

#### 4. BASIC RESPONSES

Jump raises - minors	Inverted: 6-9 HCP, 5+ cards
Jump raises - Majors	Limit 10-12 HCP, 3+ cards
Jump shifts after minor opening	Preemptive
Jump shifts after Major opening	Preemptive
Responses to strong 2 suit open.	2♦ = 0-8, 2♥ = 9-11, 2♠ = 12+
Responses to 2NT opening	Puppet Stayman and Transfers

#### 5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead All	
Four or more with an honour	attitude	4th best
From 4 small	attitude	
From 3 cards (no honour)	attitude	
In partner's suit	attitude	4th Best
<b>Discards</b>	Low Encourage	
<b>Count</b>	Low-High = Even	
<b>Signal</b> on partner's lead:	Low Encourage	
<b>Signal</b> on declarer's lead:	Count	
<b>Notes</b>	Suit preference when giving ruff or there is a singleton in dummy.	

#### 6. SLAM CONVENTIONS

4♣ Gerber	<input type="checkbox"/>
4NT: Blackwood	<input type="checkbox"/> RKCB 1430
Asking Bids	<input type="checkbox"/> Cue Bids <input checked="" type="checkbox"/>

#### 7. OTHER CONVENTIONS

	Leaping Michaels
	Wolff
Jacoby 2NT	Flannery
Inverted minors	

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AUSTRALIAN BRIDGE  
FEDERATION LTD.

#### STANDARD SYSTEM CARD



ABF Nos.	1170716	Duncan Lai
& Names:	1173091	Adrian Le
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

1♣ 3+	1♥ 5+
1♦ 3+	1♠ 5+
1NT 15-17	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses	2♣ Stayman
2♦ Transfer ♥	2♠ Asks for min or max
2♥ Transfer ♠	2NT Transfer ♦
(Dbl) Same	other 3♣ puppet stayman

2♣ 22+ or 9+ Tricks	
2♦ 11-15, 5♥s and 4♠s	
2♥ Weak, 6-10 HCP, 6♥	
2♠ Weak, 6-10 HCP, 6♠	
2NT 20-21	3NT 25-27
other	

#### 2. PRE-ALERTS


#### 3. COMPETITIVE BIDS / OVERCALLS

Doubles	Support Doubles and Redoubles, negative doubles,	Negative DBL thru	4♥
takeout doubles		Responsive DBL thru	4♥
Jump overcalls	weak	Unusual NT	Lower 2 unbid suits
1NT overcall: (immediate)	15-17 w/ stop	(re-opening)	same
Immediate cue: (minor)	Michaels 5/5, 8-12 or 16+	(Major)	Michaels 5/5, 8-12 or 16+
<b>Over:</b> Weak Twos		Opening Threes	
Opponent's transfers			
Opponent's 1NT	Multi-Landy: 2♣ = majors, 2♦ = long major, 2♥ = ♥s and a minor		
2♠ = ♠s and a minor, 2NT = minors			

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+, 4+♦	2♦ Preempt	3♦ Preempt
1♥ 6+, 4+♥	2♥ Preempt	3♥ Preempt
1♠ 6+, 4+♠	2♠ Preempt	3♠ Preempt
1NT 6-10, bal, no 4M	2NT 11-12, bal, no 4M	3NT To play
2♣ Inv+, 5+♣	3♣ Preempt	4♣ Preempt
other		
1♦ 1♥ 6+, 4+♥	2♥ Preempt	3♥ Preempt
1♠ 6+, 4+♠	2♠ Preempt	3♠ Preempt
1NT 6-12, no 4M	2NT 11-12, bal, no 4M	3NT To play
2♣ GF+, 4+♣	3♣ Preempt	4♣ Preempt
2♦ Inv+, 5+♦	3♦ Preempt	4♦ Preempt
other		
1♥ 1♠ 6+, 5+s	2♥ 6-9, 3+♥	3♦ Preempt
1NT 6-12	2♠ Preempt	3♥ 10-12 3+♥
2♣ GF or limit raise	2NT GF, 4+♥	3♠ Preempt
2♦ GF, 5+♦	3♣ Preempt	3NT To play
other		
1♠ 1NT 6-12	2♠ 6-9, 3+♠	3♥ Preempt
2♣ GF or limit raise	2NT GF, 4+♠	3♠ 10-12 3+♠
2♦ GF, 5+♦	3♣ Preempt	3NT To play
2♥ GF, 5+♥	3♦ Preempt	4♣ Preempt
other		
1NT 3♣ 5M ask	3♠ GF, 6+♠	4♦ Transfer to ♥
3♦ GF, minors	3NT To play	4♥ Transfer to ♠
3♥ GF, 6+ ♥	4♣ To play	4♠ To play
other		
2♣ 2♦ 0-8	2NT	3♥
2♥ 9-11	3♣	3♠
2♠ 12+	3♦	3NT
other		
2♦ 2♥ To play	3♣ Preempt	3♠ Preempt
2♠ To play	3♦ Preempt	3NT To play
2NT GF Enquiry	3♥ Preempt	4♣ Preempt
other 2♦ - 2NT: 3m = shortage, 3♥ = min, 3♠ = 4522 max		

Notes

2♥ 2♠ To play	3♦ To play	3NT To play
2NT	3♥ Preempt	4♣
3♣ To play	3♠	4♥ To play
other		
2♠ 2NT	3♥ To play	4♣
3♣ To play	3♠ Preempt	4♥
3♦ To play	3NT To play	4♠ To play
other		
2NT 3♣ Puppet Stayman	3♠	4♦ Transfer ♥
3♦ Transfer ♥	3NT To play	4♥ Transfer ♠
3♥ Transfer ♠	4♣	4♠ To play
other		

## 9. CONVENTIONS

**Unusual NT:** Lowest 2 unbid suits, weak or strong

**4th Suit Forcing** One round  Game force

**NT Checkback**  Priorities:

**Defence to 3NT opening**

**Defence to Opening Twos**

Multi 2♦

RCO style 2-s

Other 2-s

**Defence (1♣):**

to

**strong (2♣):**

1♣ / 2♣

**Over 1NT Interference** natural

**Lebensohl - other uses**

**Take out of 4 level pre-empts** 4♣/4♦ penalty

4♥ same

4♠ same

## 10. OTHER NOTES