

4. BASIC RESPONSES

Jump raises - minors	Limit 10-12
Jump raises - Majors	Weak 2-5 4 card support
Jump shifts after minor opening	Strong 16+ good six card suit
Jump shifts after Major opening	2NT=GF 4 card raise, 3♣=6-9 4 card raise, 3♦=10-12 4 card raise
Responses to strong 2 suit open.	2♦=some values, 2♥=0-4, 2♠=5+♥s 8+, 2NT=5+♠ 8+
Responses to 2NT opening	Puppet Stayman, Transfers to the majors 3♠ minor suit stayman

5. PLAY CONVENTIONS

Show priorities

Versus **Suit** (or both) Versus **NoTrump** (if different)

Leads Sequences:	Overlead all	
Four or more with an honour	Fourth Highest	
From 4 small	Second Highest	
From 3 cards (no honour)	Second Highest	
In partner's suit	As above	
Discards	High encourage	
Count	High low = Even	
Signal on partner's lead:	High encourage	
Signal on declarer's lead:	Natural Count if appropriate	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 1430 4♣ Gerber when?

Slam Notes

Cue Bids

Asking Bids

7. OTHER CONVENTIONS

After 1NT rebid 2 way check back, 2NT transfer to 3♣	
Long suit game tries, Splinters	
after 1x-1M - 2M, 2NT=enquiry then steps	
3♣=min, 3♦=max (3), 3♥= min, 3♠=max (4)	

www.abf.com.au

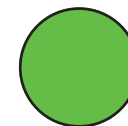
PDF Form Rev. 17121 by RoL

MyRev.

Copyright © ABF 2017



**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	121541	Nigel Rosendorff
& Names:	5266	Martin Bloom
Basic System:	2 over 1 GF (unless rebid by responder)	
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♣	3+ 10+	1♥	5+ 10+
1♦	4(3)+ 10+	1♠	5+ 10+
1NT	15-17	may contain 5 card Major <input checked="" type="checkbox"/>	

1NT Responses	2♣ Stayman
2♦	5+♥ 2♠ 5+♣
2♥	5+♠ 2NT 5+♦
other	3♣=Puppet Stayman, 3♦ = 5/5 minors 3♥/♠ = singleton other major

2♣	Unconditional GF		
2♦	Weak 6-10 6 card suit		
2♥	Weak 6-10 6 card suit		
2♠	Weak 6-10 6 card suit		
2NT	20-22	3NT	Gambling
other			

2. PRE-ALERTS

Support doubles/redoubles	
After 1NTx redble = ♣s or ♦s	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	Weak
Responsive doubles through	4♠	Unusual NT	Two lowest suits 5/5
1NT overcall - immediate	15-18	Immediate cue of minor	only after 1♦; 2♦ = 5/5 Majors
1NT overcall - re-opening	15-18	Immediate cue of Major	Michaels 5/5, then ♣s P/C
Over weak twos	Double = T.O.	Over opening threes	Double = T.O.
Over opponent's 1NT	Double good hand 15+, 2♣=Both Majors, 2♦ = ♦s + a major, 2♥/♠=Natural. After they open 1♣, 2♣ o'call=natural, 2♦=Michaels		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+cards 5+points	2♦ 16+ points 6 card suit	3♦ Splinter
1♥ 4+cards 5+points	2♥ 16+ points 6 card suit	3♥ Splinter
1♠ 4+cards 5+points	2♠ 16+ points 6 card suit	3♠ Splinter
1NT 6-10	2NT GF Raise	3NT To Play
2♣ 4+cards 5-9 points	3♣ 4+cards 10-12 points	4♣ Pre-empt
other		
1♦ 1♥ 4+cards 5+points	2♥ 16+ points 6 card suit	3♥ Splinter
1♠ 4+cards 5+points	2♠ 16+ points 6 card suit	3♠ Splinter
1NT 5-11	2NT GF Raise	3NT To Play
2♣ 4+cards 10+ points	3♣ 16+ points 6 card suit	4♣ Splinter
2♦ 4+cards 5-9 points	3♦ 4+card 10-12 points	4♦ Pre-empt
other		
1♥ 1♠ 4+cards 5+points	2♥ 5-9 points usually 3	3♦ 4 cards 10-12 points
1NT 5-11	2♠ 3 cards 10-12	3♥ 4 cards 2-5 points
2♣ 4+cards 10+ points	2NT GF Raise	3♠ Splinter
2♦ 4+cards 10+ points	3♣ 4 cards 5-9 points	3NT 3 card raise
other		
1♠ 1NT 5-11	2♠ 5-9 points usually 3	3♥ 3 cards 10-12
2♣ 4+cards 10+ points	2NT GF Raise	3♠ 4 cards 2-5 points
2♦ 4+cards 10+ points	3♣ 4 cards 5-9 points	3NT 3 card raise
2♥ 5+cards 10+ points	3♦ 4 cards 10-12 points	4♣ Splinter
other		
1NT 3♣ Puppet Stayman	3♠ short ♥	4♦ Transfer to ♠s
3♦ 5/5 minors	3NT To Play	4♥ To Play
3♥ short ♠	4♣ Transfer to ♥s	4♠ To Play
other		
2♣ 2♦ 4-7	2NT 5+ ♠s 8+	3♥ one loser 6+card suit
2♥ 0-4	3♣ 5+♣s 8+points	3♠ one loser 6+card suit
2♠ 5+ ♥s 8+	3♦ 5+♦s 8+points	3NT
other		
2♦ 2♥ Natural forcing	3♣ Natural forcing	3♠
2♠ Natural forcing	3♦ Pre-emptive	3NT To Play
2NT Asking for shortage	3♥	4♣
other		

Notes

2♥ 2♠ Natural forcing	3♦ Natural forcing	3NT To Play
2NT Asking for shortage	3♥ Pre-emptive	4♣ Splinter
3♣ Natural forcing	3♠	4♥ To Play
other		
2♠ 2NT Asking for shortage	3♥ Natural forcing	4♣ Splinter
3♣ Natural forcing	3♠ Pre-emptive	4♥ To Play
3♦ Natural forcing	3NT To Play	4♠ To Play
other		
2NT 3♣ Puppet Stayman	3♠ minor suit Stayman	4♦ Natural
3♦ Transfer to ♥s	3NT To play	4♥ Natural
3♥ Transfer to ♠s	4♣ Natural	4♠ Natural
other		

9. CONVENTIONS

Unusual NT: 5/5 two lowest suits

4th Suit Forcing One round Game force

NT Checkback Priorities:

Defence to 3NT opening

Defence to Opening Twos Double

Multi 2♦ Double

RCO style 2-s Double

Other 2-s Double

Defence 1♣ : Dbl = Majors 1NT = minors

to

strong 2♣ : Dbl = Majors 1NT = minors Replace with your defence to strong 2♣ opening

1♣ / 2♣

Over 1NT Interference Double 9+

Lebensohl - other uses After weak two

Take out of 4 level pre-empts 4♣/4♦ Double

4♥ Double 4♠ Double

10. OTHER NOTES

After 1M-2NT; 3♣=min then 3♦ asks for shortage After 1M-2NT; 3♦=shortage 14+

After 1NT-2♦; 3♥=max 4 card support