

## 4. BASIC RESPONSES

Jump raises - minors	10-12, 5 card support, no 4CM
Jump raises - Majors	0-5 HCP 4 cards support
Jump shifts after minor opening	2H/S = natural, 4-7 with 6 card suit
Jump shifts after Major opening	1♥-2♠ and 1♠-3♥ 10-11 3 card support, others bergen
Responses to strong 2 suit open.	2♣-2♦ 0-7 HCP, others natural 8+ HCP 5+ suit
Responses to 2NT opening	puppet stayman and transfers. 3S = 5S4H

## 5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead, A-Attitude K-Count	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	As above	
<b>Discards</b>	McKenney	
<b>Count</b>	Low-High = Even	
<b>Signal</b> on partner's lead:	Low Encourage	
<b>Signal</b> on declarer's lead:	Count (rarely used)	
<b>Notes</b>	top of interior sequences	

## 6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 0314	4♣ Gerber <input type="checkbox"/> when?
<b>Slam Notes</b>	Mnor suit Key Card, exclusion key card	
Cue Bids <input checked="" type="checkbox"/>	Usually 1 <sup>st</sup> or 2 <sup>nd</sup> up the line	
Asking Bids <input checked="" type="checkbox"/>	in specific sequences	

## 7. OTHER CONVENTIONS

DOP1/P0D1	Two way checkback^
Cue raises in competition	Kokish after 2C opening
ELU	Sandwich cues
Blackout^	Drury (2C only)

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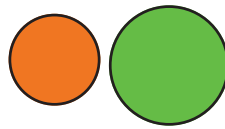
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AUSTRALIAN BRIDGE  
FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	122122	Val Biltoft
& Names:	121861	Trevor Fuller
Basic System:	2/1 Standard with optimal twos	
Brown Sticker <input checked="" 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♣ 11+ HCP	3+ ♣	1♥ 11+ HCP	5+♥
1♦ 11+ HCP	3+♦	1♠ 11+HCP	5+♠

1NT 15-17 HCP Balanced may contain 5 card Major ☒

1NT Responses 2♣ Range and shape enquiry

2♦ Transfer to ♥	2♠ Transfer to ♣
2♥ Transfer to ♠	2NT Transfer to ♦
other Super accepts	

2♣ Game force OR 23-24 HCP Balanced

2♦ 6-10(11) HCP 6♥ OR 5+/5+ ♣/♦ OR 5+/5+ ♣/♠

2♥ 6-10(11) HCP 6♠ OR 5+/5+ ♥/♦ OR 5+/5+ ♥/♠

2♠ 6-10(11) HCP 6♣ (2 top honours) OR 5+/5+ ♣s/♦ OR 5+/5+ ♠/♥

2NT 20-22 HCP Bal, may contain 5CM 3NT Specific ace ask

other 4♣ transfer to ♥, 4♦ transfer to ♠ (better than pre-empt)

## 2. PRE-ALERTS

NAMYATS (4♣ = ♥; 4♦ = ♠) Strong

2D - 2S = Weak (optimal twos)

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4♥ Jump overcalls 1m→2M weak, all others systemic

Responsive doubles through 4♥ Unusual NT over 1M= minors, over 1m= S and other minor

1NT overcall - immediate 16-18 Immediate cue of minor Both majors

1NT overcall - re-opening 10-14 Immediate cue of Major Other major and a minor

Over weak twos X= TO with lebensohl Over opening threes X = TO

Over opponent's 1NT X = penalties (weak NT) and SS minor (str NT), 2C = H+ another,

