

## 4. BASIC RESPONSES

Jump raises - minors	invitational, natural
Jump raises - Majors	inv, 3+ support
Jump shifts after minor opening	Natural and weak
Jump shifts after Major opening	3 level Bergen raise, 4 level spl GF
Responses to strong 2 suit open.	2D = semi automatic waiting bid. others = natural 8+ HCP
Responses to 2NT opening	Tranfers and puppet stayman

## 5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	top* inc KQx or internal seq	
Four or more with an honour	4th from honour, top of two	
From 4 small	2nd highest (then down)	
From 3 cards (no honour)	MUD. top of two	
In partner's suit	as others	
<b>Discards</b>	low like	
<b>Count</b>	reverse original	
<b>Signal</b> on partner's lead:	attitude (low = encourage)	
<b>Signal</b> on declarer's lead:	random	
<b>Notes</b>	Mckenny discards when top 3 honours are known or when known honours equals dummy shortage	

## 6. SLAM CONVENTIONS

4♣ Gerber <input type="checkbox"/>	{When is Gerber used?}
4NT: Blackwood <input type="checkbox"/> RKCB 1430	{4NT other meanings?}
Asking Bids <input type="checkbox"/> Cue Bids <input type="checkbox"/>	first and second round controls up the line

## 7. OTHER CONVENTIONS

SA texas transfers	Drury
Bergen	Jacoby
3 way 2C	

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**AUSTRALIAN BRIDGE  
FEDERATION LTD.**

## STANDARD SYSTEM CARD



ABF Nos.	1222317	Byron French
& Names:	1222325	Jessica He
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

1♣	12+, 3	1♥	11+, 5
1♦	12+, 3	1♠	11+, 5
1NT	15 17	may contain 5 card Major <input type="checkbox"/>	

### 1NT Responses 2♣ Simple Stayman

2♦	5+ hearts	2♠	Transfer to a minor
2♥	5+ Spades	2NT	9 HCP
(Dbl)	XX to run	other	

2♣ If bal, 23+, if unbal 20+

2♦ 6+, 6 10 HCP

2♥ 6+, 6 10 HCP

2♠ 6+, 6 10 HCP

2NT 20 22(Puppet Stayman)

3NT Gambling

other pre emps at 3+ level typically overbid by 2/3/4 tricks if unfavourable vul

## 2. PRE-ALERTS

## 3. COMPETITIVE BIDS / OVERCALLS

Doubles support X through 2 of responders major Negative DBL thru 4D

Responsive DBL thru 4D

Jump overcalls Preempt opening at that level Unusual NT 55 in 2 lowest suits

1NT overcall: (immediate) 15 18 stop system on (re-opening)

Immediate cue: (minor) both majors (Major) 5 5 in other M and m

**Over:** Weak Twos X = takeout Opening Threes X = takeout

Opponent's transfers { i.e. ..over opponent's transfer bids}

Opponent's 1NT 2C: 5/4 both majors, 2D: 6 in a major, 2H: 5 Hearts and 4 in a minor

2S: 5 Spades and 4 in a minor, 2NT: 5/5 both minors, X: Penalties (Top of their range)

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+, 4 cards	2♦ 2 to 4, 6 cards	3♦ 2 to 4, 7 cards
1♥ 6+, 4 cards	2♥ 2 to 4, 6 cards	3♥ 2 to 4, 7 cards
1♠ 6+, 4 cards	2♠ 2 to 4, 6 cards	3♠ 2 to 4, 7 cards
1NT 6 to 10 no 4 c Major	2NT 11 to 12 bal	3NT 13 to 15 bal
2♣ invitational	3♣ 6 to 10 5 card sup	4♣ preemptive
other		
1♦ 1♥ 6+, 4 cards	2♥ 2 to 4, 6 cards	3♥ 2 to 4, 7 cards
1♠ 6+, 4 cards	2♠ 2 to 4, 6 cards	3♠ 2 to 4, 7 cards
1NT 6 10 no 4 c Major	2NT 11 to 12 bal	3NT 13 to 15 bal
2♣ GF 5+	3♣ 2 to 4, 7 cards	4♣ spl, GF
2♦ invitational	3♦ 6 to 10 5 card sup	4♦ preemptive
other		
1♥ 1♠ 6+, 4 cards	2♥ 6 to 10 3 card sup	3♦ 11 to 12 4 card sup
1NT 10 to 12 no 4c S	2♠ 2 to 4, 6 cards	3♥ pre emptive
2♣ 3 way	2NT Jacoby	3♠ spl, GF, 4 card sup
2♦ GF 5+ D	3♣ 8 to 10 4 card sup	3NT 13 15, 4333
other		
1♠ 1NT 10 to 12 bal	2♠ 6 to 10 3 card sup	3♥ spl, GF, 4 card sup
2♣ 3 way	2NT Jacoby	3♠ pre emptive
2♦ GF 5+ D	3♣ 8 to 10 4 card sup	3NT 13 15, 4333
2♥ GF 5+ H	3♦ 11 to 12 4 card sup	4♣ spl, GF, 4 card sup
other		
1NT 3♣ Puppet stayman	3♠ Natural slam interest	4♦ 6+ S GF
3♦ Natural slam interest	3NT to play	4♥ N/A
3♥ Natural slam interest	4♣ 6+ H GF	4♠
other		
2♣ 2♦ 0 to 7 HCP	2NT 8+ HCP bal	3♥ N/A
2♥ 8+ HCP 5 cards	3♣ N/A	3♠ N/A
2♠ 8+ HCP 5 cards	3♦ N/A	3NT N/A
other		
2♦ 2♥ to play	3♣ to play	3♠ to play
2♠ to play	3♦ to play	3NT to play
2NT feature ask	3♥ to play	4♣ to play
other		

Notes

2♥ 2♠ to play	3♦ to play	3NT to play
2NT feature ask	3♥ to play	4♣ to play
3♣ to play	3♠ to play	4♥ to play
other		
2♠ 2NT feature ask	3♥ to play	4♣ to play
3♣ to play	3♠ to play	4♥ to play
3♦ to play	3NT to play	4♠ to play
other		
2NT 3♣ puppet stayman	3♠ N/A	4♦ N/A
3♦ 5+ H	3NT to play	4♥ N/A
3♥ 5+ S	4♣ N/A	4♠ N/A
other		

## 9. CONVENTIONS

Unusual NT: lowest 2 unbid suits

4th Suit Forcing One round  Game force

NT Checkback  Priorities: support M with 3

Defence to 3NT opening

Defence to Opening Twos if opening bid shows a suit/s; double = takout of suit/s

Multi 2♦ X = 12 to 15 bal, v strong 1 suiter or 19+, 2NT = 16 to 19 both M stopped

RCO style 2-s

Other 2-s

Defence (1♣): {Replace with your defence to strong 1♣ openings}

to

strong (2♣):

1♣ / 2♣

Over 1NT Interference Lebensohl: Qbid = GF

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ all are T/O doubles, often left as pen

4♥

4♠

## 10. OTHER NOTES