

4. BASIC RESPONSES

Jump raises - minors	Limit 10-12
Jump raises - Majors	Weak 2-5 4 card support
Jump shifts after minor opening	Strong 16+ good six card suit
Jump shifts after Major opening	2NT=GF 4 card raise, 3♣=6-9 4 card raise, 3♦=10-12 4 card raise
Responses to strong 2 suit open.	2♦=some values, 2♥=0-4, 2♠=5+♥s 8+, 2NT=5+♠ 8+
Responses to 2NT opening	Puppet Stayman, Transfers to the majors 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	Fourth Highest	
From 4 small	Second Highest	
From 3 cards (no honour)	Second Highest	
In partner's suit	As above	
Discards	High encourage	
Count	High low = Even	
Signal on partner's lead:	High encourage	
Signal on declarer's lead:	Natural Count if appropriate	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 1430 4♣ Gerber when?

Slam Notes

Cue Bids

Asking Bids

7. OTHER CONVENTIONS

After 1NT rebid 2 way check back, 2NT	
transfer to 3♣	
Long suit game tries, Splinters	
after 1M - 2M, 2NT=enquiry	

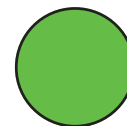
www.abf.com.au

PDF Form Rev. 15F06 by RoL MyRev.

Copyright © ABF 2015



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	121541	Nigel Rosendorff
& Names:	5266	Martin Bloom
Basic System:	2 over 1 GF (unless rebidby responder)	
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♣	3+	1♥	5+
1♦	4(3)+	1♠	5+
1NT	15-17	may contain 5 card Major <input checked="" type="checkbox"/>	

1NT Responses	2♣ Stayman
2♦	5+♥ 2♠ 5+♣
2♥	5+♠ 2NT 5+♦
other	3♣=Puppet Stayman, 3♦ = 5/5 minors 3♥/♠ = singleton other major

2♣	Unconditional GF
2♦	Weak 6-10 6 card suit
2♥	Weak 6-10 6 card suit
2♠	Weak 6-10 6 card suit
2NT	20-22
3NT	Gambling, to play 3rd and 4th seat
other	

2. PRE-ALERTS

Support doubles/redoubles	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	Weak
Responsive doubles through	4♠	Unusual NT	Two lowest suits 5/5
1NT overcall - immediate	15-18	Immediate cue of minor	Michaels 5/5 Majors
1NT overcall - re-opening	15-18	Immediate cue of Major	Michaels 5/5, then ♣s P/C
Over weak twos	Double = T.O.	Over opening threes	Double = T.O.
Over opponent's 1NT	Double good hand 15+, 2♦ = ♦s + a major		

