

4. BASIC RESPONSES

Jump raises - minors	Criss-Cross (See inside for more information)
Jump raises - Majors	Bergen Raises (see inside for specific meanings)
Jump shifts after minor opening	See inside.
Jump shifts after Major opening	Bergen Raises (see inside for specific meanings)
Responses to strong 2 suit open.	2D waiting, suit=Good, 8+
Responses to 2NT opening	Puppet Stayman + Major suit transfers

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead all (A enc, K count)	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	MUD	Top
In partner's suit	As above	
Discards	McKenney	
Count	Reverse Count	
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:	Reverse Count	
Notes	Reverse count - low, high = even	
Suit preference where obvious		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 14/30	4♣ Gerber <input type="checkbox"/> when?
Slam Notes		
Cue Bids <input checked="" type="checkbox"/>	1st or 2nd round control	
Asking Bids <input type="checkbox"/>		

7. OTHER CONVENTIONS

2-way checkback	Jacoby 2NT
Support Xs + XXs	Splinters
Ogust	Lebonsohl
4th suit forcing	Bergen Raises
Texas Transfers	Help Suit Game Trys

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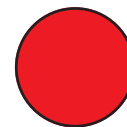
Criss-Cross minors

PDF Form Rev. 15F06 by RoL MyRev.

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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	767085	Andrew Gosney
& Names:	930301	Jack Luke-Paredi
Basic System:	2/1 Game Force	
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♣ 2+ unusual	1♥ 5+	
1♦ 4+ unbalanced	1♠ 5+	
1NT (14)15-17	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses 2♣ Stayman		
2♦ -> ♥	2♠ -> ♣ or Range Ask	
2♥ -> ♠	2NT -> ♦	
other Super Accepts, 3♣ puppet		
2♣ Game Force		
2♦ 6-10, 4+/4+ majors		
2♥ Weak (5)6 card suit		
2♠ Weak 5(6) card suit		
2NT 20-22 bal, may contain 5-card major		3NT Gambling
other		

2. PRE-ALERTS

Transfers opposite 1♣ (1♣ may contain 5♦)	2♦ opening
Occasional weak pre-empts	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	3♠	Jump overcalls	Weak
Responsive doubles through	3♠	Unusual NT	Lowest Unbid Suits
1NT overcall - immediate	(14)15-17	Immediate cue of minor	Michaels (Majors)
1NT overcall - re-opening	11-14	Immediate cue of Major	Michaels (Other major + Minor)
Over weak twos	X=T/O	Over opening threes	X=T/O
Over opponent's 1NT	Multi-landy: 2♣ = both majors, 2♦ = 6 card major, 2♥/♠ = 5 of bid major and 4 of a minor, X = Penalty		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+ ♥, 6+ pts	2♦ 6-9, 5+ ♣	3♦ Splinter
1♥ 4+ ♠, 6+pts	2♥ 2-5 pts, 6+ card suit	3♥ Splinter
1♠ No 4-card major, 6+pts	2♠ 2-5 pts, 6+ card suit	3♠ Splinter
1NT Minimum balanced	2NT 10-12 balanced	3NT 13-15 balanced
2♣ 10+, 5+ ♣	3♣ 0-5, 5+ ♣	4♣
other Criss-cross off after any interference		
1♦ 1♥ 4+ ♥, 6+pts	2♥ 2-5 pts, 6+ card suit	3♥ Splinter
1♠ 4+ ♠, 6+pts	2♠ 2-5 pts, 6+ card suit	3♠ Splinter
1NT Minimum balanced	2NT 10-12 balanced	3NT 13-15 balanced
2♣ Natural/Bal game force	3♣ 6-9. 5+ ♦	4♣ Splinter
2♦ 10+, 5+ ♦	3♦ 0-5. 5+ ♦	4♦
other Criss-cross off after any interference		
1♥ 1♠ 4+ Spades, 6+pts	2♥ 6-9 pts, 3+ ♥	3♦ 10-12 pts, 4+ ♥
1NT Semi-force, 6-11	2♠ 10-12 pts, 3 ♥	3♥ 0-5 pts, 4+ ♥
2♣ Natural/Bal game force	2NT FG, 4+ ♥	3♠ Splinter
2♦ Natural game force	3♣ 6-9 pts, 4+ ♥	3NT 13-15 balanced
other 4C/4D = Splinters, Bergen off after any interference		
1♠ 1NT Semi-force, 6-11	2♠ 6-9 pts, 3+ ♠	3♥ 10-12, 3 ♠
2♣ Natural/Bal game force	2NT 13+ pts, 4+♠	3♠ 0-5 pts, 4+ ♠
2♦ Natural game force	3♣ 6-9 pts, 4+ ♠	3NT 13-15 balanced
2♥ Natural game force	3♦ 10-12 pts, 4+ ♠	4♣ splinter
other 4D/4H = Splinters, Bergen off after any interference		
1NT 3♣ Puppet Stayman	3♠ Pre-emptive	4♦ Transfer to ♥
3♦	3NT To play	4♥ Transfer to ♠
3♥ Pre-emptive	4♣	4♠
other 4/5NT = quantitative		
2♣ 2♦ Waiting	2NT	3♥
2♥ 8+ pts, Good suit	3♣ 8+ pts, Good suit	3♠
2♠ 8+ pts, Good suit	3♦ 8+ pts, Good suit	3NT
other		
2♦ 2♥ To play	3♣ Natural NF	3♠
2♠ To play	3♦ 3 ♥ + 3 ♠, invitational	3NT To play
2NT Artificial Inquiry	3♥	4♣
other		

