4. BASIC RESPONSES Jump raises - minors Weak 3-7 Jump raises - Majors Weak 3-7 Preemptive Jump shifts after minor opening 3!C = 8-10 4M. 1M-3!D = 11-12 4M. 1!H-2!S = weak, 1!S-3!H=Inv Jump shifts after Major opening Responses to strong 2 suit open. 2♦ = waiting, Kokish Responses to 2NT opening 3♣ Puppet stayman, 3♦ 3♥ transfers, 3♠ minor stayman **5. PLAY CONVENTIONS Show priorities** Versus NoTrump (if different) Versus Suit (or both) K = unblock or count Sequences: Overlead Leads Four or more with an honour 3rd and low 4th From 4 small 3rd 2nd 2nd From 3 cards (no honour) low Low from xxx (if count unknown) In partner's suit As above Discards Low encourage Count Reverse Low encourage **Signal** on partner's lead: Signal on declarer's lead: Reverse count Notes Lots of suit preference K against 5 level or preempts is asking for Count 6. SLAM CONVENTIONS 4NT: Blackwood X **RKCB 1430** 4♣ Gerber when? never Slam Notes Serious 3NT Cue Bids X 1st/2nd controls Asking Bids 7. OTHER CONVENTIONS Two-way checkback Transfers over 1M-(X) (includes 1M overcall) Support Xs and XXs www.abf.com.au PDF Form Rev. 17K21 by RoL MyRev. Copyright © ABF 2017



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

		IAN	DARL	, 5 i	TOTEIN	CA	עח	
ABF Nos.	22381	Peter	r Gill					
& Names:	1082051	Josh	Tomlin					
Basic System:	2 Over	1						
Brown Sticker	CI	assificatio	on: Gre	en 🕽	(Blue [Red	Yellow
		1	. OPE	ENII	NG BID	S		
Describe streng	Describe strength, minimum length, or specific meaning Canape							
1♣ 2+ (Can have longer ♦ if bal)					1♥ 5+			
1♦ 4+ Unbal	or 5+ Bal				1♠ 5+			
1NT (14)15-17 bal/semi-bal, can have stiff ho					our, 6 mino	r	may contain 5 c	card Major X
1NT Responses	2♣ Sim	ole Stayn	nan					
2♦ ♥					2♠ ♣ or range ask			
2♥ ♠					2NT ◆			
other 3♣ = 5 card stayman, 3♦ = 5-5 minors GF, 3♥ = 31(54), 3♠ = 13(54) GF								
2♣ GF or 22+ bal								
2♦ Weak 6 ♦ (can be 5♦ not vul)								
2♥ Weak 6 ¶	can be 5 (can	5♥ not vu	ıl)					
2♠ Weak 6 ♠ (can be 5♠ not vul)								
2NT 20-21					3NT Gambling			
other								
			2. PR	E-A	LERTS	;		
Transfers over 1♣								
Can open very light 1st fav (9+ HCP)								
Some Xs in competition are transfers								
	3.				DS / OVE	RCA	LLS	
Negative doubles the	rrough		ump overcall					
Responsive double	s through	4S U	Jnusual N	T LU	JBS			
1NT overcall - imm	ediate 15-	18		Immedi	iate cue of minor	-	ors (except o	ver short ♣)
1NT overcall - re-op	Ū			Immedi	iate cue of Major	OM	+ minor	
Over weak twos $X = t/o$, Lebensohl Over opening threes $X = t/o$								
Over opponent's 1NT X = Values (15+)								
Multi-Landy - 2♣ = both majors, 2♦ = single suited major, 2M = 5M+4m, 2NT = minors								
Over short cl	Over short club: 1♣-2♦ = majors and 1♣-2♣ = natural							

