

#### 4. BASIC RESPONSES

Jump raises - minors	Pre-empt
Jump raises - Majors	Pre-empt
Jump shifts after minor opening	Other m - 10+ HCP Inv Raise; Majors - weak
Jump shifts after Major opening	Bergen/Splinter
Responses to strong 2 suit open.	2♦ weak/Other constructive
Responses to 2NT opening	3♣/♦/♠ Pass/correct; 3♥ forcing

#### 5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead All	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	standard	
<b>Discards</b>	Low Encourage	
<b>Count</b>	Low-High = Even	
<b>Signal</b> on partner's lead:	Low Encourage	
<b>Signal</b> on declarer's lead:	Count / McKenny in trump suit	
<b>Notes</b>	Current count after first discard	

#### 6. SLAM CONVENTIONS

4NT: Blackwood  RKCB 3041 4♣ Gerber  when? over strong NT

##### Slam Notes

Cue Bids   
 Asking Bids  Control asks only after RKCB

#### 7. OTHER CONVENTIONS

Negative free bids @ 2 level	Minorwood
Cue raises	Blackout
2-way Checkback & XYZ	Puppet Stayman
Control asks	Leaping Michaels
Support X & XX	2-way Drury

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Swine

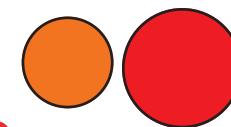
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**AUSTRALIAN BRIDGE  
FEDERATION INC.**



#### STANDARD SYSTEM CARD

ABF Nos. 700223 Kim Frazer  
 & Names: 393290 Jamie Ebery  
 Basic System: Standard with transfers over 1C  
 Brown Sticker  Classification: Green  Blue  Red  Yellow

#### 1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 1+♣ 11+ 1♥ 5+♥ 11+

1♦ 5+♦ 11+ 1♠ 5+♠ 11+

1NT 15-17 HCP may contain 5 card Major

1NT Responses 2♣ 5card Major ask or Forces 2D  
 2♦ Transfer ♥ 2♠ 5♠/4♥ Inv  
 2♥ TRF ♠ 2NT tfr to ♣ or GF with singleton  
 other submarine bids

