

4. BASIC RESPONSES

Jump raises - minors	inverted
Jump raises - Majors	weak
Jump shifts after minor opening	3M= splinter
Jump shifts after Major opening	Bergen
Responses to strong 2 suit open.	2♦= waiting, 2X= positive, nat
Responses to 2NT opening	Simple Stayman

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead all	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	MUD	TON
In partner's suit	As above	
Discards	Low encourage	
Count	Reverse	
Signal on partner's lead:	Low encourage, K for count	
Signal on declarer's lead:	Count	
Notes	Suit preference where obvious	

6. SLAM CONVENTIONS

4♣ Gerber	<input type="checkbox"/>	NEVERRRR
4NT: Blackwood	<input type="checkbox"/>	RKCB 0314
Asking Bids	<input type="checkbox"/>	Cue Bids <input checked="" type="checkbox"/>

7. OTHER CONVENTIONS

Jacoby 2NT	
2-way checkback	
3♣ checkback	
3-way ♣	
Cue raises/mixed raises	

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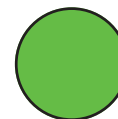
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AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos.	1120484	Anne Davey
& Names:	1082221	Fletcher Davey
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, min.length, or specific meaning Canapé

1♣ 11+ HCP 2+ ♣	1♥ 11+ HCP 5+ ♥
1♦ 11+ HCP 4+ ♦	1♠ 11+ HCP 5+ ♠

1NT 15-17 bal, can be off shape may contain 5 card Major

1NT Responses 2♣ Simple Stayman

2♦ trans ♥	2♠ trans ♣ or range probe
2♥ trans ♠	2NT trans ♦
(Dbl) system off, P=forcing, XX=to play	other Smolen, junk stayman, Texas

2♣ 23+ bal or GF	
2♦ weak ♦, can be 5 non vul	
2♥ weak ♥, can be 5 non vul	
2♠ weak ♠, can be 5 non vul	
2NT 20-22 bal, can be off shape	3NT gambling
other	

2. PRE-ALERTS

1x-1y-1z = unbal	Upgrades with suit length
HCP are a guide	
Light 3rd seat openings	

3. COMPETITIVE BIDS / OVERCALLS

Doubles Support Xs and XXs	Negative DBL thru 4♥
	Responsive DBL thru 4♥
Jump overcalls weak	Unusual NT LUBS
1NT overcall: (immediate) 15-18, can be off shape	(re-opening) 15-18
Immediate cue: (minor) majors	(Major) Michaels
Over: Weak Twos X= TO	Opening Threes X= TO
Opponent's transfers X= lead directing/suit, bidding transfer suit=TO	
Opponent's 1NT X= 16+ PEN, 2♣ = majors, 2♦= long maj, 2♥/♠= maj+min (5/4+),	
2NT= minors	

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ HCP 4+♦	2♦ 0-7 HCP 6+♦	3♦ 12+ splinter
1♥ 6+ HCP 4+♥	2♥ 0-7 HCP 6+♥	3♥ 12+ splinter
1♠ 6+ HCP 4+♠	2♠ 0-7 HCP 6+♠	3♠ 12+ splinter
1NT 6-11 HCP no 4cM	2NT 10-11 no 4cM	3NT 12+ no 4cM
2♣ 10+ HCP 5+♣	3♣ 6-9 HCP 5+♣	4♣
other	inverted minor response, step= min, 2X=stopper	
1♦ 1♥ 6+ HCP 4+♥	2♥ 0-7 HCP 6+♥	3♥ 12+ splinter
1♠ 6+ HCP 4+♠	2♠ 0-7 HCP 6+♠	3♠ 12+ splinter
1NT 6-11 HCP no 4cM	2NT 10-11 no 4cM	3NT 12+ no 4cM
2♣ 12+ HCP 5+♣ or bal	3♣ 0-7 HCP 6+♣	4♣ 12+ splinter
2♦ 10+ HCP 4+♦	3♦ 6-9 HCP 4+♦	4♦
other	inverted minor response, step= min, 2X=stopper	
1♥ 1♠ 6+ HCP 4+♠	2♥ 6-9 HCP 3♥	3♦ 10-12 HCP 4♥
1NT 6-11 HCP no 4cM	2♠ 0-7 HCP 6+♠	3♥ 0-5 HCP 4♥
2♣ inv 3♥ or GF ♣ or bal	2NT 13+ HCP 4♥	3♠ splinter
2♦ 12+ HCP 5+♦	3♣ 6-9 HCP 4♥	3NT 12+ no 4cM
other		
1♠ 1NT 6-11 HCP no 4cM	2♠ 6-9 HCP 3♠	3♥ splinter
2♣ inv 3♠ or GF ♣ or bal	2NT 13+ HCP 4♠	3♠ 0-5 HCP 4♠
2♦ 12+ HCP 5+♦	3♣ 6-9 HCP 4♠	3NT 12+ no 4cM
2♥ 12+ HCP 5+♥	3♦ 10-12 HCP 4♠	4♣
other		
1NT 3♣ Puppet	3♠	4♦ trans ♠
3♦	3NT to play	4♥
3♥	4♣ trans ♥	4♠
other		
2♣ 2♦ waiting	2NT	3♥
2♥	3♣	3♠
2♠	3♦	3NT
other		
2♦ 2♥ 16+ HCP 5+♥	3♣ 16+ HCP 5+♣	3♠
2♠ 16+ HCP 5+♠	3♦ to play	3NT to play
2NT 16+ enquiry	3♥	4♣
other	2NT responses: 3♣ min, 3X= shortage, 3♦= ♣ shortage, 3NT= max no shortage	

Notes 3-way ♣ responses: 2M= no, 2/3X= nat, yes

Jacoby responses: 3♣= min 3X= nat shortage, 3 of bid major = ♣ shortage

2♥ 2♠ 16+ HCP 5+♠	3♦ 16+ HCP 5+♦	3NT to play
2NT 16+ enquiry	3♥ to play	4♣
3♣ 16+ HCP 5+♣	3♠	4♥ to play
other	2NT responses: 3♣ min, 3X= shortage, 3♥= ♣ shortage, 3NT= max no shortage	
2♠ 2NT 16+ enquiry	3♥ 16+ HCP 5+♥	4♣
3♣ 16+ HCP 5+♣	3♠ to play	4♥
3♦ 16+ HCP 5+♦	3NT to play	4♠ to play
other	2NT responses: 3♣ min, 3X= shortage, 3♠= ♣ shortage, 3NT= max no shortage	
2NT 3♣ simple stayman	3♠ minor trans, slam int	4♦ trans ♠
3♦ trans ♥	3NT to play	4♥
3♥ trans ♠	4♣ trans ♥	4♠
other		

9. CONVENTIONS

Unusual NT: LUBS

4th Suit Forcing One round Game force

NT Checkback Priorities:

Defence to 3NT opening X= TO

Defence to Opening Twos X= TO, 2NT= 15-18 bal, 2X= 13+ 5+ card suit

Multi 2♦ 123 doubles, 2NT= 15-18 bal

RCO style 2-s

Other 2-s

Defence (1♣) : X= majors, 1NT= minors

to

strong (2♣) :

1♣ / 2♣

Over 1NT Interference system off, Lebensohl, X=TO

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ X=TO

4♥ X=TO

4♠ X=TO

10. OTHER NOTES

System on over X (except NT) but off over overcall