

4. BASIC RESPONSES

Jump raises - minors	Pre-empt 5 card support <6 HCP
Jump raises - Majors	Pre-emp, 4 card support < 6 HCP
Jump shifts after minor opening	Major - Natural 6 card suit <6 HCP, minor - Criss Cross raise
Jump shifts after Major opening	Reverse Begen 4 card support (♣= 10-11 HCP, ♦= 6-9 HCP)
Responses to strong 2 suit open.	2D=wating, other bids are positive + natural (5 card suit, 8+hcp)
Responses to 2NT opening	

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead A/Q = attitude K=Cou ⁺	
Four or more with an honour	4 th highest	
From 4 small	2 nd highest	
From 3 cards (no honour)	MUD	
In partner's suit	Ssx Xx xXx Hx hxX	
Discards	Low encourage	
Count	Reverse (low/high = even)	
Signal on partner's lead:	Low encourage	
Signal on declarer's lead:	reverse count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/>	when? never
Slam Notes	minorwood responses -0314, DOPI/ROPI after interference		
Cue Bids <input checked="" type="checkbox"/>			
Asking Bids <input checked="" type="checkbox"/>			

7. OTHER CONVENTIONS

Lebensohl	2-Way checkback 2♣ forces 2♦, 2♦ = gf
TOM over 2NT rebid	Texas Transfers
4th suit forcing to game	

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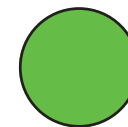
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	198064	Sarah Stickland
& Names:	107735	Greer Tucker
Basic System:	2/1 5 Card Major	
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♣ 2+ 11+HCP	1♥ 5+ 11+HCP	
1♦ 4+ 11+HCP	1♠ 5+ 11+HCP	
1NT 14+ - 17	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses 2♣ simple stayman		
2♦ transfer to ♥	2♠ transfer to ♣	
2♥ transfer to ♠	2NT transfer to ♦	
other 3C = gf puppet stayman, super-accepts		
2♣ 22+ Bal or gf any		
2♦ Weak 2 either Major (6card suit, < opening hand)		
2♥ 5/5 ♥ and another, < opening hand		
2♠ 5/5 ♠ and a minor, < opening hand		
2NT 20-22 Bal	3NT Gambling(no outside A/K)	
other		

2. PRE-ALERTS

1NT by responder forcing (5-12 hcp)	Reverse bergen raises
Criss Cross and Inverted Minors	Jacoby 2NT by responder
Minorwood	Splinters

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	Weak
Responsive doubles through	4♦	Unusual NT	Lowest Unbid
1NT overcall - immediate	15 - 17	Immediate cue of minor	5/5 both Majors
1NT overcall - re-opening	10 - 14	Immediate cue of Major	5/5 other Major + a minor
Over weak twos	2NT 16-18, X = TO with Leb	Over opening threes	x = T.O.
Over opponent's 1NT			
Vs 12-14Bal - x=penalty, 2♣=both Maj, 2♦=single Maj, 2♥=♥+min (5/4+), 2♠=♠+min (5/4+)			
Vs 15-17 bal - x=single minor, 2♣=both Maj, 2♦=single Maj, 2♥=♥+min (5/4+), 2♠=♠+min (5/4+)			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣	1♦ 6+ HCP,	4+♦	2♦ 5card♣	6-9 HCP	3♦ splinter
	1♥ 6+ HCP	4+♥	2♥ 6+♥	<6HCP	3♥ splinter
	1♠ 6+ HCP	4+♠	2♠ 6+♠	<6HCP	3♠ splinter
	1NT 6-9 bal no 4 card Maj		2NT 10-12 bal no 4 card Maj		3NT To Play
	2♣ 5+♣ 10+HCP		3♣ 5+♣ <6HCP		4♣ Minorwood
other					
1♦	1♥ 6+HCP	4+♥	2♥ 6+♥	<6HCP	3♥ splinter
	1♠ 6+ HCP	4+♠	2♠ 6+♠	<6HCP	3♠ splinter
	1NT 6-9 bal no 4card Maj		2NT 10-12 bal no 4card Maj		3NT to play
	2♣ natural and gf		3♣ 5+♦ 6-9 HCP		4♣ splinter
	2♦ 4+♦ 10+HCP		3♦ 5+♦ <6 HCP		4♦ Minorwood
other					
1♥	1♠ 6+HCP	4+♠	2♥ 3+♥ 6-9 HCP		3♦ 4+♥ 6-9 HCP
	1NT forcng 5-12 HCP		2♠ 3 card♥ (10-11HCP)		3♥ 4+♥ <6 HCP
	2♣ natural , gf		2NT Jacoby 4+♥, gf		3♠ splinter
	2♦ natural, gf		3♣ 4+♥ 10-11 HCP		3NT to Play
other					
1♠	1NT forcng 5-12 HCP		2♠ 3+♥ 6-9 HCP		3♥ 6+♥ 10-11 HCP
	2♣ natural , gf^		2NT Jacoby 4+♠, gf		3♠ 4+♠ <6 HCP
	2♦ natural , gf		3♣ 4+♠ 10-11 HCP		3NT To Play
	2♥ natural , gf		3♦ 4+♠ 6-9 HCP		4♣ splinter
other					
1NT	3♣ GF Puppet Stayman		3♠ singleton, 3♥,4/5 minor		4♦ Transfer to ♠
	3♦ 5/5 minors		3NT To play		4♥
	3♥ singleton, 3♠,4/5 minor		4♣ transfer to ♥		4♠
other					
2♣	2♦ waiting		2NT denies Maj, 8+ HCP		3♥
	2♥ 5+♥ > 7 HCP		3♣ 6+♣ >7HCP		3♠
	2♠ 5+♠ > 7 HCP		3♦ 6+♦ >7HCP		3NT To Play
other					
2♦	2♥ Pass or Correct		3♣ to play		3♠ Pass or Correct
	2♠ Pass or Correct (3+♥)		3♦ to play		3NT to Play
	2NT enquiry		3♥ pass or correct		4♣
other					

Notes

2♥	2♠ pass or correct	3♦ to play	3NT To Play
	2NT Enquiry	3♥ to play (pre-emptive)	4♣
	3♣ to play	3♠ pass or correct	4♥ To Play
other			
2♠	2NT Enquiry	3♥ To Play	4♣ pass or correct
	3♣ pass or correct	3♠ To Play (pre-emptive)	4♥ To Play
	3♦ To Play	3NT	4♠ To Play
other			
2NT	3♣ puppet Stayman	3♠ minor suit stayman	4♦ transfer to ♠
	3♦ transfer to ♥	3NT To Play	4♥
	3♥ transfer to ♠	4♣ transfer to ♥	4♠
other			

9. CONVENTIONS

Unusual NT: Lowest unbd suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 2♣ forces 2♦, 2d- gf - respond with cheapest option

Defence to 3NT opening X is take out

Defence to Opening Twos x is take out, 2NT 16-18 HCP

Multi 2♦

RCO style 2-s

Other 2-s

Defence (1♣): x = majors, INT= 5/5 minors

to

strong (2♣):

1♣ / 2♣ both majors

Over 1NT Interference Lebensohl

Lebensohl - other uses after x of oppoent's weak 2 opening

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ X

10. OTHER NOTES

Kokish after 2♣ opening (2♥ rebid by opener after waiting response is artifical)

0314 responses after minorwood