

4. BASIC RESPONSES

Jump raises - minors	NB m=ART	Other: 3♣=7+♣ bad hand	3♦=9-11 4+♥
Jump raises - Majors	NB M=ART	Other: 3♥=void ♥ 4+♠	3♠=7+♠ PRE
Jump shifts after minor opening	1♣:2♦=5+♥FG, 2♥=(4441)FG, 2♠=(5440)FG 1♦: 2♥=3♥ 5-10, 2♠=6+♣		
Jump shifts after Major opening	1♥:2♠=3♠ 5-10, 3♣=4♠, 12-13, 3♦=4♠, 9-11 1♠:3m=To play		
Responses to strong 2 suit open.	Not applicable		
Responses to 2NT opening	3♣=Stayman, 3♦=TRF to ♥, 3♥=TRF to ♠, 3♠=♣, 4♣=♦, 4♦♥=Texas		

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All	Overlead All
Four or more with an honour	3rd/5th	4th highest
From 4 small	3rd highest	2nd highest
From 3 cards (no honour)	Bottom	Middle
In partner's suit	As Above	As Above
Discards	Odd=Enc., Even=McKenney	Odd=Enc., Even=McKenney
Count	Low-High = Even	Low-High = Even
Signal on partner's lead:	Low=Encourage, Low=Even, S/P	Low=Encourage, Low=Even, S/P
Signal on declarer's lead:	Low-High=Even, Reverse Smith vs NT, S/P in trump suit	
Notes	Reverse Smith v NT: High-Low in first suit led by declarer discourages suit led if relevant	

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?	Over 1NT opening bid
Slam Notes	Spiral scan continuations after Keycard ask. Exclusion 0314.		
Cue Bids <input type="checkbox"/>	Show 1st and 2nd round controls indiscriminantly. Suit below trumps = Last Train.		
Asking Bids <input type="checkbox"/>			

7. OTHER CONVENTIONS

Non-serious 3NT	Transfers after 2M (X)
Frequent relay continuations	Transfers after 1 Level Overcalls
Reverse Snapdragon Xs	
Many transfers in competition including:	
Transfer advances after overcalls	

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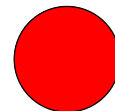
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**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	161871	Hugh GROSVENOR
& Names:	493708	Ann PATON
Basic System:	Strong Club with Transfer Opening Bids	
Brown Sticker <input type="checkbox"/>	Classification:	Green <input type="checkbox"/> Blue <input type="checkbox"/> Red <input checked="" type="checkbox"/> Yellow <input type="checkbox"/>

1. OPENING BIDS

Describe strength, minimum length, or specific meaning		Canape <input type="checkbox"/>
1♣ 15+ Any (not 21-22 BAL)	1♥ 9-14, 4+♠, may have longer minor	
1♦ 9-14, 4+♥, may have longer minor	1♠ 9-14, 5+4 minors, (in 3/4 just no MAJ)	
1NT 11-14 BAL in 1st/2nd 15 BAL in 3rd/4th	may contain 5 card Major <input type="checkbox"/>	
1NT Responses	2♣ Simple Stayman	Other:
2♦ TRF to ♥	2♠ TRF to ♠	
2♥ TRF to ♣	2NT TRF to ♦	
other 3♣=55 minors INV, 3♦=55 minors FG, 3♥=3-1-(5-4) FG, 3♠=1-3-(5-4) FG		

2♣ 9-14, 6+♣, no 4 card MAJ	
2♦ 9-14, 6+♦, no 4 card MAJ	
2♥ Weak 2, (5)6♥, 5-9	
2♠ Weak 2, (5)6♠, 5-9	
2NT 21-22 BAL	3NT Solid 7+ minor no outside A/K
other Normal but aggressive preempts	

2. PRE-ALERTS

1♦ 9-14 4+♥ may be canape in minor	1♠ 9-14 No 4 card MAJ (3rd & 4th Seats)
1♥ 9-14 4+♠ may be canape in minor	Frequent transfers in competition
1♠ 9-14 Both minors, no 4 MAJ (1st/2nd Seats)	Light openings based on shape

