

4. BASIC RESPONSES

Jump raises - minors	Weak
Jump raises - Majors	Weak
Jump shifts after minor opening	Strong
Jump shifts after Major opening	Bergen
Responses to strong 2 suit open.	2D waiting
Responses to 2NT opening	Simple stayman, transfers, 3 ♠ minors

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead all (A/Q for att, K for cr)	
Four or more with an honour	4th	
From 4 small	2nd	
From 3 cards (no honour)	2nd	
In partner's suit	2/4	
Discards	Low Encourage	
Count	Reverse	
Signal on partner's lead:	1. Attitude 2. Count 3. S/P	
Signal on declarer's lead:	Count	
Notes		

6. SLAM CONVENTIONS

4♣ Gerber	<input type="checkbox"/>
4NT: Blackwood	<input type="checkbox"/> RKCB 1430
Asking Bids	<input type="checkbox"/> Cue Bids <input checked="" type="checkbox"/>

7. OTHER CONVENTIONS

EKCB	

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AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos. Mathew Vadas
& Names: Michael Whibley

Basic System: 2/1 GF

Brown Sticker ☐ Classification: Green ☒ Blue ☐ Red ☐ Yellow ☐

1. OPENING BIDS Describe strength, min.length, or specific meaning Canapé ☐

1♣ 2+	1♥ 5+
1♦ 4+, always unbal	1♠ 5+
1NT (14) 15-17	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ Stayman

2♦ ♥	2♠ Range ask or ♣
2♥ ♠	2NT ♦
(Dbl)	other

2♣ 22+Bal or GF Unbal

2♦ 5/6M, 3-7 HCP

2♥ 8-11 6♥

2♠ 8-11 6♠

2NT 20-21 3NT 6♥, 5+♠ 9-13

other

2. PRE-ALERTS

Transfer responses to 1C

1C can contain 5D

1D always unbal

3. COMPETITIVE BIDS / OVERCALLS

Doubles Support X and XX through 2S Negative DBL thru 4♠

Responsive DBL thru 4♠

Jump overcalls weak Unusual NT LUBS

1NT overcall: (immediate) 15-18 (re-opening) 11-14(1m), 14-16(1M)

Immediate cue: (minor) Michael (Major) Michael

Over: Weak Twos X = t/o Opening Threes T/o

Opponent's transfers X shows suit / lead direct

Opponent's 1NT X = Penalty interest, 2♣ = Majors

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ ♥	2♦ Natural invite	3♦ Splinter
1♥ ♠	2♥ Nat, GF, good suit	3♥ Splinter
1♠ No M / ♦	2♠ Nat, GF, good suit	3♠ Splinter
1NT 11-12 Bal	2NT Nat, GF	3NT
2♣ 5+♣, INV+	3♣ Preemptive	4♣
other		
1♦ 1♥ 4+♥	2♥ Nat, GF, good suit	3♥ Splinter
1♠ 4+♠	2♠ Nat, Gf, good suit	3♠ Splinter
1NT 5-11	2NT NAT, GF	3NT
2♣ 3+♣ GF	3♣ 4+♦, 8-11	4♣
2♦ INV +, 4+♦	3♦ Preempt, 5-8	4♦
other		
1♥ 1♠ 4+♠	2♥ 3♥ 5-9	3♦ 10-11, 4+♥
1NT Semi F	2♠ 10-11, 3♥	3♥ 0-5, 4+♥
2♣ 2+♣, GF	2NT 4+♥, GF	3♠ Splinter
2♦ 5+♦, GF	3♣ 6-9, 4+♥	3NT
other		
1♠ 1NT Semi F	2♠ 3♠, 5-9	3♥ 10-11, 3♠
2♣ 2+♣, GF	2NT Gf, 4+♠	3♠ 0-5, 4+♠
2♦ 5+D, GF	3♣ 6-9, 4+♠	3NT
2♥ 5+♥, GF	3♦ 10-11, 4+♠	4♣ splinter
other		
1NT 3♣ Puppet stayman	3♠ Splinter (only 3 ♥)	4♦
3♦ Both minors	3NT	4♥
3♥ Splinter	4♣	4♠
other		
2♣ 2♦ Waiting	2NT	3♥
2♥	3♣	3♠
2♠	3♦	3NT
other		
2♦ 2♥ P/C	3♣ Nat, Nf	3♠ P.C
2♠ P/C	3♦ NAT, invite	3NT
2NT Inquiry	3♥ P/C	4♣ Xfer me to your M
other		

Notes

2♥ 2♠ NAT, F	3♦ NAT F	3NT
2NT Inquiry	3♥ To play	4♣
3♣ NAT F	3♠	4♥
other		
2♠ 2NT Inquiry	3♥ Nat F	4♣
3♣ Nat F	3♠ To play	4♥
3♦ Nat F	3NT	4♠
other		
2NT 3♣ Simple stayman	3♠ minors	4♦ ♠, ST+
3♦ ♥	3NT	4♥ ♣, ST+
3♥ ♠	4♣ ♥, ST+	4♠ ♦, ST +
other		

9. CONVENTIONS

Unusual NT: LUBS

4th Suit Forcing One round ☐ Game force ☒

NT Checkback ☐ Priorities:

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦ 11 - 14BAL or Strong

RCO style 2-s

Other 2-s

Defence X = Majors, 1NT = minors

to

strong (2♣) :

1♣ / 2♣

Over 1NT Interference Rubensohl

Lebensohl - other uses After weak 2 doubles

Take out of 4 level pre-empt 4♣/4♦

4♥

4♠

10. OTHER NOTES