

4. BASIC RESPONSES

Jump raises - minors	10-12,4-c support. In competition, PRE [cuebid if invitational or better values]
Jump raises - Majors	10-11(12), 4-card support
Jump shifts after minor opening	Natural, weak at the 2 level
Jump shifts after Major opening	Natural, weak at the 2 level
Responses to strong 2 suit open.	2♦ = semi-automatic waiting bid. Others = Natural & 8+ Hcp
Responses to 2NT opening	3♣ = simple stayman. 3♦/♥ = transfer to ♥/♠

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead all except AK stiff	
Four or more with an honour	4th highest	
From 4 small	2nd highest (then up, down)	
From 3 cards (no honour)	Middle-up-down	
In partner's suit	As others, but top of 3 small if shown SUP	
Discards	McKenney	
Count	Low-high = even	
Signal on partner's lead:	Low encourage	
Signal on declarer's lead:	Count [V Suit contract, high [low] spot trump asks for high [low] other suit]	
Notes V NT, first card on their lead is attitude to continuation of opening lead suit (low= encourages)		
Count on P's lead: A led, Q in dummy /5+ level & K led (A lead denies K & asks for attitude) / v PRE		
Suit Preference if no further trick available in the suit / if giving ruff / if crossing to partner's winner		

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 1430 4♣ Gerber when? 1NT opening or strong 2NT

Slam Notes

Cue Bids 1st and 2nd round controls equally shown up the line.

Asking Bids RKCB ask-(interference)-?:Pass= 0 (after pass, X = penalty), X = 1 keycard

7. OTHER CONVENTIONS

Unassuming cue bid	
Pre-empt-(interference)-X = Penalty	
Ogust after weak 2 M opening, WJS, WJO/C	
INV+ Jacoby 2NT (on after interference)	
Splinters over 1Major opening	

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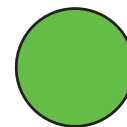
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	961426	Jasmine SKEATE
& Names:	1023152	Darren BRAKE
Basic System:	Standard American	
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♣	11/12+, 3	1♥	11/12+, 5
1♦	11/12+, 3	1♠	11/12+, 5
1NT	15-17	may contain 5 card Major <input checked="" type="checkbox"/>	

1NT Responses 2♣ Simple Stayman

2♦	5+ ♥ suit, 0+ points	2♠	Artificial enquiry
2♥	5+ ♠ suit, 0+ points	2NT	♣'s, 6-card sign off or 5-card FG
other	3♣ = ♦'s, 6-card sign off or 5-card FG. 3♦ = 3-c M, asks for any 5 card Major		

2♣ If BAL, 22+ (can include 5-c M). If UNBAL, within 1 playing trick of game & 4+ defensive tricks

2♦ 6♦ suit, about 6-10 Hcp

2♥ 6♥ suit, about 6-10 Hcp

2♠ 6♠ suit, about 6-10 Hcp

2NT 20-21 balanced, may have 5-c Major 3NT AKQx 7 or AKx 8 in a minor, no outside A/K

other

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♦	Jump overcalls	Weak
Responsive doubles through	4♦	Unusual NT	Lower 2 unbid suits
1NT overcall - immediate	15-17 with stop	Immediate cue of minor	(over 3+ minor) 5/5 in Majors
1NT overcall - re-opening	13-16 no stop promised	Immediate cue of Major	5 in other Major, 5 minor
Over weak twos	2NT = 15-17, X = Takeout	Over opening threes	X = Takeout
Over opponent's 1NT	X = penalty		
2♣ = Both Majors [ADV usually bids 2M or 2♦ (asks intervenor to pick their own best M)]			
2♦ or above = Natural (except 2NT = Both minors)			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+, 3-card suit	2♦ 2-5, 6-card suit	3♦ Weak, 7-card suit
1♥ 6+, 4-card suit	2♥ 2-5, 6-card suit	3♥ Weak, 7-card suit
1♠ 6+, 4-card suit	2♠ 2-5, 6-card suit	3♠ Weak, 7-card suit
1NT 8-10, no M unless 4333	2NT 10/11-12, balanced	3NT 13-15, balanced
2♣ 6-9/10, 4-c support	3♣ 10/11-12, 5-card suit	4♣ Pre-emptive
other If less than 8 points & cannot bid M or raise ♣, bid 1♦ rather than 1NT		
1♦ 1♥ 6+, 4-card suit	2♥ 2-5, 6-card suit	3♥ Weak, 7-card suit
1♠ 6+, 4-card suit	2♠ 2-5, 6-card suit	3♠ Weak, 7-card suit
1NT 6-9/10	2NT 10/11-12, balanced	3NT 13-15, balanced
2♣ 10+, 4-card suit	3♣ Weak, 7-card suit	4♣ Not used
2♦ 6-9/10, 4+ support	3♦ 10/11-12, 4-card suit	4♦ Pre-emptive
other		
1♥ 1♠ 6+, 4-card suit	2♥ 6-10, 3+ support	3♦ Weak, 7-card suit
1NT (5)6-9/10	2♠ 2-5, 6-card suit	3♥ 10-12, 4-card support
2♣ 10+, 4-card suit	2NT 10+, 4-card support	3♠ Concealed splinter, 10-12
2♦ 10+, 4-card suit	3♣ Weak, 7-card suit	3NT Specified splinter, 13-15
other		
1♠ 1NT (5)6-10	2♠ 6-10, 3+ support	3♥ Weak, 7-card suit
2♣ 10+, 4-card suit	2NT 10+, 4-card support	3♠ 10-12, 4-card support
2♦ 10+, 4-card suit	3♣ Weak, 7-card suit	3NT Concealed splinter, 10-12
2♥ 10+, 5-card suit	3♦ Weak, 7-card suit	4♣ Specified splinter, 13-15
other		
1NT 3♣ Transfer to ♦, S/O or FG	3♠ 0-1 ♠, 3♥, FG	4♦ Not used
3♦ 3-c M, asks for any 5-c M	3NT To play	4♥ To play
3♥ 0-1♥, 3♠, FG	4♣ Ace ask (Gerber)	4♠ To play
other 4NT = Natural quantitative invite in NT (as is over 1 level opening, eg 1♦-4NT)		
2♣ 2♦ 0+, Semi-auto waiting	2NT 8-12, mainly Q's & J's	3♥ Not used
2♥ 8+ Hcp, good 5-card suit	3♣ 8+ Hcp, good 5-card suit	3♠ Not used
2♠ 8+ Hcp, good 5-card suit	3♦ 8+ Hcp, good 5-card suit	3NT Not used
other 2♣-2♦; any suit [F1]-lower of cheaper minor (or 3NT over 3♦) = 0 trick (denies K or 2 Q's).		
2♦ 2♥ Invitational, NF	3♣ Asks if any shortage	3♠ F1 [Raise if 3-c or Qx SUP
2♠ Invitational, NF	3♦ Preemptive sign off	3NT To play
2NT Artificial, F, asks for info	3♥ F1 [Raise if 3-c or Qx SUP	4♣ Not used
other 2♦/♥/2♣-3♣; ? show shortage, rebid suit if no shortage & over 2M, 4M if AKQxxx		

