

4. BASIC RESPONSES

Jump raises - minors	6-10 (4)5+ support
Jump raises - Majors	Invitational 3+ support
Jump shifts after minor opening	1♣: 2♦/2♥/2♠ 6 cards, invitational (9-11 HCP). 3X = splinter.
Jump shifts after Major opening	Splinters (3)4+ support
Responses to strong 2 suit open.	Step = waiting.
Responses to 2NT opening	3♣ simple stayman. transfers. 3♠ minor stayman. texas transfers

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	AK = count. T/9 = 0 or 2 higher	King for unblock / count
Four or more with an honour	4th	Q from KQ and QJ
From 4 small	top / 2nd	
From 3 cards (no honour)	middle	top / 2nd
In partner's suit	low = honour	
Discards	count	low encourage (1st discard only)
Count	original (high-low = even)	high-low even
Signal on partner's lead:	count	low encourage
Signal on declarer's lead:	Prism Signals against suits and slams. Hi-Lo even, Lo-Hi odd.	
Notes	A-K even, K-A odd. K from AK mid-hand. Ace mid-hand asks for attitude for King. Smith-Echo: Only at trick 2 on declarer's lead when 3rd hand played an honour trick 1.	

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
Slam Notes	Emphasis on showing shortages over 1st or 2nd round controls	
Cue Bids <input checked="" type="checkbox"/>		
Asking Bids <input type="checkbox"/>		

7. OTHER CONVENTIONS

short suit trials in competition	Game-try doubles after major agreed
shortage shown after major suit agreed	Equal Level Conversion
2-way checkback XYZ	T/O X's emphasize majors, say nothing
4th suit game forcing	about the other minor.
Support X and XX. NF continuations.	Transfer Extensions and Transfer Stayman

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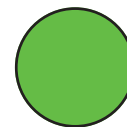
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Splinter jumps over our major openings and overcalls
Strong jump overcalls, except when favourable vul.
Scambling 2NT in competition.



AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	928348	Nico Ranson
& Names:	925160	Matt Smith
Basic System:	2/1 GF	
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 <input type="checkbox"/>
1♣ 3+ suit. 11+ HCP	1♥ 5+ suit. 11+ HCP	
1♦ 3+ suit. 11+ HCP	1♠ 5+ suit. 11+ HCP	
1NT (14) 15-17, may be off shape	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses 2♣ simple stayman		
2♦ 5+ hearts	2♠ puppets 2NT	
2♥ 5+ spades	2NT 6+ clubs	
other 3♣ = 6+♦. Penalty Doubles.		
2♣ 18-19 balanced		
2♦ Multi : Weak either major // GF ♦'s // 23+ balanced		
2♥ GF ♥'s		
2♠ GF ♠'s		
2NT 20-22 HCP balanced	3NT 6-5 majors 8-15 HCP	
other 4♣ = strong ♥'s. 4♦ = strong ♠'s. 4NT = both minors		

2. PRE-ALERTS

standard original count	2♣ opening = 18-19 balanced
Prism signals against suits and slams	Smith-Echo against NT sometimes
very weak 3-level pre-empts green / red.	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Natural, strong 15-19 HCP unless favourable
Responsive doubles through	4♦	Unusual NT	♥+♣ (5-5) or Other-Major + ♣ (5-5)
1NT overcall - immediate	15-18	Immediate cue of minor	both majors (5-5)
1NT overcall - re-opening	11-15	Immediate cue of Major	other major + ♦'s (5-5)
Over weak twos	leaping michaels	Over opening threes	non-leaping michaels
Over opponent's 1NT	X = penalty (next X take-out).	2♣ = both majors.	2♦ = 1-suited major.
2♥/♠ = 4M 5+ either minor (3♣ is pass-or-correct)			
(1NT) 4♣ = super michaels, 5-6 majors. (1NT) 4♦ = super michaels, 6-5 majors			

