

## 4. BASIC RESPONSES

Jump raises - minors Preempt Other:  
 Jump raises - Majors Limit 10-12 Other:  
 Jump shifts after minor opening Weak  
 Jump shifts after Major opening to lower ranking suit = Natural and invitational  
 Responses to strong 2 suit open.  
 Responses to 2NT opening Puppet stayman + transfers

## 5. PLAY CONVENTIONS

Show priorities

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

**Leads** Sequences: Overlead, A-Attitude K-Count

Four or more with an honour 4th highest

From 4 small 2nd highest

From 3 cards (no honour) Middle

In partner's suit

**Discards** Count

**Count** High-Low = Even

**Signal** on partner's lead: Count

**Signal** on declarer's lead: Count

**Notes** If count is known, then suit preference

## 6. SLAM CONVENTIONS

4NT: Blackwood  RKCB 1430 4♣ Gerber  when?

### Slam Notes

Cue Bids

Asking Bids

## 7. OTHER CONVENTIONS

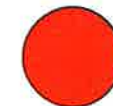
Ropi - Dopi

Support X/XX's

Support Doubles/Redoubles



# AUSTRALIAN BRIDGE FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos. 697982 Dimitri Hnaris  
 & Names: 362786 Therese Demarco

Basic System: 2/1 GF - Variable (Mini) NT

Brown Sticker  Classification: Green  Blue  Red  Yellow

## 1. OPENING BIDS

Describe strength, minimum length, or specific meaning

Canape

1♣ 3+C 11+ pts, OR Bal 13-15 (2+C) 1♥ 5+H 11+ pts

1♦ 3+D 11+ pts, OR Bal 16-17 (2+D) 1♠ 5+S 11+ pts

1NT 1st/2nd/3rdNV = Bal 10-12, 3rdVUL/4th = Bal 15-17pts may contain 5 card Major

1NT Responses 2♣ Simple Stayman Other: Strong NT-Use Puppet Stayman + trf  
 2♦ Artificial GF (use stayman responses) 2♠ To Play  
 2♥ To Play 2NT Minors  
 other In Strong NT positions, use puppet stayman and 4 suit transfers

2♣ Any 8 1/2 + Playing tricks or Bal 22+

2♦ 6D 6-10 pts

2♥ 6H 6-10 pts

2♠ 6S 6-10 pts

2NT Bal 20-21

3NT Gambling, solid minor no outside stop

other

## 2. PRE-ALERTS

In Strong NT positions, minor suit openings

Opener may bypass 4cM to rebid NT,

revert to 'natural' 3+ minor.

particularly in Mini NT positions

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4H Jump overcalls Weak

Responsive doubles through 4H Unusual NT 5/5 Lower Suits

1NT overcall - immediate 15-18 Immediate cue of minor 5/5 Majors

1NT overcall - re-opening 11-14 (16) Immediate cue of Major 5/5 Other Major + Minor

Over weak twos Natural + Lebensohl Over opening threes Natural

Over opponent's 1NT

Vs Weak NT - Multi Landy (2C both Majors, 2D Single suit relay, 2H H + minor, 2S S + minor)

Vs Strong NT - DONT (X single suit relay, 2n Suit + higher ranking suit, 2S natural)

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## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

