

4. BASIC RESPONSES

Jump raises - minors	non forcing, balanced
Jump raises - Majors	non forcing, balanced
Jump shifts after minor opening	Natural, weak
Jump shifts after Major opening	Fit showing jump
Responses to strong 2 suit open.	
Responses to 2NT opening	to play

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A-Attitude K-Count	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle (low if an honour)	
In partner's suit	As above	
Discards	Odd/Even	
Count	High-Low = Even	
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:	Count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 3041	4♣ Gerber <input type="checkbox"/> when?
Slam Notes		
Cue Bids <input checked="" type="checkbox"/>		
Asking Bids <input type="checkbox"/>		

7. OTHER CONVENTIONS

Minorwood	

www.abf.com.au

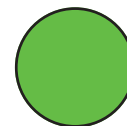
PDF Form Rev. 17K21 by RoL

MyRev. 0.2

Copyright © ABF 2017



**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	34312	Sue La Peyre
& Names:	158321	Margaret Kyburz
Basic System:	Standard	
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+♦	1♠ 11+, 5+♠	
1NT 14-17	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses 2♣ Lavings (range and 5 card suits)		
2♦ transfer to ♥	2♠ transfer to ♣	
2♥ transfer to ♠	2NT transfer to ♦	
other 3? = 6 card suit, 2 of top 3 honours (no other values)		
2♣	gameforce or 22-23 or 26-27 HCP bal	
2♦	weak 2♥ or 2♠ (6-10 HCP), or 20-21 or 24-25 HCP bal	
2♥	5/5 ♥ and another suit (maybe 5/4 non vul), 6-10 HCP	
2♠	5/5 ♠ and a minor (maybe 5/4 non vul), 6-10 HCP	
2NT	5/5 ♣ and ♦, 6-10 HCP	3NT gambling
other	Tend not to open balanced 11 counts	

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	3S	Jump overcalls	Weak (non-Vul) - Intermediate (Vul)
Responsive doubles through	3S	Unusual NT	♦+♣ over ♥/♠; Other Minor + ♥/♠ over Minor
1NT overcall - immediate	14-17	Immediate cue of minor	both majors
1NT overcall - re-opening	10-13	Immediate cue of Major	other major + minor
Over weak twos	T/O X + lebensohl (=weak)	Over opening threes	X
Over opponent's 1NT	2♣ = single suited; 2♦ = majors; 2♥/♠ = ♥/♠ and minor		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+ HCP,	4+♦	2♦ weak, to play	3♦ splinter
1♥ 5+ HCP,	4+♥	2♥ weak, to play	3♥ splinter
1♠ 5+ HCP,	4+♠	2♠ weak, to play	3♠ splinter
1NT 8-10 HCP,	4+♣	2NT 15+ HCP, 4+ ♣	3NT 12-14 HCP, 4+ ♣
2♣ 5-7 HCP,	4+♣	3♣ 10-11 HCP, 5+♣	4♣ Minorwood
other			
1♦ 1♥ 5+ HCP	4+♥	2♥ weak, to play	3♥ splinter
1♠ 5+ HCP	4+♠	2♠ weak, to play	3♠ splinter
1NT 5-9 HCP (no major)		2NT 15+ HCP, 4+ ♦	3NT 12-14 HCP, 4+ ♦
2♣ 10+ HCP	4+♣	3♣ weak, to play	4♣ splinter
2♦ 5-9 HCP,	4+♦	3♦ 11-12 HCP, 5+ ♦	4♦ Minorwood
other			
1♥ 1♠ 5+ HCP, 4+ ♠	2♥ 5-9 HCP, 3+ ♥	3♦ fit showing jump	
1NT 5-9 HCP	2♠ fit showing jump	3♥ 10-11 HCP, 4+ ♥	
2♣ 4+ ♣, 10+ HCP	2NT 15+ HCP, 4+ ♥	3♠ splinter	
2♦ 4+ ♦, 10+ HCP	3♣ fit showing jump	3NT 12-14, 4+ ♥	
other			
1♠ 1NT 5-9	2♠ 6-9 HCP, 3+ ♠	3♥ fit showing jump	
2♣ 4+ ♣, 10 + HCP	2NT 15+ HCP, 4+ ♠	3♠ 10-11, 4+ ♠	
2♦ 4+ ♦, 10 + HCP	3♣ fit showing jump	3NT 12-14, 4+ ♠	
2♥ 4+ ♥, 10 + HCP	3♦ fit showing jump	4♣ splinter	
other			
1NT 3♣ 6♣, 2 of top 3 honours	3♠ 6♠, 2 of top 3 honours	4♦	
3♦ 6♦, 2 of top 3 honours	3NT to play	4♥ to play	
3♥ 6♥, 2 of top 3 honours	4♣	4♠ to play	
other			
2♣ 2♦ negative or waiting	2NT 8-10 bal, 1 or less QT	3♥	
2♥ 1.5+ QT, 4+♥	3♣ 1.5+ QT, 5+♣	3♠	
2♠ 1.5+ QT, 4+♠	3♦ 1.5+ QT, 5+♦	3NT	
other			
2♦ 2♥ pass or correct	3♣ to play	3♠ pass or correct	
2♠ pass or correct	3♦ to play	3NT to play	
2NT enquiry	3♥ pass or correct	4♣	
other			

Notes fit showing jump => long suit (5+), trump fit, and a singleton or void

2♥ 2♠ pass or correct	3♦ to play	3NT to play
2NT enquiry	3♥ to play	4♣ to play
3♣ to play	3♠ to play	4♥ to play
other		
2♠ 2NT enquiry	3♥ to play	4♣ to play
3♣ pass or correct	3♠ to play	4♥ to play
3♦ to play	3NT to play	4♠ to play
other		
2NT 3♣ to play	3♠ to play	4♦ to play
3♦ to play	3NT to play	4♥ to play
3♥ to play	4♣ to play	4♠ to play
other		

9. CONVENTIONS

Unusual NT: Both Minors over a Major; Other Minor plus a Major over a Minor

4th Suit Forcing One round Game force

NT Checkback Priorities:

Defence to 3NT opening

Defence to Opening Twos 2NT=16-19 BAL, DBL = 15+ HCP and lebensohl

Multi 2♦ 2NT=16-19 BAL, DBL = 15+ HCP and lebensohl

RCO style 2-s 2NT=16-19 BAL, DBL = 15+ HCP and lebensohl

Other 2-s

Defence 1♣: X = majors; 1NT = minors; suits natural

to

strong (2♣):

1♣ / 2♣

Over 1NT Interference lebensohl

Lebensohl - other uses

Take out of 4 level pre-empts

4♣/4♦

4♥

4♠

10. OTHER NOTES