

## 4. BASIC RESPONSES

Jump raises - minors	Weak, pre-emptive
Jump raises - Majors	Weak, pre-emptive (<7 hcp)
Jump shifts after minor opening	2♥, 2♠: weak (3-7). Jump in other minor: criss-cross raise
Jump shifts after Major opening	3♣, 3s♦: Bergen raise. Jump in other major: criss-cross raise
Responses to strong 2 suit open.	Not applicable
Responses to 2NT opening	3♣: Inquiry (usually). 3♦, 3NT: to play. 3♥: P/C. 3♠: nat, forcing

## 5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	2nd-highest honour at trick 1	2nd-highest honour at trick 1
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	Overlead touching honours	Overlead touching honours
<b>Discards</b>	Low encourage	Low encourage
<b>Count</b>	Natural count	Natural count
<b>Signal</b> on partner's lead:	Low encourage	Low encourage
<b>Signal</b> on declarer's lead:	Natural count (high:low = even)	
<b>Notes</b> Wenceslas when singleton in dummy.	On honour lead from partner, we show natural count when Queen appears in dummy.	

## 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
<b>Slam Notes</b> Minorwood (1430)		
Cue Bids <input checked="" type="checkbox"/>	Usually 1st-round controls before 2nd-round. Specific trump cues	
Asking Bids <input type="checkbox"/>		

## 7. OTHER CONVENTIONS

Blackout responses to 2/1 reverse	Inverted minors
Baron (3C) over 2NT rebid/overcall	Long suit trial bids
4th suit usually GF (except at 1 level)	Lebensohl (many situations)
Opening 4NT: Specific Ace ask	Rescue XXs
Leaping and non-leaping Michaels	Specific trump cues

[www.abf.com.au](http://www.abf.com.au)

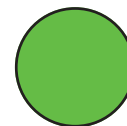
PDF Form Rev. 15F06 by RoL

MyRev. May 2016

Copyright © ABF 2015



# AUSTRALIAN BRIDGE FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	156957	Peter GRANT
& Names:	255793	Tony MARINOS
Basic System:	Weak NT, 5-card majors	
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 <input type="checkbox"/>
1♣ 11+, 3	1♥ 11+, 5	
1♦ 11+, (3) 4	1♠ 11+, 5	
1NT (11) 12-14, balanced	may contain 5 card Major <input type="checkbox"/>	
<b>1NT Responses</b> 2♣ Simple Stayman		
2♦ Transfer to ♥	2♠ GF shape inquiry	
2♥ Transfer to ♠	2NT Transfer to ♣	
other 3♣: Transfer to ♦. 3♦, 3♥, 3♠: natural, GF, inviting cues		
2♣ GF in suit <b>or</b> 21+ balanced		
2♦ Weak 2 in either major <b>or</b> 23+ balanced		
2♥ ♠ + (♦ or ♥), < opening values, 5-5 or better or any 4-4-4-1, 18+		
2♠ ♣ + (♥ or ♠), < opening values, 5-5 or better		
2NT ♦+ (♣ or ♥), < opening values, 5+5+ 3NT Any solid suit (7+), little outside		
other		

## 2. PRE-ALERTS

2-level openings (see above)	Criss-cross raises (all suits)
Bergen raises of 1♥, 1♠	1-2-3 doubles in various situations
Canape transfers in various situations	Herbert responses to take-out Xs at 1 level

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4♥	Jump overcalls	Weak(ish)
Responsive doubles through 4♥	Unusual NT	Two lowest unbid suits (5-5 or better)
1NT overcall - immediate	15-18 balanced	Immediate cue of minor ♠ and other, competitive or GF
1NT overcall - re-opening	15-18 balanced	Immediate cue of Major Other M and m, comp. or GF
Over weak twos X for t/o, Leaping Michaels	Over opening threes X for t/o, non-leaping Michaels	
Over opponent's 1NT X of weak 1NT = penalties. Canape transfers (X of strong NT = 4+ ♣).		