<p>1♣ 1♦ 5+pts no 4cM unless GF 1♥ 4+H 5+pts 1♠ 4+S 5+ pts 1NT no 4cM 8-10pts 2♣ 4+C 10+pts F1 other</p>	<p>2♦ 6D 0-6pts Weak 2♥ 6H 0-6pts Weak 2♠ 6S 0-6pts Weak 2NT Bal 11-12pts NF 3♣ 6/7C 0-6pts Weak 4♣</p>	<p>3♦ 7D 0-6pts Weak 3♥ 7H 0-6pts Weak 3♠ 7S 0-6pts Weak 3NT Bal 13-15pts 4♣</p>
<p>1♦ 1♥ 4+H 5+pts 1♠ 4+S 5+pts 1NT no 4cM 5-7pts 2♣ 4+C 8+pts F1 2♦ 4+D 8+pts F1 other</p>	<p>2♥ 6H 0-6 Weak 2♠ 6S 0-6 Weak 2NT Bal 11-12 NF 3♣ 7C 0-6 Weak 3♦ 6/7D 0-6 Weak</p>	<p>3♥ 7H 0-6pts Weak 3♠ 7S 0-6pts Weak 3NT Bal 13-15pts 4♣ 4♦</p>
<p>1♥ 1♠ 4+S 6+pts 1NT Any Forcing F1 2♣ 4+C 12+pts GF 2♦ 4+D 12+pts GF other</p>	<p>2♥ 3+H 6-9pts 2♠ 6S 0-6pts Weak 2NT 4+H 12+ GF 3♣ 6/7C 8-11pts Invite NF</p>	<p>3♦ 6/7D 8-11pts Invite NF 3♥ 4+H 10-12pts Invite 3♠ 0/1S 10+pts Splinter 3NT 3+H 13-15 Bal NF</p>
<p>1♠ 1NT Any Forcing F1 2♣ 4+C 12+pts GF 2♦ 4+D 12+pts GF 2♥ 5+H 12+pts GF other</p>	<p>2♠ 3+S 6-9pts 2NT 4+S 12+pts GF 3♣ 6/7C 8-11pts Invite NF 3♦ 6/7D 8-11pts Invite NF</p>	<p>3♥ 6/7H 8-11pts Invite NF 3♠ 4+S 10-12pts Invite 3NT 3+S 13-15 Bal NF 4♣ 0/1C 10+pts Splinter</p>
<p>1NT 3♣ To play 3♦ To play 3♥ 5+H GF other</p>	<p>3♠ 5+S GF 3NT To play 4♣ trf Hearts</p>	<p>4♦ Trf Spades 4♥ To Play 4♠ To Play</p>
<p>2♣ 2♦ weak or waiting 2♥ 5+H 2/3 honours 3+Cntrl 2♠ 5+S 2/3 honours 3+Cntrl other</p>	<p>2NT Bal 8+pts 3+ Cntrl 3♣ 5+C 2/3 honours 3+Cntrl 3♦ 5+D 2/3 honours 3+Cntrl</p>	<p>3♥ 7H 0-5pts Weak 3♠ 7S 0-5pts Weak 3NT</p>
<p>2♦ 2♥ Natural and Forcing 2♠ Natural and Forcing 2NT Ogust other New suit bid, not forcing after interference</p>	<p>3♣ Natural and Forcing 3♦ To play 3♥</p>	<p>3♠ 3NT To play 4♣</p>

Notes

<p>2♥ 2♠ Natural and Forcing 2NT Ogust 3♣ Natural and Forcing other New suit bid, not forcing after interference</p>	<p>3♦ Natural and Forcing 3♥ To play 3♠ 3♥ Natural and Forcing 3♠ To play 3♦ Natural and Forcing 3NT To play other New suit bid, not forcing after interference</p>	<p>3NT To play 4♣ 4♥ To play 4♠ To play 4♦ trf - spades 4♥ To play 4♠ To play</p>
<p>2♠ 2NT Ogust 3♣ Natural and Forcing 3♦ Natural and Forcing other New suit bid, not forcing after interference</p>	<p>3♥ Natural and Forcing 3♠ To play 3NT To play 3♠ 3NT 5S/4H 4♣ trf - hearts</p>	<p>4♣ 4♥ 4♠ To play</p>
<p>2NT 3♣ Puppet Stayman 3♦ trf - hearts 3♥ trf - spades other 3NT response is conventional, so all other GF hands go via 3C (does not promise majors)</p>	<p>3♠ 3NT 5S/4H 4♣ trf - hearts</p>	<p>4♦ trf - spades 4♥ To play 4♠ To play</p>

## 9. CONVENTIONS

**Unusual NT:** 5/5 lower ranking suits weak or strong

**4th Suit Forcing** One round  Game force

**NT Checkback**  Priorities: 4c other major - 3c same major - no Major

**Defence to 3NT opening**

**Defence to Opening Twos** natural + lebensohl after takeout X

Multi 2♦ natural + lebensohl after takeout X

RCO style 2-s

Other 2-s

<b>Defence</b> 1♣ : X = D + S	1NT = C + H
to 1♦ = D + H	2♠ = C + D
<b>strong</b> 1♥ = H + S	2other = single suit
♣ 1♠ = S + C	

**Over 1NT Interference** lebensohl

**Lebensohl - other uses** Vs weak/multi 2's, after reverse

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

## 10. OTHER NOTES

2/1 GF only applies after 1st/2nd seat openings