2♣ Game Force

2♦ Weak 2 in ♥/♠ or 20-22 Balanced

2♥ 5+♣/5♦ or 5+♥/5♠ less than 11 points

2♠ 5+♣/5♠ or 5+♦/5♥ less than 11 points

2NT 5+♣/5♥ or 5+♦/5♠ less than 11 pts 3NT Gambling in any suit

other

#### 2. PRE-ALERTS

Comic NT overcall 15-18 or weak s/s RCO 2's

Transfer responses over 1♣

Intermediate jump overcalls

#### 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4♥ Jump overcalls Intermediate 11 - 15 HCP; 6cd suit

Responsive doubles through 4♥ Unusual NT Lowest 2 suits

1NT overcall - immediate Comic NT Immediate cue of minor Top & another

1NT overcall - re-opening 10 - 14 HCP Immediate cue of Major Top & another

Over weak twos 2NT 15 - 18; T/O x with leb Over opening threes x - T/O

Over opponent's 1NT TWERB - Higher suit or 2 lower touching suits; 2NT Odd suits

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♥ 6+HCP	2♦ 4+♣ 10+HCP no 4cM	3♦ 7+♦ 3-7 HCP
1♥ 4+♠ 6+HCP	2♥ 6+♥ 3-7 HCP	3♥ 7+♥ 3-7 HCP
1♠ tfr to 1NT or GF♦/wk♦	2♠ 6+♠ 3-7 HCP	3♠ 7+♠ 3-7 HCP
1NT 11-12 HCP	2NT 16+GF no 4cd M	3NT 13-15 To play
2♣ 10-12TP ♣ raise	3♣ 5+♣ weak	4♣ ♣ weak
other 4♦ splinter 4♥ / 4♠ to play		
1♦ 1♥ 4+♥ 6+HCP	2♥ 6+♥ 3-7 HCP	3♥ splinter
1♠ 4+♠ 6+HCP	2♠ 6+♠ 3-7 HCP	3♠ splinter
1NT 6-10 denies M	2NT 16+GF no 4cd M	3NT 13 - 15 to play
2♣ 4+♣ 10+HCP	3♣ 3♦ inv 10+HCP	4♣ splinter
2♦ 10-12TP 3♦	3♦ 4+♦ 0-7HCP	4♦ Pre-emptive
other 4♥ / 4♠ to play		
1♥ 1♠ 4+♠ 6+HCP	2♥ 3♥ 6-9(10)	3♦ 4+♥ 10-12
1NT 6-10	2♠ 3♥ 10-12	3♥ 4+♥ <6
2♣ 4+♣ 10+HCP	2NT 4+♥ GF RRKCB	3♠ Splinter
2♦ 4+♦ 10+HCP	3♣ 4+♥ 6-9	3NT 3♥ 13-15; any shape
other 4♥ Weakish 5+♥		
1♠ 1NT 6-10	2♠ 3♠ 6-9(10)	3♥ 3♠ 10-12
2♣ 4+♣ 10+HCP	2NT 4+♠ GF RRKCB	3♠ 4+♠ <6
2♦ 4+♦ 10+HCP	3♣ 4+♠ 6-9	3NT 3♠ 13-15; any shape
2♥ 5+♥ 10+HCP	3♦ 4+♠ 10-12	4♣ splinter
other 4♦ splinter; 4♥ to play		
1NT 3♣ Slam Try RRKCB	3♠ Slam Try RRKCB	4♦ n/a
3♦ Slam Try RRKCB	3NT To play	4♥ To Play
3♥ Slam Try RRKCB	4♣ Gerber	4♠ To Play
other		
2♣ 2♦ 0-7	2NT 8+ HCP Balanced	3♥ One Loser 6cd suit
2♥ 5+♥ 8+HCP	3♣ 5+♣ 8+HCP	3♠ One Loser 6cd suit
2♠ 5+♠ 8+HCP	3♦ 5+♦ 8+HCP	3NT n/a
other		
2♦ 2♥ pass/correct	3♣ Natural NF	3♠ pass/correct
2♠ pass/correct	3♦ Natural NF	3NT pass/correct
2NT Forcing enquiry	3♥ pass/correct	4♣ n/a
other		

Notes

2♥ 2♠ pass/correct	3♦ pass/correct	3NT n/a
2NT Forcing enquiry	3♥ pass/correct	4♣ pass/correct
3♣ pass/correct	3♠ pass/correct	4♥ pass/correct
other		
2♠ 2NT Forcing enquiry	3♥ pass/correct	4♣ pass/correct
3♣ pass/correct	3♠ pass/correct	4♥ pass/correct
3♦ pass/correct	3NT n/a	4♠ pass/correct
other		
2NT 3♣ pass/correct	3♠ pass/correct	4♦ pass/correct
3♦ pass/correct	3NT n/a	4♥ pass/correct
3♥ Forcing enquiry	4♣ pass/correct	4♠ pass/correct
other		

## 9. CONVENTIONS

**Unusual NT:** Lower 2 unbid suits

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

**NT Checkback**  Priorities: 2c-forces 2D; 2D Game force

**Defence to 3NT opening** x - t/o

**Defence to Opening Twos** VTP doubles

Multi 2♦ VTP doubles

RCO style 2-s VTP doubles

Other 2-s VTP doubles

**Defence** 1♣ : TWERB (suit above or 2 suits below; NT-odd suits); X-D or Majors;

to 1♣ P 1♦ : X-H or black suits; others as above

strong 2♣ : TWERB; same as over strong 1♣

♣

**Over 1NT Interference** Swine/Lebensohl

**Lebensohl - other uses** after weak 2's

**Take out of 4 level pre-empts** 4♣/4♦ x-t/o

4♥ x-t/o 4♠ x-Penalty; 4NT t/o

## 10. OTHER NOTES

RRKCB = Range Probe RKCB