Notes If field is left blank, there is no agreement.

2♥ 2♠ 5+ ♠, forcing	3♦ 5+ ♦, forcing	3NT To play
2NT Ogust	3♥ Pre-emptive	4♣
3♣ 5+ ♣, forcing	3♠	4♥ To play
other		
2♠ 2NT Ogust	3♥ 5+ ♥, forcing	4♣
3♣ 5+ ♣, forcing	3♠ Pre-emptive	4♥ To play
3♦ 5+ ♦, forcing	3NT To play	4♠ To play
other		
2NT 3♣ Puppet	3♠	4♦ Transfer to Hearts
3♦ TFR Hearts	3NT To play	4♥ Transfer to Spades
3♥ TFR Spades	4♣	4♠
other 4/5NT = quantitative		

9. CONVENTIONS

Unusual NT: Lowest unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: Up the line

Defence to 3NT opening

Defence to Opening Twos X = T/O, 2NT = 15-17, overcalls are natural and non-forcing.

Multi 2♦ ALL ARTIFICIAL 2'S

RCO style 2-s 1, 2, 3 doubles. 1st = values, 2nd = takeout, 3rd and onwards = penalty

Other 2-s

Defence 1♣ : X = majors, 2NT = minors, rest natural

to

strong 2♣ : X = lead directing, rest natural (good suit)

♣

Over 1NT Interference Lebonsohl

Lebensohl - other uses After weak 2's

Take out of 4 level pre-empts 4♣/4♦ X = T/O

4♥ X = T/O, 4NT = minors 4♠ X = Strength, 4NT = 2 places to play

10. OTHER NOTES

Ogust responses: 3♣ = min, bad suit, 3♦ = min, good suit, 3♥ = max, bad suit

3♠ = max, good suit

Lebensohl: X=Penalty, 2-level = sign-off, 3-level = natural FG, Cue = Stayman, no stopper

3NT = Sign-off, no stopper, 2NT = relay to 3♣

Responses to 2♦-2NT: 3♣ = Any minimum, 3♦ = Max 5+/5+, 3♥ = Max 5♥ + 4♠,

3♠ = Max 5♠ + 4♥, 3NT = Max 4/4