4. BASIC RESPONSES

Jump raises - minors Preemptive Jump raises - Majors Preemptive

Jump shifts after minor opening Jump shifts after Major opening Responses to strong 2 suit open.

CrissCross raises in minors, WJS in Majors (but 1♦-2♥ = INV ♣'s) 1M-3♣/3♦= WJS, 1♥-2♠ and 1S-3♥ = 55+ minors, FG not applicable

Responses to 2NT opening

3♣= Puppet STAY, 3♦/3♥ = TRF, 3♣ = minors 44+,FG 5. PLAY CONVENTIONS Show priorities

		Versus	Suit	(or both)	Versus	NoTrump	(if different)	
Leads	Sequences:	Overlead	I, A-Att	titude K-Count				
Four or r	more with an honour	4th highe	est					
From 4 small		2nd high	est					
From 3 cards (no honour)		Middle						
In partner's suit		top or 3rd	b					
Discards		Odd=EN	CRG,	Even=McKenney				
Count		Low-High	n = Eve	en				
Signal	on partner's lead:	Low Enco	ourage	e				
Signal	on declarer's lead:	Reverse	Smith	echo in trumps				
Notes								

6. SLAM CONVENTIONS 4NT: Blackwood X RKCB 1430 4 Gerber Slam Notes Cue Bids X Asking Bids 7. OTHER CONVENTIONS

Exclusion KCB

when?

Good Bad 2NT after we overcall System on after opponents take out X Leaping and Non-Leaping Michaels

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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	177938	Jon Hu	nt					
& Names:	148911	lan Tho	mson					
Basic System:	Standard	b						
Brown Sticker		assification:	Green	X	Blue		Red	Yellow
		1. (OPEN	JING	BIDS	5		
Describe stren	gth, minimu	m length, or s	specific m	neaning	l			Canape
1 ♣ 11+ HCF	P, 2+ ♣	•		1♥	11+ HCF	D	4+♥	
1 11+ HCF	P (3)4	+♦		1♠	11+ HCF	0	4+♠	
1NT 15-17 E	Balanced						may contain 5	card Major 🔀
1NT Responses	2 🗣 5 ca	rd stayman						
2 TRF	¥			2	TRF 🛧			
2 TRF	*			2N	TRF 🔶			
other 3♣/♦	/♥ = shorta	ge in suit al	oove, 3	= sho	rt ♣, 4n	n = TRI	F to ♥/♠	
2 ♣ GF or 23	+ balanced	l or 9+ playi	ng tricks	6				
2 Balance	d 18-20 HC	Р						
2♥ Weak, 6-	-10 HCP, 6	•						
2 Weak, 6-	-10 HCP, 6	*						
2NT 21-22 b	alanced			3NT	Specific	Ace A	sk	
other								
				-AL	ERTS			
Transfers re	•		ening					
2 opening =	= 18-20 bal	anced						
		COMPET						
Negative doubles t	•						s, other jumps	s=11-14, 6 cds
Responsive double	U				-touching			
1NT overcall - imm	nediate 15-	18	Imr	nediate c	ue of minor	next 2	suits	

Immediate cue of Major Next 2 suits 1NT overcall - re-opening 11-14 Over weak twos X Over opening threes X

