

4. BASIC RESPONSES

Jump raises - minors	5-9 hcp, 5+ support
Jump raises - Majors	INV, 3+ support
Jump shifts after minor opening	at 2 level: 4-6 HCP, 6+ suit; at 3 level: SPL
Jump shifts after Major opening	SPL, forcing to 3M
Responses to strong 2 suit open.	Control responses, 3L 6+ suit with KQT or better
Responses to 2NT opening	3♣ inquiry, other bids pass or correct

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads 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	as above	
Discards	odds and evens	
Count	High-Low = Odd	
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:	Count	
Notes	reverse present count	

6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 1430	4♣ Gerber <input checked="" type="checkbox"/>	when? after 1NT opening
Slam Notes			
Cue Bids <input checked="" type="checkbox"/>	First		
Asking Bids <input type="checkbox"/>			

7. OTHER CONVENTIONS

mini splinters	
Blackout	
SWINE if our opening 1NT, 1NT overcall or	
balancing NT is doubled for penalties	

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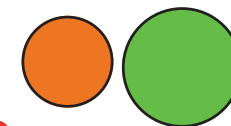
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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	423394	Jodi Tutty
& Names:	155020	Janet Kahler
Basic System:	Weak NT, 5 card Majors	
Brown Sticker	<input checked="" 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♣ (10)11-20HCP, 3+	1♥ (10)11-20HCP 5+	
1♦ (10)11-20HCP 3+	1♠ (10)11-20HCP 5+	
1NT 12-14HCP	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses 2♣ Lavings		
2♦ TRF to ♥	2♠ TRF to ♣	
2♥ TRF to ♠	2NT TRF to ♦	
other For majors: 3M=min, 4cd supp; new suit or 2NT=nat, 4cd supp, max		
2♣	21-22 bal, or gf unbal	
2♦	weak 6 card ♥, or 5/5 ♣/♠, 8 PT in ♦ or 23-24 bal	
2♥	weak 6 card ♠, or 5/5 ♣/♦, or 8PT in ♥, or 25-26 bal	
2♠	5/5 in non-touching suits, or 8PT in ♠, or 27+ bal	
2NT	5/5 in ♦/♥ or ♥/♠	3NT gambling, no outside guard
other		