2D = S + minor, 2H/S = 5+ natural, 3C/D = 6+ natural

2NT = Any Two Suiter Strong

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+HCP 4+♦	2♦ 10-11 with C criss cross: 3♦ splinter	3♦ splinter
1♥ 5+HCP 4+♥ note 1	2♥ 4-7 HCP 6♥	3♥ splinter
1♠ 5+HCP 4+♠ note 1	2♠ 4-7 HCP 6+♠	3♠ splinter
1NT 6-9 HCP no 4CM	2NT 10-11 flat	3NT 12-14
2♣ 5-9HCP 5+♣	3♣ Game force 5+C	4♣ Key card
other		
1♦ 1♥ 5+HCP 4+♥	2♥ 4-7 HCP 6♥	3♥ splinter
1♠ 5+HCP 4+♠	2♠ 4-7 HCP 6+♠	3♠ splinter
1NT 6-9 HCP not 4HS	2NT 10-11 flat	3NT 12-14
2♣ 11+ HCP (4)5+♣	3♣ 10-11 with D criss cross: 4♣ splinter	4♣ splinter
2♦ 4-9 HCP (4)5+♦	3♦ Game force, 5+D	4♦ Key Card
other		
1♥ 1♠ 5+HCP, 4+♠	2♥ 4-9 HCP 3♥ not 2♠	3♦ 10-11 HCP 4♥
1NT 6-11 HCP forcing	2♠ 10-11HCP 3♥	3♥ 0-5 HCP 4H
2♣ 11+ HCP (4)5+♣	2NT GF, 4♥	3♠ Splinter
2♦ 11+ HCP (4)5+♦	3♣ 6-9 HCP 4♥	3NT 13-15, 3♥
other 4♣/4♦ Splinter		
1♠ 1NT 6-11 HCP forcing	2♠ 4-9 HCP 3♠	3♥ 10-11 HCP 3♠
2♣ 11+ HCP (4)5+♣	2NT GF, 4♠	3♠ 0-5 HCP, 4♠
2♦ 11+ HCP (4)5+♦	3♣ 6-9 HCP 4♠	3NT 13-15, 3♠
2♥ 11+ HCP (4)5+♥	3♦ 10-11 HCP 4♠	4♣ splinter
other 4♠ 5+S		
1NT 3♣ slam try	3♠ slam try	4♦ Key card
3♦ slam try	3NT to play	4♥ to play
3♥ slam try	4♣ Key card	4♠ to play
other		
2♣ 2♦ 0-7 HCP	2NT 8+ HCP 5+H	3♥ 4-7 HCP 6H
2♥ 8+ HCP balanced	3♣ 8+ HCP 5+♣	3♠ 4-7 HCP 6♠
2♠ 8+ HCP 5+♠	3♦ d+ HCP 5+♦	3NT
other		
2♦ 2♥ Pass or correct	3♣ Pass or correct	3♠ Pass or correct
2♠ Pass or correct	3♦ Pass or correct	3NT To play
2NT GF on opener	3♥ Pass or correct	4♣ Pass or correct
other		

Notes 1. Will bid 4CM before D without reversing values

2♥ 2♠ Pass or correct	3♦ Pass or correct	3NT To play
2NT GF on opener	3♥ Pass or correct	4♣ Pass or correct
3♣ Pass or correct	3♠ Pass or correct	4♥ Pass or correct
other		
2♠ 2NT GF on opener	3♥ Pass or correct	4♣ Pass or correct
3♣ Pass or correct	3♠ Pass or correct	4♥ Pass or correct
3♦ Pass or correct	3NT To play	4♠ Pass or correct
other		
2NT 3♣ Puppett stayman	3♠ 5♠4♥	4♦ Key card in ♦
3♦ Transfer to ♥	3NT to play	4♥ to play (unusual)
3♥ Transfer to ♠	4♣ Key card in ♣	4♠ to play (unusual)
other		

## 9. CONVENTIONS

Unusual NT: Lower 2 unbid suits, any range

4th Suit Forcing One round ☐ Game force ☒

NT Checkback ☒ Priorities: Two way checkback, priority is support

Defence to 3NT opening

Defence to Opening Twos 2NT = 16-18 bal, DBL = TO of long suit

Multi 2♦ X= 4+H or strong hand, 2H = takeout of H with 4+S

RCO style 2-s

Other 2-s

Defence (1♣) X=majors, 1NT = minors, 2♦/♥/♠ as per openings

to

strong (2♣): Natural

1♣/2♣

Over 1NT Interference lebensohl - slow shows

Lebensohl - other uses after weak 2 double

Take out of 4 level pre-empts 4♣/4♦ DBL

4♥ DBL 4♠ 4NT

## 10. OTHER NOTES

After 1NT X penalty: XX = minors or D, 2C= suit, 2D/H = transfer

After 1NT X other: system on

Long suit trials