

## 4. BASIC RESPONSES

Jump raises - minors	Weak (Inverted Minors)
Jump raises - Majors	Preemptive
Jump shifts after minor opening	Weak
Jump shifts after Major opening	3♣ = 10-11 3+M, 3♦ = 6-9 4+M, Jump oM= Nat inv
Responses to strong 2 suit open.	2♦ = Weak or Waiting, else NAT 7+
Responses to 2NT opening	Puppet Stayman

## 5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead All/K count (notes)	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	As above	
<b>Discards</b>	Low Encourage	
<b>Count</b>	Reverse Count	
<b>Signal</b> on partner's lead:	Low Encourage	
<b>Signal</b> on declarer's lead:	Reverse Count (If we remember)	
<b>Notes</b> Suit pref when obvious		
K-Count only in level 5+ contracts, or in leaders unsupported suit		

## 6. SLAM CONVENTIONS

4♣ Gerber <input checked="" type="checkbox"/>	When NT is agreed
4NT: Blackwood <input checked="" type="checkbox"/> RKC 1430	RKCB, Quantitative (NT), or specific Ace Ask
Asking Bids <input checked="" type="checkbox"/> Cue Bids <input checked="" type="checkbox"/>	First & Second Round Control
Kickback only in Minors so 4NT is sometime exclusion, RKCB Exclusion is 3014	
Non-Serious 3NT	

## 7. OTHER CONVENTIONS

Cue Raises	Reverse & Blackout
Jacoby :D	3 Way Checkback
Smolen	Lebensohl
DOPI	Ogust
Splinters & Mini Splinters	Leaping Michaels

<a href="http://www.abf.com.au">www.abf.com.au</a>	Kokish Game try (After 1M-2M), Scrambling 2NT
PDF Form Rev. 21E29 by RoL	Drury
MyRev.	
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**AUSTRALIAN BRIDGE  
FEDERATION LTD.**

## STANDARD SYSTEM CARD



ABF Nos.	929468	Heath Watkins
& Names:	1082337	Matthew Sierdzinski
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♣ 2+♣ (10)11+	1♥ 5+♥ (10)11+
1♦ 4+♦ (10)11+	1♠ 5+♠ (10)11+
1NT (14)15-17 (14-16 1st fav)	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses	2♣ Simple Stayman
2♦ to ♥	2♠ to ♣, Range Probe
2♥ to ♠	2NT to ♦, 5/5 minors Weak
(Dbl) System On, XX = Escape	other 3♣=Puppet, Texas Transfer, Splinter

2♣ 23+ Balanced or any game force	
2♦ Weak, -10 HCP, 6+♦ (Maybe 5 if Non-Vul)	
2♥ Weak, -10 HCP, 6+♥ (Maybe 5 if Non-Vul)	
2♠ Weak, -10 HCP, 6+♠ (Maybe 5 if Non-Vul)	
2NT (19)20-22 Semi-Bal	3NT Gambling, solid minor, no side A or K
other 4NT = Specific Ace Ask (5♣ = no A, 5NT = 2 A, rest A in that suit)	

## 2. PRE-ALERTS

1st seat Favorable open light	3rd seat open light (1M could be 4)
HCP is a guide	

## 3. COMPETITIVE BIDS / OVERCALLS

Doubles T/O, Negative, Penalty, Lead Direction, Stopper Asking	Negative DBL thru	4♥
Support X & XX	Responsive DBL thru	4♥
Jump overcalls Weak	Unusual NT	Lowest 2 Unbid Suits
1NT overcall: (immediate) 15-18	(re-opening) 12-15	
Immediate cue: (minor) 5+♥ & 5+♠	(Major) 5+ other Major & 5+ minor	
<b>Over:</b> Weak Twos X = T/O, 2NT = 15-18 LM	Opening Threes X = T/O	
Opponent's transfers	Double = Lead-Directing	
Opponent's 1NT	Strong NT: X = 16+, 2♣ = Majors, 2♦ = Single suited major	
2♥ = ♥+m, 2♠ = ♠+m, 2NT = Minors		
Weak/Mini NT: X = 14+, 2♣ = Ms rest nat		

