

4. BASIC RESPONSES

Jump raises - minors	1m-3m = 6-9ish, vulnerability dependent
Jump raises - Majors	1M-3M = 0-5ish, vulnerability dependent
Jump shifts after minor opening	1m-2M= 4-7ish Jump other minor= invite in opener's minor
Jump shifts after Major opening	1M-3♣=6-9 4+M, 1M-3♦=10-12 4+M. Jump oM = 3-card limit
Responses to strong 2 suit open.	2♣-2♦=waiting
Responses to 2NT opening	Stayman, transfers, 3♠=minors, 4x='two-under' slam try transfer

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All*	Underlead for unblock
Four or more with an honour	4th	4th
From 4 small	2nd	2nd or top from bad suit
From 3 cards (no honour)	MUD	2nd or top from bad suit
In partner's suit	attitude if supported	Low from xxx is possible
Discards	Low encourage	
Count	Reverse count	
Signal on partner's lead:	Low encourage	
Signal on declarer's lead:	Reverse count (SP in trumps)	
Notes	Vs. suit contract, A for attitude/K for count at five-level+ or preemptive declarer.	

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/>	when?
Slam Notes	3S "non-serious" for hearts, 3NT "non-serious" for spades		
Cue Bids <input checked="" type="checkbox"/>	1/2 round controls shown equally		
Asking Bids <input type="checkbox"/>			

7. OTHER CONVENTIONS

1m (1♥) Dbl=4♠, 1♠=5+♠	"Blackout" over opener's reverse
1m (1NT) 2♣=both majors	1m-1M-2x-3M = natural GF
	1m-1M-2M-2NT = ART INV+ inquiry
Scrambling 2NT frequently used	2C Drury and FSJ by passed hand over 1M

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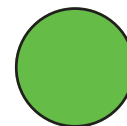
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After 1x (Dbl), system on for the most part.
Other jumps in competition usually natural and weak.



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	720569	Jessica Brake
& Names:	737331	Ella Jacob
Basic System:	2/1 GF	
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 <input type="checkbox"/>
1♣ 2+	1♥ 5+	
1♦ 4+	1♠ 5+	
1NT (14) 15-17	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses 2♣ Stayman		
2♦ 5+♥	2♠ range ask or clubs	
2♥ 5+♠	2NT D or weak both minors	
other 3C=ask 5M, 3D=GF minors, 3M=SPL (denies 4oM), 4m=2 under Texas		
2♣ 22+ bal or GF unbal	kokish	
2♦ (5) 6+ < opening		
2♥ (5) 6+ < opening		
2♠ (5) 6+ < opening		
2NT 20-21	3NT 1st and 2nd gambling, nat 3rd 4th	
other		

2. PRE-ALERTS

HCP are a guideline only	
Light action possible in all situations	
Very light action when favourable	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	preemptive
Responsive doubles through	4♠	Unusual NT	lowest unbid suits 5/5+
1NT overcall - immediate	15-18	Immediate cue of minor	both majors 5/5+
1NT overcall - re-opening	11-14(m) 14-17(M)	Immediate cue of Major	other major + minor 5/5+
Over weak twos	Dbl=t/o (then 2NT Leb)	Over opening threes	Dbl=t/o
Over opponent's 1NT	2♣=both majors, 2♦=one major, 2♥/2♠=5+M 4+m		
Dbl = values (next double takeout)			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦	2♦ 5+♣ (10)11-12	3♦ Void splinter
1♥	2♥ 6+H weak	3♥ Void splinter
1♠	2♠ 6+S weak	3♠ Void splinter
1NT 6-10	2NT 11-12	3NT
2♣ 5+♣ GF	3♣ 5+♣ 6-9(10)	4♣ pre-emptive
other		
1♦ 1♥	2♥ 6+H weak	3♥ Void splinter
1♠	2♠ 6+S weak	3♠ Void splinter
1NT 6-10	2NT 11-12	3NT
2♣ 4+♣ GF	3♣ 5+♦ (10)11-12	4♣
2♦ 4+♦ GF	3♦ 5+♦ 6-9(10)	4♦ pre-emptive
other		
1♥ 1♠	2♥ 6-10	3♦ 4+♥ 10-12
1NT 5 - 12 NF	2♠ 3♥ invitational	3♥ 4+♥ 0-5
2♣ 2+♣ GF	2NT 4+♥ GF	3♠ Splinter 9-12
2♦ (4)5+♦ GF	3♣ 4+♥ 6-9	3NT 4333 offer to play
other		
1♠ 1NT 5 - 12 NF	2♠ 6-10	3♥ 3♠ invitational
2♣ 2+♣ GF	2NT 4+♠ GF	3♠ 4+♠ 0-5
2♦ (4)5+♦ GF	3♣ 4+♠ 6-9	3NT heart splinter
2♥ 5+♥ GF	3♦ 4+♠ 10-12	4♣ Splinter 9-12
other		
1NT 3♣ Asks for 5M	3♠ 13(54) or similar	4♦ Transfer to 4♠
3♦ Minors GF	3NT	4♥ To play
3♥ 31(54) or similar	4♣ Transfer to 4♥	4♠ To play
other		
2♣ 2♦ Waiting	2NT	3♥
2♥ (others= nat positive)	3♣	3♠
2♠	3♦	3NT
other		
2♦ 2♥ (new suits F when V)	3♣	3♠
2♠ (new suits NF when N)	3♦	3NT
2NT Asks for shortage	3♥	4♣ mini keycard
other		

Notes

2♥ 2♠ (same as 2♦)	3♦	3NT
2NT	3♥	4♣
3♣	3♠	4♥
other		
2♠ 2NT (same as 2♦)	3♥	4♣
3♣	3♠	4♥
3♦	3NT	4♠
other		
2NT 3♣ simple stayman	3♠ Both minors	4♦ 6+♠
3♦ 5+♥	3NT	4♥ 6+♣ then step = KC
3♥ 5+♠	4♣ 6+♥	4♠ 6+♦ then step = KC
other		

9. CONVENTIONS

Unusual NT: Lowest unbid suits, 5/5+

4th Suit Forcing One round Includes 2/1 auctions Game force

NT Checkback Priorities: 2-way CB over 1NT rebid, 3♣ checkback over 2NT

Defence to 3NT opening

Defence to Opening Twos X=takeout vs naturalish, values vs artificial (next X takeout)

Multi 2♦

RCO style 2-s

Other 2-s

Defence (1♣) : Dbl majors, NT minors

to

strong (2♣) : Dbl majors, NT minors

1♣ / 2♣

Over 1NT Interference Lebensohl

Lebensohl - other uses After opponent's two-level opening is doubled

Take out of 4 level pre-empts

4♣/4♦

4♥

4♠

10. OTHER NOTES

After 1m-2m, first step=ART min, then next step asks opener to bid shortage

After 1M-2NT, first step=ART min, then next step asks opener to bid shortage NLMH

After 1NT (X pen), responder's pass is no preference/scramble (opener's XX = running);

XX = natural (next double takeout);

2x = natural 5+ suit.