

4. BASIC RESPONSES

Jump raises - minors	Preempt 0-6 HCP, 5(4)+ cards
Jump raises - Majors	Preempt 0-5 HCP, 4+ cards
Jump shifts after minor opening	Natural weak Major jumps at 2 level, criss-cross minor
Jump shifts after Major opening	bergan
Responses to strong 2 suit open.	2♦ = -ve or waiting, 2♥ = +ve, 2nt = ♥
Responses to 2NT opening	puppet, transfers

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, AQ-Attitude K-Count	Overlead, AQ-Attitude K-Count
Four or more with an honour	4th highest	4th highest
From 4 small	2nd highest	2nd highest
From 3 cards (no honour)	Middle	Middle
In partner's suit	Ssx Xx xXx Hx hxX	Ssx Xx xXx Hx hxX
Discards	Odd=Enc., Even=McKenneyish	Odd=Enc., Even=McKenneyish
Count	Low-High = Even	Low-High = Even
Signal on partner's lead:	Low Encourage	Low Encourage
Signal on declarer's lead:	Count	
Notes	if leading partners suit that leader has unsupported then lead natural count eg. xxX	

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/>	when?
Slam Notes	exclusion		
Cue Bids <input checked="" type="checkbox"/>	1st or 2nd		
Asking Bids <input checked="" type="checkbox"/>	after Kcard +cheapst king response and the next bid is asking for that king		

7. OTHER CONVENTIONS

3 way checkback	1NT-(Xpen)- P-(P)- to play
drury, (2♣=3, 2♦=4)	1NT-(Xpen)- suit= system on
super accepts (3suit=wk +4, 2nt=max +4)	1NT-(Xpen)- XX= bid 2♣
minor super accepts, accept the transfer	1nt-(3♣)-X= t/o, 3♦=1H, 3♥=♠
support double for major only	1minor -4Major is to play

www.abf.com.au

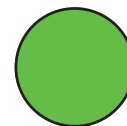
PDF Form Rev. 15F06 by RoL MyRev.

Copyright © ABF 2015

1♦-1M-2M-2NT=NF invite, 3NT=GF
 BOURKE RELAY 1minor - 1y- 2minor, next step is GF
 except 1♣ -1♠-2♣-2♥ is the GF
 1♦-1♥-2♠=splint



AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	666701	Jane Reynolds
& Names:	324043	Viv Wood
Basic System:	2/1, except occasionally 1M-2♣	
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♣	11+ HCP, 2+♣ (only when 4432)	1♥	12+ HCP 5+♥
1♦	12+ HCP, 4+♦	1♠	12+ HCP 5+♠
1NT	(some 14)15-17 Balanced	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses 2♣ Extended Stayman (Lavings)			
2♦	Transfer ♥	2♠	TRF ♣
2♥	TRF ♠	2NT	TRF ♦
other			
2♣	22+ BAL or any game force		
2♦	Weak Major		
2♥	weak, 5+♥ & 5(4 not vul) minor		
2♠	weak, 5+♠ & 5(4 not vul) minor		
2NT	20-21 balanced	3NT	Gambling, solid minor,
other			

2. PRE-ALERTS

transfers over 1♣
 occasionally 1M-2♣ is a limit M raise----- or GF with 2+♣, or any 3M support FG

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4S	Jump overcalls	weak
Responsive doubles through	4S	Unusual NT	Lower 2 unbid suits
1NT overcall - immediate	15-18 BAL	Immediate cue of minor	Michaels 5/5 Majors (see note)
1NT overcall - re-opening	10-14 BAL	Immediate cue of Major	5 other Major & 5 minor
Over weak twos	2NT 16-18, T/O X with leb.	Over opening threes	T/O X
Over opponent's 1NT	X= PEN, 2♣=Majors, 2♦= single major, 2M= 5Major and 4+minor, 2NT= both minors5/5, 3level =preempt	note for cue minor) when (1♣) is 2+ our micheals is 2♦ and 2♣ is natural	