2. PRE-ALERTS

Myxo Twos	
Toxic over 1NT	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	WK
Responsive doubles through	4♥	Unusual NT	lower unbid suits 5+/5+ wk or str
1NT overcall - immediate	15-18HCP (FOC)	Immediate cue of minor	♠ & another, 5+/5+WK or STR
1NT overcall - re-opening	11-14HCP (FOC)	Immediate cue of Major	OM+m, 5+/5+, WK or STR
Over weak twos	XXX + LEB; 2NT:15-18HCP	Over opening threes	X for T/O
Over opponent's 1NT	Over weak NT, X= pen, over strong NT, X = ♣ or reds;		
2♣=♦ or MM; 2♦=♥ or blacks; 2♥=♠ or mm; 2♠=♣/♥ or ♦/♠;			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+HCP 4+♦	2♦ 4-6 HCP, 6+♦	3♦ SPL 10-14 HCP
1♥ 5+HCP 4+♥	2♥ 6+♥, 4-6HCP	3♥ SPL 10-14 HCP
1♠ 5+HCP 4+♠	2♠ 6+♠, 4-6HCP	3♠ SPL 10-14 HCP
1NT 5-9 HCP	2NT 11-12HCP no 4 M	3NT 13-15HCP BAL no 4 M
2♣ 10+HCP 5+♣	3♣ 5+♣, 5-9hcp	4♣ PRE
other		
1♦ 1♥ 5+HCP 4+♥	2♥ 6+♥, 4-6HCP	3♥ SPL 10-14 HCP
1♠ 5+HCP 4+♠	2♠ 6+♠, 4-6HCP	3♠ SPL 10-14 HCP
1NT 5-9 HCP	2NT 10-12HCP no 4 M	3NT 13-15HCP no 4 M
2♣ 10+HCP 5+♣	3♣ SPL, 10-14 HCP	4♣ SPL 10-14 HCP
2♦ 10+HCP 5+♦	3♦ 5+♦, 5-9 HCP	4♦ PRE
other		
1♥ 1♠ 5+HCP 4+♠	2♥ 5-9HCP 3+♥	3♦ SPL, forcing to 3♥
1NT 5-9 HCP	2♠ 6+♠, 4-6HCP	3♥ INV, 3+♥
2♣ 10+ HCP, 4+♣	2NT GF raise, 3+♥*	3♠ SPL, 9-12
2♦ 10+ HCP, 4+♦	3♣ SPL, forcing to 3♥	3NT 12-15HCP BAL3♥
other	4♣ and 4♦ SPL 9-12HCP; help suit trials after 1♥ 2♥;	
1♠ 1NT 5-9 HCP	2♠ 5-9HCP 3+♠	3♥ SPL, forcing to 3♠
2♣ 110+ HCP, 4+♣	2NT GF raise, 3+♠*	3♠ INV, 3+♠
2♦ 10+ HCP, 4+♦d	3♣ SPL, forcing to 3♠	3NT 12-15HCP BAL3♠
2♥ 10+HCP 5+♥	3♦ SPL, forcing to 3♠	4♣ SPL 9-12 HCP
other	4♦ and 4♥ SPL 9-12 HCP	
1NT 3♣ 6+♣, slam interest	3♠ 6+♠, slam interest	4♦ NAT GF
3♦ 6+♦, slam interest	3NT to play	4♥ to play
3♥ 6+♥, slam interest	4♣ Gerber	4♠ to play
other	X=penalty after interference.	
2♣ 2♦ 0-1 ctrl or 5+ctrl	2NT 8-12<3CTRLs	3♥ GF 6+♥, KQT or better
2♥ 2 CTRLs	3♣ GF 6+♣, KQT or better	3♠ GF 6+♠, KQT or better
2♠ 3 CTRLs	3♦ GF 6+♦, KQT or better	3NT
other		
2♦ 2♥ P/C	3♣ P?C	3♠ P/C
2♠ P/C	3♦ NAT, F1	3NT to play
2NT STR enquiry	3♥ P/C	4♣ P/C
other	4♦ bid major; 4♥/4♠ to play	

Notes *1M-2NT: 3Y singleton/void; 3M non min, cues follow; 3NT 5-18 bal; 4Y 5 cd suit
After stong 2NT rebid: puppet stayman and transfers

2♥ 2♠ P/C	3♦ P/C	3NT to play
2NT STR enquiry	3♥ NAT, F1	4♣ P/C
3♣ P/C	3♠ P/C	4♥ to play
other	4♦ P/C, 4♠ to play; After 2♥ 2NT: 3m min; 3♥ max 5♣; 3♠ max 5♦	
2♠ 2NT STR enquiry	3♥ P/C	4♣ P/C
3♣ P/C	3♠ NAT F1	4♥ P/C
3♦ P/C	3NT to play	4♠ to play
other	as with 2♥	
2NT 3♣ STR enquiry	3♠ P/C	4♦ P/C
3♦ P/C	3NT to play	4♥ P/C
3♥ P/C	4♣ NAT, F1	4♠ P/C
other		

9. CONVENTIONS

Unusual NT: lower two unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: up the line

Defence to 3NT opening DBL=values,

Defence to Opening Twos X=15+, XXX, LEB NAT overcalls

Multi 2♦ X=15+, XXX, LEB, NAT overcalls

RCO style 2-s X=15+, XXX, LEB, NAT overcalls

Other 2-s X=15+, XXX, LEB, NAT overcalls

Defence 1 level=natural

to 1NT=♣ or reds; 2♣=♦ or MM; 2♦=♥ or blacks; 2♥=♠ or mm; 2♠=♣/♥ or ♦/♠;

strong (2♣):

1♣ / 2♣

Over 1NT Interference lebensohl

Lebensohl - other uses over weak 2s

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ 4NT

10. OTHER NOTES

In competition: ignore Xs and conventions on; after overcalls all conventions off.

Single and double cue raises in competition.

After a myxo two, doubles are P/C if suits not known.