

## 4. BASIC RESPONSES

Jump raises - minors	Preempt	Other: 4-7
Jump raises - Majors	Preempt	Other: 5-9
Jump shifts after minor opening	Weak to major; Criss Cross Raise in Minor	
Jump shifts after Major opening	1M 3x splinter	
Responses to strong 2 suit open.	N/A	
Responses to 2NT opening	3♣ = Puppet Stayman 3♠ = Minor Suit Stayman, Tfrs	

## 5. PLAY CONVENTIONS Show priorities

	Versus <b>Suit</b> (or both)	Versus <b>NoTrump</b> (if different)
<b>Leads</b> Sequences:	Overlead, A-Attitude K-Count	Overlead, A-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	Top of three, Low from Honour	Top of three, Low from Honour
<b>Discards</b>	Low Encourage	
<b>Count</b>	Low-High = Even	Low-High = Even
<b>Signal</b> on partner's lead:	Low Encourage	
<b>Signal</b> on declarer's lead:	Reverse Present Count	
<b>Notes</b>	Ace & Queen for attitude King for count	

First = Att - then Reverse Present Count

## 6. SLAM CONVENTIONS

4NT: Blackwood  RKCB 1430 4♣ Gerber  when? Never

### Slam Notes

Cue Bids  First and Second Round Controls

Asking Bids

## 7. OTHER CONVENTIONS

Blackout after reverses	Drury after 3/4 seat major opening
Cue raises in competition	Mini Splinters
Leaping/Non Leaping Michaels over all 2	and 3 level bids

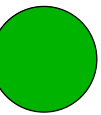
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**AUSTRALIAN BRIDGE  
FEDERATION INC.**



## STANDARD SYSTEM CARD

ABF Nos.	063541	Neil Ewart
& Names:	686875	Ben Kingham
Basic System:	Standard 2-o-1 15-17NT	
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+ 11+ HCP	1♥ 5+ 11+HCP
1♦ 4+ 11+HCP	1♠ 5+ 11+HCP
1NT 15-17 HCP	may contain 5 card Major <input checked="" type="checkbox"/>

<b>1NT Responses</b>	2♣ Simple Stayman	Other:
2♦ Transfer ♥	2♠ Transfer ♣ (Game Force)	
2♥ Transfer ♠	2NT Weak ♣ or Strong ♦	
other 3♣ = Weak ♦ or 5/5 Minors GF; 3♦ = 5/5 Majors GF		

2♣ Game Force	
2♦ Very Weak 6 card Major	
2♥ Weak 6 Card Suit 8-10 (11)	
2♠ Weak 6 Card Suit 8-10 (11)	
2NT 20-22	3NT Gambling
other	

## 2. PRE-ALERTS

Weak Jump Shifts to majors	
Leaping/NonLeaping Michaels	

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak
Responsive doubles through	4♥	Unusual NT	5+/5+ Lower
1NT overcall - immediate	15-18 HCP	Immediate cue of minor	5+ / 5+ ♠ and ♥
1NT overcall - re-opening	11-15 HCP	Immediate cue of Major	5+ / 5+ Other Major and minor any
Over weak twos	X with Lebensohl	Over opening threes	X
Over opponent's 1NT	2♣ =majors; 2♦ = a major, 2♥/2♠ M/m; x = Penalty (123 Doubles)		

