

4. BASIC RESPONSES

Jump raises - minors	Preempt 0-6 HCP, 5+ cards
Jump raises - Majors	Preempt 0-6 HCP, 5+ cards
Jump shifts after minor opening	Mjrs Weak, Minors Criss Cross
Jump shifts after Major opening	Bergen
Responses to strong 2 suit open.	2d neg, cheapest minor is 2nd neg, Kokish
Responses to 2NT opening	Puppet Stayman

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A-Attitude K-Count	Overlead, A-Attitude K-Count
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	As above	As above
Discards	McKenney or Count	McKenney or Count
Count	Low-High = Even	Low-High = Even
Signal on partner's lead:	Low Encourage	Low Encourage
Signal on declarer's lead:	Count	
Notes	Partner is not obliged to signal if it will be more help to declarer than the defence	
	Suit preference may be given in common sense situations	

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 1430 4♣ Gerber when? over 1NT and 2NT openings

Slam Notes Exclusion with 0314 responses. spec kings RKCB continuations

Cue Bids 1st and 2nd round controls

Asking Bids

7. OTHER CONVENTIONS

2- way checkback	escape 1NTX agreements
reverse drury -2♣ & 2♦	Blackout
Splinters	Cue raises

www.abf.com.au

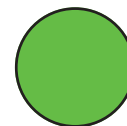
PDF Form Rev. 17D23 by RoL

MyRev.

Copyright © ABF 2017



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	250384^	Gerry Daly
& Names:	923575	Tim Munro
Basic System:	2/1 Game Force except if minor is rebid	
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+, 10+	1♥ 5+, 10+
1♦ (3)4+, 10+	1♠ 5+, 10+
1NT 14-17 (offshape possible)	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ lavings	
2♦ Transfer ♥	2♠ TRF ♣
2♥ TRF ♠	2NT TRF ♦
other Super accepts, 4♦/4♥ transfers	

2♣ 22+ BAL or any game force	
2♦ Weak Major	
2♥ Multi : weak, 5+♥ & 5(4)+ Minor	
2♠ Multi : weak, 5+♠ & 5(4)+ in either minor	
2NT 20-21 balanced	3NT Gambling
other	

