

4. BASIC RESPONSES

Jump raises - minors	inverted (1m-2m = 10+ raise; 1m-3m = preemptive)
Jump raises - Majors	1M-3M = 4+ M, 6-9
Jump shifts after minor opening	2M natural and weak; jump other minor = 6-9 raise
Jump shifts after Major opening	3m natural and invitational; jump other major = 4-card limit raise
Responses to strong 2 suit open.	3♣ = Puppet Stayman; 3♦, = 3♥ transfers; 3♠ = minors
Responses to 2NT opening	2♦ waiting

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	second from touching honours	overlead all except AK, T9
Four or more with an honour	3rd from even/low from odd	reverse attitude (low)
From 4 small	3rd	reverse attitude (high)
From 3 cards (no honour)	3rd	reverse attitude (high)
In partner's suit	see "Other notes" inside	
Discards	odd encourage/even discourage	
Count	reverse original	
Signal on partner's lead:	reverse attitude	
Signal on declarer's lead:	reverse original count	
Notes	reverse Smith at trick 2 vs NT	
	see "Other notes" section inside for more details	

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/>	when?
Slam Notes	non-serious 3NT when a major is agreed		
Cue Bids <input checked="" type="checkbox"/>	1st/2nd		
Asking Bids <input type="checkbox"/>			

7. OTHER CONVENTIONS

2♣ Drury by passed hand	Gazzilli after 1M-1NT
Blackout after reverse	Two-way checkback after 1NT rebid

www.abf.com.au

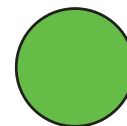
PDF Form Rev. 17K21 by RoL

MyRev.

Copyright © ABF 2017



AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	874736	Andrew Spooner
& Names:	696481	Sebastian Yuen
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, minimum length, or specific meaning Canape

1♣ 2+ ♣, 11+	1♥ 5+ ♥, 11+
1♦ 4+ ♦, 11+	1♠ 5+ ♠, 11+
1NT 15-17	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses	2♣ Simple Stayman
2♦ transfer ♥	2♠ transfer ♣
2♥ transfer ♠	2NT transfer ♦
other 3♣ = Puppet Stayman; 3♦ = minors GF; 3♥ = 31(54); 3♠ = 13(54)	

2♣ GF or 22+ BAL	
2♦ weak, (5)6 ♦	
2♥ weak, (5)6 ♥	
2♠ weak, (5)6 ♠	
2NT 20-21	3NT specific ace ask
other	

2. PRE-ALERTS

1M-2♣ = three-way:	
(1) GF ♣ (2) GF BAL (3) INV+ with 3M	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	weak
Responsive doubles through	4♠	Unusual NT	lowest unbid suits
1NT overcall - immediate	15-18	Immediate cue of minor	both majors
1NT overcall - re-opening	11-14	Immediate cue of Major	other major + a minor
Over weak twos	X = takeout, lebensohl	Over opening threes	X = takeout
Over opponent's 1NT	X = penalty; 2♣ = both majors		
2♦ = one major (preemptive); 2M = natural and constructive			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♦	2♦ 5+♣, 7-9	3♦ SPL
1♥ 4+♥	2♥ 6♥, 0-6	3♥ SPL
1♠ 4+♠	2♠ 6♠, 0-6	3♠ SPL
1NT 6-9, not 4M	2NT 10-12, not 4M	3NT 13-15
2♣ 5+♣, 10+	3♣ 5+♣, 0-6	4♣
other		
1♦ 1♥ 4+♥	2♥ 6♥, 0-6	3♥ SPL
1♠ 4+♠	2♠ 6♠, 0-6	3♠ SPL
1NT 6-9, not 4M	2NT 10-12, not 4M	3NT 13-15
2♣ 4+♣, GF	3♣ 5+♦, 7-9	4♣ SPL
2♦ 4+♦, 10+	3♦ 5+♦, 0-6	4♦
other		
1♥ 1♠ 4+♠	2♥ simple raise	3♦ 6+♦, INV
1NT semiforcing; up to 11	2♠ 4♥, 10-12	3♥ 4♥, 6-9
2♣ three-way	2NT 4+♥, GF	3♠ any minimum SPL
2♦ 5+♦, GF	3♣ 6+♣, INV	3NT good♠ SPL
other 2♣ = BAL GF, or ♣ GF, or 3♥ INV+		
1♠ 1NT semiforcing; up to 11	2♠ simple raise	3♥ 4♠, 10-12
2♣ three-way	2NT 4+♠, GF	3♠ 6-9, 4♠
2♦ 5+♦, GF	3♣ 6+♣, INV	3NT any minimum SPL
2♥ 5+♥, GF	3♦ 6+♦, INV	4♣ good♣ SPL
other 2♣ = BAL GF, or ♣ GF, or 3♠ INV+		
1NT 3♣ Puppet Stayman	3♠ 13(54)	4♦ transfer♠
3♦ 5+/5+ minors, GF	3NT to play	4♥ to play
3♥ 31(54)	4♣ transfer♥	4♠ to play
other		
2♣ 2♦ waiting	2NT	3♥
2♥ natural positive	3♣ natural positive	3♠
2♠ natural positive	3♦ natural positive	3NT
other after 2♣-2♦, 2♥ = hearts or 24+ BAL		
2♦ 2♥ natural, forcing	3♣ natural, forcing	3♠ fit showing
2♠ natural, forcing	3♦ preemptive	3NT to play
2NT shortage enquiry	3♥ fit showing	4♣ fit showing
other		

Notes

2♥ 2♠ natural, forcing	3♦ natural, forcing	3NT to play
2NT shortage enquiry	3♥ preemptive	4♣ fit showing
3♣ natural, forcing	3♠ fit showing	4♥ to play
other		
2♠ 2NT shortage enquiry	3♥ natural, forcing	4♣ fit showing
3♣ natural, forcing	3♠ preemptive	4♥ to play
3♦ natural, forcing	3NT to play	4♠ to play
other		
2NT 3♣ Puppet Stayman	3♠ both minors	4♦ transfer♠
3♦ transfer♥	3NT to play	4♥ transfer♣
3♥ transfer♠	4♣ transfer♥	4♠ transfer♦
other		

9. CONVENTIONS

Unusual NT: lowest unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 2♣ → 2♦ (INV or to play); 2♦ GF; 2NT → 3♣

Defence to 3NT opening 4♣ majors

Defence to Opening Twos

Multi 2♦ X = 13-15 BAL or strong; other bids natural

RCO style 2-s

Other 2-s

Defence (1♣) : X = majors; 1NT = minors

to

strong

1♣ / 2♣

Over 1NT Interference lebensohl

Lebensohl - other uses after we X a weak two

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ X

10. OTHER NOTES

Carding agreements that don't fit on the back:

Against NT, the lead of an Ace is strong and requests unblock or reverse count

Against NT, the lead of a T promises the 9 or J and a higher non-touching honour

Leading partner's suit: overlead all except AK. J, T or 9 promises 0 or 2 higher

If we have raised partner's suit, we lead high from 3+ small cards

Switching to a new suit: reverse attitude

Switching to an honour: A=attitude, K=count. J, T or 9 promises 0 or 2 higher