Over opponent's 1NT 2♣ = 55 in Minors or Majors, single suiter in ♦

 $2\Psi/=5+\Psi/$ and 4+minor

2NT = Strong 2 suiter 3 level = preemptive

2 = single suiter in, \forall or \Rightarrow

		8. RESPO	NS	ES TO OPENIN	IG	BIDS
		Describe stre	ngth,	minimum length, or specific	c mea	aning
1♣	1♦	♥ 4+, (5)6+HCP	2�	♣ 4+, 6-9 HCP	3�	SPL, FG, 15+HCP
	1♥	♣ 4 ⁺ , (5)6 ⁺ HCP	2 💙	♥ 6, 0-6 HCP	3 🧡	SPL, FG, 15+HCP
	1♠	♦ 4 ⁺ , (5)6 ⁺ HCP	2	♠ 6, 0-6 HCP	3♠	SPL, FG, 15+HCP
	1NT	(5)6-10 HCP, bal	2NT	11-12, no M4	3NT	13-15, no M4
	2	10+HCP, 秦 4+, F1	3♣	PRE	4	PRE
0	other	1♣ - 4Major = to play				
1	1♥	♥ 4 ⁺ , (5)6 ⁺ HCP	2♥	ART, ♣ 5+	3♥	SPL, FG, 15+HCP
	1♠	♣ 4 ⁺ , (5)6 ⁺ HCP	2	♠ 6, 0-6 HCP	3	SPL, FG, 15+HCP
	1NT	(5)6-10 HCP, bal	2NT	11-12, no M4	3NT	13-15, no M4
	2	♣ 4+, FG	3♣	6-9, ♦4+	4	SPL, FG, 15+HCP
	2�	10+HCP, 🔶 4+, F1	3�	PRE	4�	PRE
c	other	1♦ - 4Major = to play				
1 🖤	1	♣ 4 ⁺ , (5)6 ⁺ HCP	2 💙	3 card raise, 6-9HCP	3♦	Weak, 7+cards, A or K
	1NT	(5)6-10 HCP, not 🛧4	2	5-5 minors, FG	3 💙	Pre-emptive, 0-5
	2	ART, INV 10-12(13)	2NT	6-13, ♥4+	3	SPL
:	2�	ART, FG, not ♥4	3♣	Weak, 7+cards, A or K	3NT	SPL (♦)
0	other	4 ♣/♦ = Splinters				
1	1NT	(5)6-10 HCP, bal	2	3 card raise, 6-9HCP	3♥	5-5 minors, FG
:	2	ART, INV 10-12(13)	2NT	6-13, ≜ 4+ or 10-13 ♥5 ≜ 3	3♠	PRE 0-5
:	2�	ART, FG	3♣	Weak, 7+cards, A or K	3NT	SPL (♥)
:	2 🧡	♥5+, FG	3�	Weak, 7+cards, A or K	4	SPL
C	other	4♦ = SPL	atura			
1NT :	3	Short 🔶	3♠	Short 🛧	4�	TRF 🛧
;	3�	Short 💙	3NT	to play	4 💙	to play
;	3 💙	Short 🛦	4	TFR 💙	4	to play
C	other	4NT = Quantitative				
24	2�	Negative or Waiting	2NT	10+HCP, Slam opp 23+BAL	3♥	NAT, solid 6+ card suit
:	2♥	NAT	3♣	NAT	3	NAT, solid 6+ card suit
:	2	NAT	3�	NAT	3NT	n/a
C	other	4 ♣/♦ = NAT, solid 6+ ca	ard s	uit (QJT98xx or better) a	nd o	ut!
2 🔶 :	2♥	Offer to play, ♥4+	3♣	TRF ♦6+, slammish	3	♣ & ♦ 55+, Slam value
	2	Puppet to 2NT	3♦	TRF ♥6+, slammish	3NT	Sets ≜s, starts cues
:	2NT	TRF 🛧, maybe signoff	3 💙	Shows \$5	4	TRF 💙
C	other	4♦ = TRF ♠, 4♥=55 Ma	ajors	no slam, 4 ቂ =55 Majors	slam	n interest, 4NT= Quant
Noto						

2♥ 2♠	NAT, F1	3♦	NAT, F1	3NT	To Play		
2NT	Ogust	3 💙	Pre-emptive	4♣	&4♦ = Splinters		
34	NAT, F1	3♠	SPL	4 💙	To Play		
other							
2 4 2NT	Ogust	3 💙	NAT, F1	4	&4♦ = Splinters		
3♣	NAT, F1	3	Pre-emptive	4 💙	SPL		
3�	NAT, F1	3NT	To play	4	To play		
other							
2NT 3🐥	PUP STAY / m5+ slam	3	minors 44+, FG	4�	NAT, slam interest		
3♦	TRF 💙	3NT	To play	4 💙	Majors 55+, no slam		
3 💙	TRF 👲	4	NAT, slam interest	4	Majors 55+, Slammish		
other	4NT = Quantitative						
	9	. C	ONVENTION	S			
Jnusual	NT: 2 non-touching su	its					
4th Suit	Forcing One round	٦			Game force		
NT Checkback X Priorities:							
Defence to 3NT opening							
	to Opening Twos						
Multi 2		ercal	, 2 ♥ and 2 ♠ = Take	e out of	the suit bid		
RCO style 2-s X=good hand or pen X of one suit. If ♣&♦ shown, 3♣=better ♥, 3♦=better ♠ Other 2-s							
	INT, 2C, 2D = odd, ra	nk o	r colour 2-suiter				
	; INT, 20, 20 - 000, 12						
to							
strong							
1♣/2♣							
Over 1N	T Interference						
Lebensohl - other uses over oppo weak 2 suit opening							
Take ou	t of 4 level pre-empts		4 ♣ /4♦ X				
4♥	х		4 ♠ X				
	10). (OTHER NOTE	S			

Notes