4. BASIC RESPONSES

Jump raises - minors 5-9 raise Jump raises - Majors 0-5, 4+M Jump shifts after minor opening weak Jump shifts after Major opening 1M-3m = Bergen; others = weak Responses to strong 2 Responses to 2NT oper

Responses to strong 2 suit oper	. 2♦ waiting; 2M = 8+ NAT				
Responses to 2NT opening	3♣ = Puppet, 3♦/3♥ = TRF to ♥/♠, 3♠ = Minor Stayman				
	5. PLAY CONVENTI	ONS Show priorities			
	Versus Suit (or both)	Versus NoTrump (if different)			
Leads Sequences:	Overlead A:Atti K:Count				
Four or more with an honour	4th Lowest				
From 4 small	2nd Highest				
From 3 cards (no honour)	MUD				
In partner's suit	normal				
Discards	Odd=ENCRG, Even=McKenney				
Count	Low-High Even				
Signal on partner's lead:	Low encourage				

4. Gerber X when? 1NT / 2NT opening

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 1430 Slam Notes Cue Bids Suit suppport or control bid Asking Bids

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Signal on declarer's lead: Count

Notes

7. OTHER CONVENTIONS

Bergen	Two way checkback
Splineter	May contian 5 major only when open 1/2NT
2NT Jocoby	
Unusual NT	
www.abf.com.au	
PDF Form Rev. 17K21 by RoL	
MyRev.	



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	10932	231	Alex Wu						
& Names:	1182	110	Ada Sun						
Basic System:	2/1 G	F, Mult	i 2s						
Brown Sticker		<u>Classi</u>	fication:	Greer	n X	Blue		Red	Yellow
			1. O	PE	NING	BID	S		
Describe strength, minimum length, or specific meaning						Canape			
1♣ 12+,2 +♣					1♥	12+, 5+	Y		
1♦ 12+, 4+♦					1♠	12+, 5+	€(3rd	seat may 4+)
1NT 15-17 B/	۹L							may contain 5	card Major
1NT Responses	2 ♣ Si	imple S	Stayman						
2♦ TRF to ♥			2	2♠ TRF to weak minor-3C					
2♥ TRF to ♠			2N	t INV					
other 3m = I	NV(6+r	n with	2 honors)						
2 4 22+ or 18	+ with 9)+ play	ing tricks						
2 Multi 2 : V	Veak M	or 20-2	21 Balano	ced					
2♥ 6-10, H+n	n Weak								
2 4 6-10, S+n	n Weak								
2NT Both Min	2NT Both Minors 55+ 3NT Solid Minor Suit (7-8 cards)					ls)			
other									
					-AL	ERTS			
Walsh Style 1		•	nise 5D48	S					
Two Way Checkback									
		3. C(OMPET	TIVE	BIDS	S/OVE	RCA	LLS	
Negative doubles the	nrough	4♥	Jump o	vercalls	Weak				
Responsive double	s through	4♥	Unusi	ual NT	LUBS				
1NT overcall - imme	ediate 1	6-18		Im	mediate c	cue of minor	5-5 I	Majors	
1NT overcall - re-op	pening 1	1-15		Im	mediate c	cue of Major		ner Major + o	ne minor
Over weak twos	< =T/O				Over ope	ening threes	X =	T/O	
Over opponent's 1									
Brozel X 6+ lo	ong suit	:/2C=0	C+H; 2D=	D+H;	2H=H+	·S; 2S=S	+mine	or; 2NT= botl	n minors

8. RESPONSES TO OPENING BIDS					
Describe stre	ngth, minimum length, or specific	c meaning			
1♣ 1♦ 5+, 4+♦	2♦ 0-4, 6+♦	3♦ SPL raise			
1♥ 5+, 4+♥	2♥ 0-4, 6+♥	3♥ SPL raise			
1♠ 5+, 4+♠	2♠ 0-4, 6+♠	3♠ SPL raise			
1NT 5-10, no 4cM	2NT INV, No 4cM	3NT to play			
2♣ 10+, 4+♣	3♣ 5-9, 4+♣	4			
other					
1♦ 1♥ 5+, 4+♥	2♥ 0-4, 6+♥	3♥ SPL raise			
1♠ 5+, 4+♠	2♠ 0-4, 6+♠	3♠ SPL raise			
1NT 5-10	2NT INV, No 4cM	3NT to play			
2 ♣ GF,	3♣ 0-4, 6+♣	4 SPL raise			
2♦ 10+, 4+♦	3♦ 5-9, 4+♦	4			
other					
1♥ 1♠ 5+, 4+♠	2♥ 8-10, 3+♥	3♦ 10-11, 4+♥			
1NT 5-12, Forcing	2♠ 0-4, 6+♠	3♥ 0-5, 4+♥			
2 ♣ GF,	2NT GF, 4+♥	3♠ SPL raise			
2 \ GF,	3♣ 6-9, 4+♥	3NT to play			
other 4♣/4♦ = SPL raise					
1A 1NT 5-12, Forcing	2♠ 8-10, 3+♠	3♥ 6+ HCP 6+ H			
2 ♣ GF,	2NT GF, 4+♠	3♠ 0-5, 4+♠			
2 \ GF,	3♣ 6-9, 4+♠	3NT to play			
2♥ GF,	3♦ 10-11, 4+♠	4 SPL raise			
other 4♦/4♥ = SPL raise					
1NT 3♣ INV, 6+♣	3♠ GF, 13(54)	4♦ trs to H			
3♦ INV, 6+♦	_{3NT} to play	4♥ trs to S			
3♥ GF, 13(54)	44 Gerber	4 ♠ N/A			
other					
2♣ 2♦ Waiting	2NT 8+ BAL	3♥ N/A			
2♥ 8+ HCP 5+♥	3♣ 8+ 6C or good 5C	3 ♠ N/A			
2♠ 8+ HCP 5+♠	3♦ 8+ 6D or good 5D	3NT N/A			
other					
2♦ 2♥ pass or correct	3 ♣ N/A	3♠			
2♠ H Game interest	3 ♦ n/a	3NT			
2NT Enquiry	3♥ S Game interest	4♣			
other					
Notes					

2♥ 2♠		3♦	3N ⁻			
2NT asl	k minor	3♥	44			
3🗭		3♠	4 💙			
other						
2♠ 2NT asl	k minor	3♥	44			
3♣		3♠	4 💙			
3		3NT	4			
other						
2NT 3♣ pa	ss or correct	3♠ 6+ solid S	4�	INV to 5D		
3		_{3NT} to play	4 💙	to play		
3 6+	solid H	44 INV to 5C	4	to play		
other						
	9.	CONVE	NTIONS			
Unusual NT	LUBS					
4th Suit Fo	rcing One round	Game For	cing	Game force		
NT Checkb	ack Priorities: 2	2C-INV 2D-GF				
Defence to	3NT opening					
	Opening Twos					
Multi 2						
RCO style 2	2-s					
Other 2-s						
Defence (1♣): {Replace with your defence to strong 1♣ openings}						
to		/	0	0,		
strong ((2 ♣) ·					
1 ♣ / 2 ♣						
Over 1NT Interference Natural/ 2C X is stolen bid						
Lebensohl - other uses						
Take out of 4 level pre-empts $4 / 4 $ X = T/O						
4♥ X =	· ·	4♠	X = PEN			
10. OTHER NOTES						

Notes