Notes

(1any): Pass: (1NT): X = T/O

2♥ 2♠ F1 [Raise if 3-c or Qx SUP	3♦ F1 [Raise if 3-c or Qx SUP	3NT To play
2NT Artificial strong, Ogust	3♥ Preemptive sign off	4♣ Not used
3♣ Asks if any shortage	3♠ Not used	4♥ Make or sacrifice
other		
2♠ 2NT Artificial strong, Ogust	3♥ F1 [Raise if 3-c or Qx SUP	4♣ Not used
3♣ Asks if any shortage	3♠ Preemptive sign off	4♥ To play
3♦ F1 [Raise if 3-c or Qx SUP	3NT To play	4♠ Make or sacrifice
other		
2NT 3♣ Simple Stayman	3♠ Not used	4♦ Not used
3♦ 0+, 5-card ♥ suit	3NT To play	4♥ To play
3♥ 0+, 5-card ♠ suit	4♣ Ace ask (Gerber)	4♠ To play
other Same responses used after 2♣-2♦; 2NT		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round FG if after 4SF, RESP bids at 3 level Game force

NT Checkback Priorities:

Defence to 3NT opening If 3NT = m:X = PEN, 4♣ = both M, 4♦ = a M, 4M = M & a m, 4NT = S/T w m

Defence to Opening Twos If their opening bid is NAT or specifies a suit/s: Double = T/O

Multi 2♦ X = 12-15 bal, very strong 1 suiter or 19+. 2NT = NAT, 16-19, both M stopped

RCO style 2-s 1st X = values (16+/11+ in direct/passout), 2nd X (after their NAT or P/C bid) = T/O, 3rd X = PEN

Other 2-s (Unanchored suit opening, inc Multi 2)-Pass-(P/C or NAT bid)-? X = T/O, Qbid = NAT

Defence X = both M, 1NT = both minors, others are natural. All immediate bids are weak

to (1♣)-Pass-(1♦, negative)-? # X = both Majors # 1NT = both minors # others = NAT

strong (1♣)-Pass-(bid that shows a suit)-? # X = takeout, # NT = 2 lowest suits # others = NAT

1♣/2♣ Same defence is used against a Strong 2♣ or Strong 2♦ opening

Over 1NT Interference Natural. Our 2 level bids = weak, our 3 level bids = F1. QBid = FG Stayman

Lebensohl - other uses N/a [If they show suit at 2 level, X = PEN of suit shown, if at 3 lvl, X = T/O

Take out of 4 level pre-empts 4♣/4♦ Double

4♥ Double 4♠ Double

10. OTHER NOTES

1 level response to partner (or raise of their suit to 2 level) may be on shaded values

2/1 response by unpassed hand after RHO pass forces to 2NT & promises rebid (unless O bids 2NT or game)

2/1 response by UPH after RHO bids doesn't promise rebid unless O Qbids, jumps in original suit or bids new suit

If 1 lvl suit opening-(overcall through 2♥)-Pass-(Pass);? Opener reopens if 0-2 in O/C suit

If 1 minor opening could be short (a) 2minor = natural (b) cheapest jump shift = both majors

If they use artificial bid to show fit, X = T/O, not lead directing