

4. BASIC RESPONSES

Jump raises - minors	1m-3m = 6-9ish, vulnerability dependent, 1m-2m = GF
Jump raises - Majors	1M-3M = 0-5ish, vulnerability dependent
Jump shifts after minor opening	1m-2M=6+M invitational. Jump other minor=10-12 raise of 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
Equal level conversion doubles	1m-1M-2M-2NT = ART INV+ inquiry
Scrambling 2NT frequently used	2♣ Drury by passed hand over 1M

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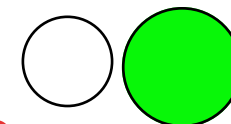
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After 1x (DbL), system on for the most part.

Other jumps in competition usually natural and weak.



AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.		Jess & Kevin
& Names:		
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 ☐

1♣ 2+	1♥ 5+
1♦ 4+	1♠ 5+

1NT (14+)15-17 may contain 5 card Major ☒

1NT Responses	2♣ Stayman
2♦ 5+♥	2♠ range ask or clubs
2♥ 5+♠	2NT 6+♦
other	3C=ask 5M, 3D=GF minors, 3M=SPL (denies 4oM), 4m=2 under Texas

2♣ 22+ bal or GF unbal (with natural kokish)

2♦ (5) 6+ < opening

2♥ (5) 6+ < opening

2♠ (5) 6+ < opening

2NT 20-21 3NT

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	13-16ish	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+♥ invitational	3♥ Void splinter
1♠	2♠ 6+♠ invitational	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+♥ invitational	3♥ Void splinter
1♠	2♠ 6+♠ invitational	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
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
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 NV)	3♦	3NT
2NT Asks for shortage	3♥	4♣
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 NLMH

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.