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♦ 6+HCP Walsh	2♦ 8-10 Club Support	3♦ Splinter GF
1♥ 4+♥ 6+HCP	2♥ WJS 3-7 HCP 6+♥	3♥ Splinter GF
1♠ 4+♠ 6+HCP	2♠ WJS 3-7 HCP 6+♠	3♠ Splinter GF
1NT 6-10 HCP no major	2NT 11-12 Balanced	3NT 12-15 Balanced
2♣ 11+ support no M	3♣ Pre-emptive 4-7 5+♣	4♣
other 4♥ & 4♠ to play		
1♦ 1♥ 4+♥ 6+HCP	2♥ WJS 3-7 HCP 6+♥	3♥ Splinter GF
1♠ 4+♠ 6+HCP	2♠ WJS 3-7 HCP 6+♠	3♠ Splinter GF
1NT 6-11 HCP no major	2NT 11-12 Balanced	3NT 12-15 Balanced
2♣ Natural GF	3♣ 8-10 Diamond Support	4♣ Splinter
2♦ 11+ 4 card support no M	3♦ Pre-emptive	4♦ Pre-emptive
other 4♥ & 4♠ to play		
1♥ 1♠ 4+♠ 6+HCP	2♥ 6-9 HCP 3 card support	3♦ Splinter mini or mega
1NT 6-12 HCP F1 < 4♠	2♠ WJS 3-7 HCP 6+♠	3♥ Pre-emptive
2♣ Natural Game Force	2NT 10+ 4+♥	3♠ Splinter
2♦ Natural Game Force	3♣ Splinter mini or mega	3NT 12-15 bal 3 card support
other max Spl (incl 1♠ 4♥)		
1♠ 1NT 6-12 HCP F1	2♠ 6-9 HCP 3 card support	3♥ Splinter mini or mega
2♣ Natural Game Force	2NT 10+ 4+♠ Support	3♠ Pre-emptive
2♦ Natural Game Force	3♣ Splinter mini or mega	3NT 12-15 bal 3 card support
2♥ Natural Game Force	3♦ Splinter mini or mega	4♣ max Spl
other 1♠ 4♦/4♥ = Maxi Splinter		
1NT 3♣ Weak in ♦ or 5/5 m's GF	3♠ 1♠-3♥-(54)	4♦ tfr ♠
3♦ 5/5 Majors GF	3NT To Play	4♥ To Play
3♥ 3♠-1♥-(54)	4♣ tfr ♥	4♠ To Play
other		
2♣ 2♦ 0-2 Controls or waiting	2NT	3♥ 6+♥ < 3 controls
2♥ Nat 3+ Controls	3♣ Nat 3+ Controls	3♠ 6+♠ < 3 controls
2♠ Nat 3+ Controls	3♦ Nat 3+ Controls	3NT
other		
2♦ 2♥ Pass/Correct	3♣ Nat Invitational	3♠ Pass/Correct
2♠ Pass/Correct	3♦ Nat Invitational	3NT To Play
2NT Strong enquiry 11+	3♥ Pass/Correct	4♣ Bid suit below your major
other		

**Notes** Blackout over Reverses; Leaping/Non-Leaping Michaels over all 2 and 3 level preempts

Cue Raise in Competition; Mini Splinters

Drury after 3rd/4th Seat Major Openings

2♥ 2♠ Natural F	3♦ Natural NF	3NT To Play
2NT Strong enquiry	3♥ RONF	4♣ Splinter
3♣ Natural NF	3♠ Splinter	4♥ to play
other 2NT Enquiry		
2♠ 2NT <b>♠strong enquiry</b>	3♥ Natural F	4♣ Splinter
3♣ Natural NF	3♠ RONF	4♥ To Play
3♦ Natural NF	3NT To Play	4♠ To Play
other ? Splinters		
2NT 3♣ Puppet	3♠ Minor suit stayman	4♦ Natural slammish
3♦ Tfr to ♥	3NT 5♠/4♥	4♥ Natural no slam interest
3♥ Tfr to ♠	4♣ Natural slammish	4♠ Natural no slam interest
other		

## 9. CONVENTIONS

**Unusual NT:** Lower 2 unbid suits

**4th Suit Forcing** One round

Game force

**NT Checkback**  Priorities: 2 way

**Defence to 3NT opening**

**Defence to Opening Twos** 123 doubles

Multi 2♦ X 15+ 123 doubles

RCO style 2-s X

Other 2-s X

**Defence** x = good ♥ Overcall, 1♦ = Good ♠ Overcall, 1♥/1♠ = Poor overcall

**to** 1NT Minors

**strong**

♣

**Over 1NT Interference** Rubinsohl

**Lebensohl - other uses** Over weak twos

**Take out of 4 level pre-empts** 4♣/4♦ X

4♥ X

4♠ X

## 10. OTHER NOTES

1M 2nt THEN 3c min 3D 15+ no shortage then LMH Shortage

over 1M 2NT 3C 3D ask 3H no shortage then LMH Shortage