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	All	Jump overcalls	Weak
Responsive doubles through	All	Unusual NT	Lower unbid suits
1NT overcall - immediate	15-18	Immediate cue of minor	55 MAJ if 3+ else NAT
1NT overcall - re-opening	11-16	Immediate cue of Major	55 Other MAJ + minor
Over weak twos X=T/O Leaping Michaels		Over opening threes X=T/O Non-leaping Michaels	
Over opponent's 1NT	Over Weak NT (16 not in range) X=PEN, Over Strong NT X=4MAJ & 5+minor		
Over all NT: 2♣=♥ and ♠, 2♦=♥ OR ♠, 2♥=5+♥ and 4+minor, 2♠=5+♠ and 4+minor			
2NT=♣ and ♦			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 0-8	2♦ 9+,5+♥	3♦ 7+♦ bad hand NF
1♥ 9+,5+♠	2♥ 9+ 4441 any	3♥ 7+♥ bad hand NF
1♠ 9-14 BAL (9-11 if 5332)	2♠ 9+ 5440 any	3♠ 7+♠ bad hand NF
1NT 9+,5+♣	2NT 15+ BAL	3NT not used
2♣ 9+,5+♦	3♣ 7+♣ bad hand NF	4♣ not used
other		
1♦ 1♥ 11+ Relay, 15+ if 3+♥	2♥ 5-10 3(4)♥	3♥ PRE 4+♥
1♠ 4+ ♠ F1	2♠ TRF to ♣ may be weak	3♠ Any SPL, singleton
1NT 5-10 NF	2NT TRF to ♦ constructive+	3NT ♠ void, 4+♥
2♣ 10-15 3♥	3♣ 12-13 4+♥	4♣ ♣ void, 4+♥
2♦ 0-10 (5)6+♦	3♦ 9-11 4+♥	4♦ ♦ void, 4+♥
other 4♥/4♠=to play 4NT=Ace Ask		
1♥ 1♠ 11+ Relay, 15+ if 3+♠	2♥ TRF to ♣ may be weak	3♦ 9-11 4+♠
1NT 5-10 NF	2♠ 5-10 3(4)♠	3♥ ♥ void, 4+♠
2♣ 10-15 3♠	2NT TRF to ♦ may be weak	3♠ PRE 4+♠
2♦ TRF to ♥ may be weak	3♣ 12-13 4+♠	3NT Any SPL, singleton
other 4♣/4♦=void, 4+♠ 4♥/4♠=To play 4NT=Ace Ask		
1♠ 1NT Semi-forcing, 5-11	2♠ INV+ enquiry	3♥ PRE 7+♥
2♣ Asks for 3 card MAJ	2NT FG enquiry	3♠ PRE 7+♠
2♦ TRF to ♥ may be weak	3♣ To play	3NT To Play
2♥ TRF to ♠ may be weak	3♦ To play	4♣ PRE
other		
1NT 3♣ 5-5 minors INV	3♠ 1-3-(5-4) GF	4♦ TRF to ♥
3♦ 5-5 minors GF	3NT To play	4♥ TRF to ♠
3♥ 3-1-(5-4) GF	4♣ Gerber 1430 RCO	4♠ 4-4 minors slam try+
other 4NT=INV		
2♣ 2♦ Relay, Game INV +	2NT PRE 3+♣ or GF	3♥ Stopper GF
2♥ 5+♥ F1	3♣ Mild INV with Hx+♣	3♠ Stopper GF
2♠ 5+♠ F1	3♦ Stopper GF	3NT To Play
other 4♣=PRE		
2♦ 2♥ 5+♥ F1	3♣ Relay, Game INV+	3♠ Stopper GF
2♠ 5+♠ F1	3♦ Mild INV with Hx+♦	3NT To play
2NT PRE 3+♦ or GF	3♥ Stopper GF	4♣ Not used
other 4♦=PRE		

Notes

2♥ 2♠ Natural F1	3♦ Natural F1	3NT To Play
2NT Enquiry INV+	3♥ PRE raise	4♣ Keycard Ask
3♣ Natural F1	3♠ SPL	4♥ To Play
other 4♦=SPL 4♠=To Play		
2♠ 2NT Enquiry INV+	3♥ Natural F1	4♣ Keycard Ask
3♣ Natural F1	3♠ PRE raise	4♥ To Play
3♦ Natural F1	3NT To Play	4♠ To Play
other 4♦=SPL		
2NT 3♣ Stayman (+Smolen)	3♠ ♣ or both minors	4♦ Texas ♥
3♦ TRF ♥	3NT To Play	4♥ Texas ♠
3♥ TRF ♠	4♣ TRF ♦	4♠ 4-4 minors Slam Try+
other		

9. CONVENTIONS

Unusual NT:	Lower 2 unbid suits	Over 1m 2NT=Both minors if m<3
4th Suit Forcing	One round <input type="checkbox"/>	Game force <input checked="" type="checkbox"/>
NT Checkback	<input type="checkbox"/> Priorities:	
Defence to 3NT opening	4♣=Both MAJ better ♥ or equal 4♦=Both MAJ better ♠	
Defence to Opening Twos	X=T/O, 2NT=15-18 BAL, Leaping Michaels	
Multi 2♦	X=13-15 BAL or 16+, 2NT=15-18 BAL, 4m=5-5 m+♥	
RCO style 2-s	X=15+, 2NT=15-18 BAL, 4m=5-5 m+♥	
Other 2-s	Same principles	
Defence to	X=♦ or ♥&♠, Suit bids up to 3♠ show next suit or two suited in the two suits higher	
strong	than that. 1NT/2NT show two suiter ♣&♥ or ♦&♠. Where more than one bid shows same hand higher level shows more playing strength. Same principles apply after	
♣	1♣-P-1♦.	

Over 1NT Interference Lebensohl 3 level bids are transfers INV+

Lebensohl - other uses After T/O X of weak 2 bids

Take out of 4 level pre-empts 4♣/4♦ X=T/O
4♥ X=T/O 4NT=2 suited 4♠ X=T/O 4NT=2 suited

10. OTHER NOTES

Point ranges are only indicative - many weak actions

Opening bids in 9-10 range normally 7 or less losers using optimistic loser count