

4. BASIC RESPONSES

Jump raises - minors	preempt 0-6 HCP, 5+ cards
Jump raises - Majors	preempt 0-5 HCP, 4+ cards
Jump shifts after minor opening	criss-cross (10-11) or weak major
Jump shifts after Major opening	minor=bergen raise;
Responses to strong 2 suit open.	see inside
Responses to 2NT opening	see inside

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	overlead All	overlead All
Four or more with an honour	4th highest	4th highest
From 4 small	2nd highest	2nd highest
From 3 cards (no honour)	middle	middle
In partner's suit	Ssx Xx xXx Hx hxX	Ssx Xx xXx Hx hxX
Discards	odd=ENCRG, even=McKenney	odd=ENCRG, even=McKenney
Count	low-high = even	low-high = even
Signal on partner's lead:	low encourage	low encourage
Signal on declarer's lead:	reverse count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
Slam Notes		
Cue Bids <input checked="" type="checkbox"/>	1st or 2nd	
Asking Bids <input checked="" type="checkbox"/>	4NT; minorwood	

7. OTHER CONVENTIONS

4th suit forcing to game	redouble=rescue below game
lebensohl	muppet stayman
DOPI	opening 4NT specific ace ask
inverted minors	swine
bergen raises	support doubles

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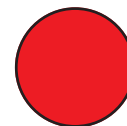
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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	156116	Tim Davis
& Names:	161391	Emlyn Williams
Basic System:	5 card major, 2/1 and transfers after 1♣	
Brown Sticker <input type="checkbox"/>	Classification:	Green <input type="checkbox"/> Blue <input type="checkbox"/> Red <input checked="" type="checkbox"/> Yellow <input type="checkbox"/>

1. OPENING BIDS

Describe strength, minimum length, or specific meaning				Canape <input type="checkbox"/>
1♣	11+ HCP, 2+ C	1♥	11+ HCP	5+♥
1♦	11+ HCP. 4+♦	1♠	11+ HCP	5+S
1NT	15-18 HCP			may contain 5 card Major <input checked="" type="checkbox"/>
1NT Responses 2♣ 5 card Major enquiry				
2♦	Transfer ♥	2♠	TRF ♣	
2♥	TRF ♠	2NT	TRF ♦	
other super accepts				
2♣	21-22 BAL or any game force			
2♦	weak 6 card ♥; 23-24 NT; 5/5 in ♠ and ♣, weak			
2♥	weak 6 card ♠; 25-26 NT; 8 trick ♥; 5/5 in ♣ and ♦, weak			
2♠	8 trick ♠; 5/5 in ♣ and ♥ or ♦ and ♠, weak; 27+ NT			
2NT	5/5 in ♦ and ♥ or ♥ and ♠, weak	3NT	Gambling, solid minor, no side A or K	
other				

2. PRE-ALERTS

transfers after 1♣	
Double of strong NT = C or the reds	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	weak
Responsive doubles through	3♠	Unusual NT	
1NT overcall - immediate	15-18 BAL	Immediate cue of minor	♠ + another 5/5
1NT overcall - re-opening	11-14	Immediate cue of Major	5 other Major & 5 minor
Over weak twos	2NT 16-18, T/O X with leb.	Over opening threes	T/O X
Over opponent's 1NT toxic, over strong NT * is C or reds;			
2c is Ds or majors, 2D is H or blacks, 2H is S or minors, 2S is odd suits, 2NT is Cs or reds			