2. PRE-ALERTS

Negative free bids	3rd Seat opening may be light and 4 card su
NT bids may be offshape and include single	Major overcall may be 4 card, canape possil
Rev Drury, Support X,XX	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak
Responsive doubles through	4♥^	Unusual NT	Lower 2 unbid suits
1NT overcall - immediate	15-18 BAL	Immediate cue of minor	5/5 ♠ and another, weak or str
1NT overcall - re-opening	10-14	Immediate cue of Major	5 oM & 5 m weak or strong
Over weak twos	2NT 15-18, T/O X with leb.	Over opening threes	X=T/O
Over opponent's 1NT	Multi-Landy - x=pen, 2♣ = Mjrs, 2♦ = single suit mjrs,		
	2♥/♠ = major and minro 5+/4+, 2NT = Minors		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ HCP, 4+♦	2♦ 6-9 HCP, 5+♣ with sha	3♦ Splinter 10-15 HCP	
1♥ 6+ HCP, 4+♥	2♥ 5-8 HCP, 6+♥	3♥ Splinter 10-15 HCP	
1♠ 6+ HCP, 4+♠	2♠ 5-8 HCP, 6+♠	3♠ Splinter 10-15 HCP	
1NT 6-10 HCP, no 4cM	2NT invitational, no 4cM	3NT 13-15, no 4cM	
2♣ 10+ HCP, 5+♣	3♣ Preemptive^	4♣ Preemptive	
other 4♥/4♠ to play			
1♦ 1♥ 6+ HCP, 4+♥	2♥ 5-8 HCP, 6+♥	3♥ Splinter 10-15 HCP	
1♠ 6+ HCP, 4+♠	2♠ 5-8 HCP, 6+♠	3♠ Splinter 10-15 HCP	
1NT 6-11 HCP, no 4cM	2NT invitational, no 4cM	3NT 13-15, no 4cM	
2♣ 4+♣ GF	3♣ 6-9 HCP, 5+♦	4♣ Splinter 10-15 HCP	
2♦ 10+ HCP, 4+♦	3♦ Preemptive	4♦ Preemptive	
other ^ 4♥/4♠ to play			
1♥ 1♠ 6+ HCP, 4+♠	2♥ 5-9 HCP, 3(4)♥	3♦ Invitational 4 Card ♥ ra	
1NT 6-11 HCP, not 4♣, sem	2♠ 3 card ♥ invitational rai	3♥ 0-6, 4 card ♥ support	
2♣ 4+♣ GF or 6+♣ invitatic	2NT 4 card ♥ GF Raise	3♠ Splinter 9-12 HCP	
2♦ 4+♦ GF or 6+♦ invitatio	3♣ 6-9 HCP. 4 Card ♥ rais	3NT 13-15 bal with 3 card s	
other			
1♠ 1NT 6-11 HCP, semi force	2♠ 5-9 HCP, 3(4)♠	3♥ 3 card ♠ invitational rais	
2♣ 4+♣ GF or 6+♣ invitatic	2NT 4 card ♠ GF Raise	3♠ 0-6, 4 card ♠ support	
2♦ 4+♦ GF or 6+♦ invitatio	3♣ 6-9 HCP. 4 Card ♠ rais	3NT 13-15 bal with 3 card s	
2♥ 5+h!, GF	3♦ Invitational 4 Card ♠ rai	4♣ Splinter 9-12 HCP	
other			
1NT 3♣ 5/5 minors, short ♥ GF	3♠ short ♠, 3 ♥, GF	4♦ tfer to ♥	
3♦ 5/5 minors, short ♠, GF	3NT to play	4♥ tfer to ♠	
3♥ short ♥, 3 ♠, GF	4♣ GERBER!!	4♠	
other			
2♣ 2♦ Negative	2NT 5♥ - 7+ HCP	3♥	
2♥ 8+ HCP Bal	3♣ 6+♣, 7+ HCP	3♠	
2♠ 5+, 7+ HCP	3♦ 6+d!, 7+ HCP	3NT	
other			
2♦ 2♥ Pass or correct	3♣ GF with own suit	3♠ Pas or correct	
2♠ Pass or correct	3♦ lead directional	3NT To play	
2NT Enquiry (inv plus)	3♥ Pas or correct	4♣ Asks opener to transfer	
other 4H1 /4♠ to play			

Notes

2♥ 2♠ Natural and to play	3♦ Invitational in ♥	3NT To play	
2NT Inv + Inquiry	3♥ Non-forcing	4♣ Pass or correct	
3♣ Pass or correct	3♠ natural and invitational	4♥ To play	
other			
2♠ 2NT Inv + Inquiry	3♥ natural and invitational	4♣ Pass or correct	
3♣ Pass or correct	3♠ Non-forcing	4♥ To play	
3♦ Invitational in spades	3NT To play	4♠ To play	
other			
2NT 3♣ Puppet Stayman	3♠ 5♠/ 4♥, GF	4♦ tfre to ♥	
3♦ Tfer to ♥	3NT To play	4♥ tfer to ♠	
3♥ Tfer to ♠	4♣ GERBER!	4♠	
other			

9. CONVENTIONS

Unusual NT: LUBS

4th Suit Forcing One round Game force

NT Checkback Priorities: 2 way Checkback

Defence to 3NT opening

Defence to Opening Twos 2Nt = 15-18 BAL

Multi 2♦ x= T/O of Spades, 2M natural

RCO style 2-s Unusual over unusual

Other 2-s

Defence (1♣):

to 1NT tfer ♣, 2c! tfer ♦, 2♦ single suit major, 2 M = 5/4

strong (2♣):

1♣ / 2♣ Agressive Pre-empts

Over 1NT Interference Lebensohl. X = Pens

Lebensohl - other uses Over weak 2's, in some competitive auctions

Take out of 4 level pre-empts 4♣/4♦ x+T/O
4♥ x+ T/) 4♠ 4NT = T/O. X = pens/ convertible values

10. OTHER NOTES

Forcing pass auctions when they bid game over our strong auctions.