

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	Majors Weak, Minors Criss Cross
Jump shifts after Major opening	Bergen
Responses to strong 2 suit open.	2♦ neg, cheapest minor is 2 nd 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	4 th highest	4 th highest
From 4 small	2 nd highest	2 nd 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 <input type="checkbox"/>	RKCB 0314	4♣ Gerber <input type="checkbox"/>	when? not played
Slam Notes	Exclusion with 0314 responses. spec kings RKCB continuations		
Cue Bids <input checked="" type="checkbox"/>	1st and 2nd round controls		
Asking Bids <input type="checkbox"/>			

7. OTHER CONVENTIONS

2- way checkback	escape 1NTX agreements
Splinters	Blackout
Cue raises	

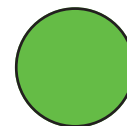
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	250384	Gerry Daly
& Names:	120601	Trevor Fuller
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 <input type="checkbox"/>
1♣ 3+, 10+	1♥ 5+, 10+	
1♦ (3)4+, 10+	1♠ 5+, 10+	
1NT 14-17 (off-shape 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 (4-11HCP)		
2♥ Multi : weak, 5+♥ & 5(4)+ Minor (6-11HCP)		
2♠ Multi : weak, 5+♠ & 5(4)+ in either minor		
2NT 20-21 balanced	3NT Specific ace ask	
other		

2. PRE-ALERTS

NT bids may be off-shape	MAJ overcall may be 4-cd, canape possible
NT bids may include singleton honour	
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 ♠ + another, wk or strong
1NT overcall - re-opening	10-14	Immediate cue of Major	5 oM & 5m, 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 minor 5(4)+/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+♣ w shape	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♦ INV 4 Card ♥ raise	
1NT 6-11 HCP, <4♠, semi F	2♠ 3 card ♥ INV raise	3♥ 0-6, 4 card ♥ support	
2♣ 4+♣ GF or 6+♣ INV	2NT 4 card ♥ GF Raise	3♠ Splinter 9-11 HCP	
2♦ 4+♦ GF or 6+♦ INV	3♣ 6-9 HCP. 4-cd ♥ raise	3NT 13-15 bal, 3-cd support	
other			
1♠ 1NT 6-11 HCP, semi force	2♠ 5-9 HCP, 3(4)♠	3♥ 3 card ♠ INV raise	
2♣ 4+♣ GF or 6+♣ INV	2NT 4 card ♠ GF Raise	3♠ 0-6, 4 card ♠ support	
2♦ 4+♦ GF or 6+♦ INV	3♣ 6-9 HCP. 4-cd ♠ raise	3NT 13-15 bal w 3-cd suppt	
2♥ 5+♥, GF	3♦ INV 4 Card ♠ raise	4♣ Splinter 9-11 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♣ RKCB clubs	4♠	
other			
2♣ 2♦ Negative	2NT 5♥ - 7+ HCP	3♥ 6 cards, 5-8HCP	
2♥ 8+ HCP Bal	3♣ 6+♣, 7+ HCP	3♠ 6 cards 5-8hcp	
2♠ 5+, 7+ HCP	3♦ 6+♦, 7+ HCP	3NT	
other			
2♦ 2♥ Pass or correct	3♣ Nat, to play	3♠ Pass or correct	
2♠ Pass or correct	3♦ lead directional	3NT To play	
2NT Enquiry (inv plus)	3♥ Pass or correct	4♣	
other 4H pass or correct			

Notes

2♥ 2♠ Natural and to play	3♦ Invitational in Hearts	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♦ Tfer to ♥	
3♦ Tfer to ♥	3NT To play	4♥ Tfer to ♠	
3♥ Tfer to ♠	4♣ RKCB clubs	4♠	
other			

9. CONVENTIONS

Unusual NT: Lower unbid suits

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 X strong

Other 2-s X = T/O of long weak option

Defence (1♣):

to 1NT tfer to ♣, 2♣ tfer to ♦, 2♦ single-suited major, 2M = 5M/4+ any

strong (2♣):

1♣/2♣ Aggressive Pre-empts

Over 1NT Interference Lebensohl. X = PEN

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/O 4♠ 4NT = T/O. X = PEN/convertible values

10. OTHER NOTES

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