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ HCP, 4+ ♦ 1♥ 6+ HCP, 4+ ♥ 1♠ 6+ HCP, 4+ ♠ 1NT 6-10 HCP, <4 in Ms 2♣ GF, 5+ ♣, <4 in Ms other	2♦ 10-11 HCP, 5+ ♣ 2♥ 3-7 HCP, 6+ ♥ 2♠ 3-7 HCP, 6+ ♠ 2NT 10-12 bal, <4 in Ms 3♣ 5+ ♣, weak other	3♦ Splinter, agees ♣ 3♥ Splinter, agrees ♣ 3♠ Splinter, agrees ♣ 3NT 13-15 bal, 4 ♣s 4♣ Weak, long ♣ other
1♦ 1♥ 6+ HCP, 4+ ♥ 1♠ 6+ HCP, 4+ ♠ 1NT 6-10 HCP, <4 in Ms 2♣ 9+ HCP, 4+ ♣ 2♦ GF, 4+ ♦, <4 in Ms other	2♥ 3-7 HCP, 6+ ♥ 2♠ 3-7 HCP, 6+ ♠ 2NT 10-12 bal, <4 in Ms 3♣ 10-11 HCP, 4+ ♦ 3♦ 5+ ♦, weak other	3♥ Splinter, agrees ♦ 3♠ Splinter, agrees ♦ 3NT 13-15 bal, 4 ♦s 4♣ Splinter, agrees ♦ 4♦ Weak, long ♦ other
1♥ 1♠ 6+ HCP, 4+ ♠ 1NT 6-10 HCP, <3 ♥, <4♠ 2♣ 9+ HCP, 4+ ♣ 2♦ 9+ HCP, 4+ ♦ other	2♥ 6-9 HCP, 3 ♥ 2♠ 10-11 HCP, 3 ♥ 2NT GF, 4+ ♥ 3♣ 10-11 HCP, 4+ ♥ other	3♦ 7-9 HCP, 4+ ♥ 3♥ <8 HCP, 4+ ♥ 3♠ Splinter, agrees ♥ 3NT 13-15 bal, 3 ♥ other
1♠ 1NT 6-10 HCP, <3 ♠ 2♣ 9+ HCP, 4+ ♣ 2♦ 9+ HCP, 4+ ♦ 2♥ 9+ HCP, 5+ ♥ other	2♠ 6-9 HCP, 3 ♠ 2NT GF, 4+ ♠ 3♣ 10-11 HCP, 4+ ♠ 3♦ 7-9 HCP, 4+ ♠ other	3♥ 10-11 HCP, 3 ♠ 3♠ <8 HCP, 4+ ♠ 3NT 13-15 bal, 3 ♠ 4♣ Splinter, agrees ♠ other
1NT 3♣ Transfer to ♦ 3♦ GF, 6+ ♦, invites cues 3♥ GF, 6+ ♥, invites cues other	3♠ GF, 6+ ♠, invites cues 3NT To play 4♣ Natural, weak, long ♣ other	4♦ Natural, weak, long ♦ 4♥ To play 4♠ To play other
2♣ 2♦ <3 controls (A=2, K=1) 2♥ 3 controls (A=2, K=1) 2♠ 4+ controls (A=2, K=1) other	2NT 9+ HCP, bal, <3 controls 3♣ Good suit, <3 controls 3♦ Good suit, <3 controls other	3♥ Good suit, <3 controls 3♠ Good suit, <3 controls 3NT Not used other
2♦ 2♥ Pass or correct 2♠ Pass or correct 2NT Forcing inquiry other	3♣ Natural, forcing (rare) 3♦ Natural, forcing (rare) 3♥ Pass or correct other	3♠ Pass or correct 3NT To play (rare) 4♣ Not used other

Notes

2♥ 2♠ To play if weak 2NT Forcing inquiry 3♣ Natural, forcing (rare) other	3♦ Pass or correct 3♥ Pass or correct 3♠ To play if weak other	3NT To play (rare) 4♣ Not used 4♥ Pass or correct other
2♠ 2NT Forcing inquiry 3♣ To play 3♦ Natural, forcing (rare) other	3♥ Pass or correct 3♠ Pass or correct 3NT To play other	4♣ To play 4♥ Pass or correct 4♠ To play other
2NT 3♣ Forcing inq'y (usually) 3♦ To play 3♥ Pass or correct other	3♠ Natural, forcing 3NT To play (rare) 4♣ Pass or correct other	4♦ To play 4♥ Pass or correct 4♠ To play other

## 9. CONVENTIONS

**Unusual NT:** Lower 2 unbid suits

**4th Suit Forcing** One round  Forcing at one level, otherwise GF Game force

**NT Checkback**  Priorities: 2♣ asks for strength and shape (up the line)

**Defence to 3NT opening** X shows strong hand

**Defence to Opening Twos** 1-2-3 doubles (first X promises 16+ if no anchor suit shown)

Multi 2♦ X = 16+ HCP, 2NT = 15-17 (18) balanced

RCO style 2-s X = 16+ HCP, 2NT = 15-17 (18) balanced

Other 2-s X = opening values (major-oriented). Leaping Michaels over natural weak 2

**Defence** Over strong 1♣: Canape transfers (X = transfer to ♦)

to \_\_\_\_\_

**strong** Over strong 2♣: Canape transfers (X = transfer to ♦)

♣ \_\_\_\_\_

**Over 1NT Interference** 1-2-3 doubles, Lebensohl

**Lebensohl - other uses** In responding to take-out Xs at the 2 level

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

4♥ X (4NT for minors) 4♠ X = good values; 4NT = 2/3 suiter

## 10. OTHER NOTES

With a balanced hand of 15-20 HCP and equal length in the minors, we open 1♣.

A 1♦ opening shows 4+ ♦ except in the specific case of a 4432 hand with 15-20 HCP.