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ NAT or 6-9 no 4cM	2♦ 0-6 HCP, 6+♦	3♦ Splinter
1♥ 6+ HCP, 4+♥	2♥ 0-6 HCP, 6+♥	3♥ Splinter
1♠ 6+ HCP, 4+♠	2♠ 0-6 HCP, 6+♠	3♠ Splinter
1NT 10-11 HCP no 4cM	2NT 12 HCP	3NT 13-15 HCP
2♣ 10+ HCP 5+♣	3♣ 6-9 HCP 5+♣	4♣ Preemptive
other		
1♦ 1♥ 6+HCP, 4+♥	2♥ 0-6 HCP, 6+♥	3♥ Splinter
1♠ 6+HCP 4+♠	2♠ 0-6 HCP, 6+♠	3♠ Splinter
1NT 6-10 HCP	2NT 11-12 HCP	3NT 13-15 HCP
2♣ 10+HCP, 5+♣	3♣ 0-6 HCP, 6+♣	4♣ Splinter
2♦ 10+HCP 4+♦	3♦ 6-9 HCP, 4+♦	4♦ Preemptive
other		
1♥ 1♠ 6+HCP 4+♠	2♥ 6-9 HCP 3♥	3♦ 6-9 HCP 4+♥
1NT 6-11 HCP	2♠ NAT INV	3♥ 0-6 HCP 4♥
2♣ Bal or NAT FG	2NT Jacoby :D	3♠ Splinter
2♦ 12+HCP 4+♦ FG	3♣ 10-11 HCP 3+♥	3NT 13-15HCP 3♥ FG
other 3rd/4th Seat - 2♣ = Drury, 2NT=4+♥ max, 3♣ = NAT INV		
1♠ 1NT 6-11 HCP	2♠ 6-9HCP 3♠	3♥ NAT INV
2♣ Bal or NAT FG	2NT Jacoby :D	3♠ 0-6 HCP 4♠
2♦ 12+HCP 4+♦ FG	3♣ 10-11 HCP 3-4♠	3NT 13-15 HCP 3♠ FG
2♥ 12+HCP 5+♥ FG	3♦ 6-9 HCP 4+♠	4♣ Splinter
other 3rd/4th Seat - 2♣ = Drury, 2NT=4+♠ max, 3♣ = NAT INV		
1NT 3♣ Modified Puppet	3♠ 13(45) FG	4♦ Texas Transfer to ♥
3♦ Both minors slam try	3NT To Play	4♥ Texas Transfer to ♠
3♥ 31(45) FG	4♣	4♠
other		
2♣ 2♦ Default	2NT	3♥
2♥ 8+HCP 5+♥	3♣ 8+HCP 6+♣	3♠
2♠ 8+HCP 5+♠	3♦ 8+HCP 6+♦	3NT
other		
2♦ 2♥ NAT F1	3♣ NAT F1	3♠
2♠ NAT F1	3♦ To Play	3NT To Play
2NT Range ask	3♥ NAT F1	4♣
other		

Notes

2♥ 2♠ NAT F1	3♦ NAT F1	3NT To Play
2NT Range ask	3♥ To Play	4♣
3♣ NAT F1	3♠	4♥ To Play
other		
2♠ 2NT Range ask	3♥ NAT F1	4♣
3♣ NAT F1	3♠ To Play	4♥
3♦ NAT F1	3NT To Play	4♠ To Play
other		
2NT 3♣ Puppet Stayman	3♠ to Minors, Slam try	4♦ Texas Transfer to ♥
3♦ to ♥	3NT to Play	4♥ Texas Transfer to ♠
3♥ to ♠	4♣	4♠
other		

## 9. CONVENTIONS

**Unusual NT:** Lowest 2 unbid suits, any range (Depends on Vul)

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

**NT Checkback**  Priorities: 2♣ = Relay 2♦, 2♦ = FG

**Defence to 3NT opening** Nat

**Defence to Opening Twos** X = T/O, 2NT = 15-18, 4♣/♦ Leaping Michaels, else NAT

Multi 2♦ As Above

RCO style 2-s As Above

Other 2-s As Above

**Defence** (1♣) : X = Major, NT = Minors

to

**strong** (2♣) : X = Major, NT = Minors

1♣ / 2♣

**Over 1NT Interference** Lebensohl

**Lebensohl - other uses** 2x - X - P - 2NT = Lebensohl

**Take out of 4 level pre-empts** 4♣/4♦ X = T/O, 4NT = 2 Suter

4♥ X = T/O, 4NT = 2 Suiter

4♠ X = Values, 4NT = 2 Suiter

## 10. OTHER NOTES

G'Day :D

This text is here so it looks like a lot of stuff is happening :D