

## 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)

[www.abf.com.au](http://www.abf.com.au)

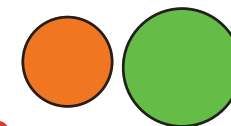
PDF Form Rev. 17K21 by RoL

MyRev. 0.1

Copyright © ABF 2017



AUSTRALIAN BRIDGE  
FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	122122	Val Biltoft
& Names:	120601	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 <input type="checkbox"/>
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 <input checked="" type="checkbox"/>

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)
ELU overcalls^

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	1m→2M weak, all others systemic
Responsive doubles through	4♥	Unusual NT	Lower 2 unbid suits
1NT overcall - immediate	16-18	Immediate cue of minor	Extreme unbid suits
1NT overcall - re-opening	10-14	Immediate cue of Major	Extreme Unbid suits
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 = both majors, 2D = single suited major, 2H/S = 5 cd suit and 4+ minor, 3C/D = 6+ natural		
2NT = both minors			

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

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

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

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

## 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