

4. BASIC RESPONSES

Jump raises - minors	Inverted: 6-9 HCP, 5+ cards
Jump raises - Majors	Preempt 0-6 HCP, 4+ cards
Jump shifts after minor opening	Other minor = invitational raise, Major = 10-12 HCP 6+ cards
Jump shifts after Major opening	Bergen raises
Responses to strong 2 suit open.	2D = waiting
Responses to 2NT opening	3C = puppet stayman, 3D/H = ♥/♠ transfer

5. PLAY CONVENTIONS

Show priorities

Versus **Suit** (or both) Versus **NoTrump** (if different)

Leads Sequences:	Overlead, A-attitude K-count	
Four or more with an honour	4th	
From 4 small	2nd	
From 3 cards (no honour)	Middle-Up-Down	
In partner's suit	Low Encourage	
Discards	Low Encourage	
Count	Reverse Present Count	
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:	Reverse Present Count	
Notes	Suit Preference where applicable (when giving ruffs, with singleton/void in dummy)	

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 1430 4♣ Gerber when?

Slam Notes Kickback, exclusion keycard

Cue Bids

Asking Bids

7. OTHER CONVENTIONS

2 way checkback	Jacoby 2NT
Lebensohl	3 rd and 4 th suit forcing
DOPI after high level interference	Drury
Ogust	Unusual over Unusual
Splinters	

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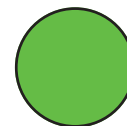
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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	942847	Alex Phillips
& Names:	940879	James Palmer
Basic System:	2/1	
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♣	12+ HCP, 3+♣	1♥	12+ HCP, 5+♥
1♦	12+ HCP, 3+♦	1♠	12+ HCP, 5+♠
1NT	15-17 Balanced		may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses	2♣	Simple Stayman	
2♦	Transfer ♥	2♠	Range Probe / Transfer ♣
2♥	Transfer ♠	2NT	Transfer ♦
other	3♣ = GF Puppet Stayman		

2♣	22+ Balanced or any game force		
2♦	Flannery - 11-15 HCP, 5/4 ♥/♠		
2♥	Weak, 6-10 HCP, 6♥		
2♠	Weak, 6-10 HCP, 6♠		
2NT	20-21 Balanced	3NT	Specific Ace Ask
other			

2. PRE-ALERTS

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 Balanced	Immediate cue of minor	5/5 Majors
1NT overcall - re-opening	12-14 Balanced	Immediate cue of Major	5/5 oth Major/minor
Over weak twos	X = lebensohl, other natural	Over opening threes	X = takeout
Over opponent's 1NT	X = penalty, 2C = 5/5 majors, 2D = long major suit, 2H = 5/5 ♥/minor, 2S = 5/5 ♠/minor, 2NT = 5/5 minors		

