4♠
other		
2♣ 2♦ negative or waiting	2NT	3♥
2♥ NAT good suit	3♣ NAT good suit	3♠
2♠ NAT good suit	3♦ NAT good suit	3NT
other 2C 2D 3C 3D = stayman		
2♦ 2♥ to play	3♣ NAT NF	3♠ NAT INV
2♠ to play	3♦ NAT INV	3NT to play
2NT ENQ	3♥ NAY INV	4♣ ♥ slam try, short ♠
other 4D ♠ slam try, short ♥		

Notes

2♥ 2♠ NAT, NF if NV	3♦ NAT, NF if NV	3NT to play
2NT ENQ (O bids shortage)	3♥ to play	4♣ mini KC (01122)
3♣ NAT, NF if NV	3♠	4♥
other		
2♠ 2NT ENQ (O bids shortage)	3♥ NAT, NF if NV	4♣ mini KC (01122)
3♣ NAT, NF if NV	3♠ to play	4♥
3♦ NAT, NF if NV	3NT to play	4♠
other		
2NT 3♣ stayman	3♠ minors GF	4♦ ♠
3♦ TRF to ♥	3NT to play	4♥ ♣
3♥ TRF to ♠	4♣ ♥	4♠ ♦
other		

9. CONVENTIONS

Unusual NT: LUBS 5/5+, strength depends on vulnerability

4th Suit Forcing One round Game force

NT Checkback Priorities: 2C forces 2D to play or INV, 2D GF, 2NT clubs

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦ X values (next X takeout), Leaping Michaels

RCO style 2-s

Other 2-s

Defence (1♣) : X majors, NT minors

to

strong (2♣) :

1♣ / 2♣

Over 1NT Interference transfer lebensohl

Lebensohl - other uses (2x) X (p)

Take out of 4 level pre-empts 4♣/4♦

4♥ 4♠

10. OTHER NOTES

2NT in comp is rarely NAT

After reverse: cheapest of 4th suit/NT = blackout

all non-leaping michaels show hearts whenever possible