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

. 1	•	4+♥	2	Weak 3-7	3	5-5 minors GF
1	Y	4+♠	2	Weak 3-7	3 Y	31(45) GF
1	^	Transfer to NT*	2	Weak 3-7	3 ♠	13(45) GF
1	INT	11-12 can have 4M	2NT	Bal GF 12-15 or 18/19	3NT	16-17 no 4M
2	2	5+♦ GF	3 -	Weak 6+♣ 3-7	4	weak
ot	ther					
♦ 1	V	4+!H	2	Weak 3-7	3 Y	Splinter 12+ 5+◆
1	A	4+!S	2	Weak 3-7	3 ♠	Splinter 12+ 5+◆
1	INT	6-12 no 4M	2NT	Bal GF 12-15 or 18/19	3NT	16-17 no 4M
2	*	GF 5+ ♣	3 ♣	Splinter 12+ 5+◆	4	weak
2	2	10+ 4+!D	3◆	6-9 5+	4	weak
ot	ther					
Y 1	^	4+♠ (5+♠ if GF)	2	8-10 3♥	3	4+♥ 11-12 TP
1	INT	6-12 or 3♥ weak	2	Nat weak	3 Y	4+♥ preemptive
2	*	3 way	2NT	GF Jacoby 4+♥	3 ♠	9-12 any splinter
2	2	GF 5+ ♦	3♣	4+♥ 8-10 TP	3NT	◆ splinter 12+
ot	ther	2♣ = nat GF or 3♥ inv o	or ba	l GF		
1	INT	6-12 any or 3♠ weak	2	8-10 3!S	3 Y	Nat invite
	-	3 way		GF Jacoby 4+♠		4+♠ preemptive
		GF 5+ ♦	• •	4+♠ 8-10 TP		9-12 any splinter
_	•	GF 5+♥	•	4+♠ 11-12 TP	4	Splinter 12+
ot	ther	2♣ = nat GF or 3♠ inv o	or ba	l GF, 4♥ = Natural		
NT 3	-	5 Card Stayman	3 ♠	13(45) GF	4	Transfer S
3	\$	5-5 minors GF	3NT	To play	4	To Play
3	₹	31(45) GF	4	Transfer H	4	To Play
ot	ther	٨				
2	2	Waiting	2NT	5/5 Minors good suits	3	1 loser suit opp void
2	2	6+♥ good suit	3♣	6+♣ good suit	3♠	1 loser suit opp void
2	2	6+♠ good suit	3◆	6+♦ good suit	3NT	
ot	ther	Kokish (♥'s or 24+ Bal)				
♦ 2	•	Nat NF (F if vul)	3♣	Nat NF (F if vul)	3	Nat F
2	2	Nat NF (F if vul)	3◆	To play	3NT	To play
2	2NT	Shortage ask	3 Y	Nat F	4 ♣	Preempt Gerber
ot	ther	4♣ responses: 0, 1, 1.5	, 2, 2	2.5		

Notes *1♣-1♠ = 6-10 no major or clubs inv+ or bal hand trying to rightside NT

2♥ 2♠ Nat NF (F if vul)	3♦ Nat NF (F if vul)	3NT To play				
2NT Shortage ask		4♣ Preempt Gerber				
3♣ Nat NF (F if vul)	3♠ Nat F	4 ♥ To play				
other 4♣ responses: 0, 1, 1.	5, 2, 2.5					
2♠ 2NT Shortage ask	3♥ Nat NF (F if vul)	4♣ Preempt Gerber				
3♣ Nat NF (F if vul)	3♠ To play	4 ♥ To play				
3♦ Nat NF (F if vul)	3NT To play	4 ♠ To play				
other 4♣ responses: 0, 1, 1.	5, 2, 2.5					
2NT 3♣ Puppet Stayman	3♠ Minor Stayman	4♦ Spades				
3♦ Transfer H	3NT To play	4 ♥ Clubs				
3♥ Transfer S	4♣ Hearts	4♠ Diamonds				
other Over 4♥/♠: 4NT = to p	lay, otherwise step = KC					
9	O. CONVENTIONS	5				
Unusual NT: LUBS						
4th Suit Forcing One round	game force	Game force X				
NT Checkback X Priorities: 2WCB: up the line						
Defence to 3NT opening $X = V$						
Defence to Opening Twos X =	: takeout					
Multi 2♦ 1-2-3 doubles						
RCO style 2-s						
Other 2-s						
Defence X = majors, 1N = Spa	ades + minor, 2NT = minors					
to	,					
strong (2♣):	ng (2♣):					
1♣/2♣						
Over 1NT Interference negativ	e/TO doubles lebensobl					
Lebensohl - other uses After						
Take out of 4 level pre-empts	4♣/4♦ X = TO					
4♥ X = TO/Values	4♣ X = TO/Va	luge				
	0. OTHER NOTE	3				