

4. BASIC RESPONSES

Jump raises - minors	weak, 0-8
Jump raises - Majors	weak, 0-5
Jump shifts after minor opening	weak; double jump after 1♣ = two suiters
Jump shifts after Major opening	Bergen raises; 1♥ - 2♠ and 1♠ - 3♥ = 3card limit raise
Responses to strong 2 suit open.	2♦ = waiting
Responses to 2NT opening	3♣ = puppet stayman

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Top	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	MUD	
In partner's suit	as above	
Discards	Low Enc, Suit Pref when obvious	
Count	Low-High = Even	
Signal on partner's lead:	Suit Preference, Attitude	
Signal on declarer's lead:	Count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/>	when?
Slam Notes	specific kings, splinters, queen ask		
Cue Bids <input checked="" type="checkbox"/>	1st and 2nd round controls		
Asking Bids <input type="checkbox"/>			

7. OTHER CONVENTIONS

Support Xs and XXs	Jacoby 2NT
Drury	Smolen
Modified Ogust over 2♦	2-way checkback
Ogust over 2♥ and 2♠	Gazzilli

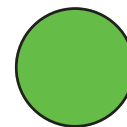
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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	991023	Ben Leung
& Names:	1058789	Paddy Taylor
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 <input type="checkbox"/>
1♣ 11+, 2+, may contain longer ♦s	1♥ 11+, 5+	
1♦ 11+, 4+, unbalanced	1♠ 11+, 5+	
1NT (14) 15-17	may contain 5 card Major	<input checked="" type="checkbox"/>
1NT Responses 2♣ Simple Stayman		
2♦ TRF to ♥	2♠ TRF to ♣ or INV BAL	
2♥ TRF to ♠	2NT TRF to ♦ or weak both minors	
other 3♣ = puppet stayman; 3♦ = GF majors 5/5; 3♥ = GF 31(54); 3♠ = GF 13(54)		
2♣ 23+ BAL or GF		
2♦ 6-10, Majors 4/4, 5/4 or 5/5+		
2♥ 3-10, natural, usually 6 card suit		
2♠ 3-10, natural, usually 6 card suit		
2NT 20-22 BAL	3NT Long, solid minor	
other		

2. PRE-ALERTS

transfers over 1♣	
1♣ may contain longer ♦s	
Light openings and responses	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	weak
Responsive doubles through	4♥	Unusual NT	LUBS
1NT overcall - immediate	15-18	Immediate cue of minor	Majors, 5/5+
1NT overcall - re-opening	12-14	Immediate cue of Major	M+m, 5/5+
Over weak twos	X = T/O	Over opening threes	X = T/O
Over opponent's 1NT	X = PEN; 2♣ = Majors 5/4+; 2♦ = M, 6+; 2M = M+m, 5/4+		

