

4. BASIC RESPONSES

Jump raises - minors	N/A
Jump raises - Majors	Mixed. 7-9 HCP, 4 support.
Jump shifts after minor opening	N/A
Jump shifts after Major opening	oM=natural GF. 3m=3cM GF with better minor.
Responses to strong 2 suit open.	N/A
Responses to 2NT opening	3m NF. 3M F1.

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead (but Q from AKQ)	10 shows interior sequence.
Four or more with an honour	4th highest (10 not an honour)	9 led from 109x
From 4 small	2nd highest	Top
From 3 cards (no honour)	Middle	Top
In partner's suit	Low from 3 small if not raised	
Discards	Low Encourage	
Count	Low-High = Even	
Signal on partner's lead:	Attitude, then Count	
Signal on declarer's lead:	1st = Suit Preference	
Notes		
10 switches mid-hand show an interior sequence (against both Suits and NTs).		

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 1430 4♣ Gerber when? Lord please help me no

Slam Notes

Cue Bids

Asking Bids

7. OTHER CONVENTIONS

1Y (X) XX = Long in either minor	1R (oM) X = penalty
1R (2m) X = 5+oM	1♠ (bid) X = penalty
1R (bid) system on	1NT (bid) X = penalty
	2Y (bid) X = penalty

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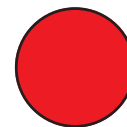
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Weak 2m - 2NT puppets 3♣ then:
- 3♦ = 5-5 Majors, choice of games
- 3M = exactly 5 card Major, choice of games



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	893005	Tomer Libman
& Names:	925160	Matt Smith
Basic System:	Inaccuracy	
Brown Sticker	<input type="checkbox"/>	Classification: Green <input type="checkbox"/> Blue <input type="checkbox"/> Red <input checked="" type="checkbox"/> Yellow <input type="checkbox"/>

1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ STRONG, 16+ HCP, any shape	1♥ 4+♠ <4♥, 10-15
1♦ 4+♥, <4♠, 10-15	1♠ No 4-card Major, 10-15
1NT 4+/4+ MAJORS, 10-15 HCP	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ Natural NF	
2♦ Natural NF	2♠ Natural NF
2♥ Natural NF	2NT General GF
other After Strong NT (through 1♣) at any level, simple stayman & transfers	

2♣ Weak 5-9 HCP, (4)5+♣

2♦ Weak, 5-9 HCP, (4)5+♦

2♥ Weak, 5-9 HCP, 6♥

2♠ Weak, 5-9 HCP, 6♠

2NT (4)5+-4+ MINORS 5-9HCP

3NT To play, any

other

2. PRE-ALERTS

Transfer Openings	2♣ opening is a weak 2
1♠ Opening denies a 4 card Major	X=penalty after our 1♣/1NT opening
1NT Opening shows Both Majors 4+ 4+	minor suits often show major(s)

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	N/A	Jump overcalls	weak
Responsive doubles through	4♦	Unusual NT	Lower 2 unbid suits
1NT overcall - immediate	15-18 BAL	Immediate cue of minor	Michaels 5-5 Majors, any
1NT overcall - re-opening	11-14 BAL	Immediate cue of Major	5OM + 5m, any
Over weak twos	2NT 16-18, T/O X with leb.	Over opening threes	3m-(4m) Michaels, T/O X
Over opponent's 1NT	2♣ = ♥+♠, other natural, X=pen (next X T/O),		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ no major, any	2♦ 5♠ any	3♦ 6♠ 4♥
1♥ 4♥, any	2♥ 6♥ GF	3♥ 7+♥
1♠ 4♠, any	2♠ 6♠ GF	3♠ 7+♠
1NT Both Majors 4+ 4+	2NT 5-5 Majors	3NT 6-6 Majors
2♣ 5♥ any	3♣ 6♥ 4♠	4♣
other 1M by opener is 5+M NF. jump rebids by opener = 5+ GF.		
1♦ 1♥ Weak, long minor	2♥ 3+♥ 6-10	3♥ 4+H 7-9 hcp
1♠ 5+♠ NF	2♠ 5♠ GF	3♠ 6♠ GF
1NT to play	2NT Jacoby GF	3NT to play
2♣ ♥ invite (3+cards)	3♣ 3♥ GF, better ♣ > ♦	4♣
2♦ ♠ invite (5+cards)	3♦ 3♥ GF, better ♦ > ♣	4♦
other		
1♥ 1♠ Weak, long minor	2♥ 5+♥ NF	3♦ 3♠ GF, better ♦ > ♣
1NT to play	2♠ 3+♠ 8-10	3♥ 6+♥ GF
2♣ ♥ invite (5+cards)	2NT Jacoby GF	3♠ 4+S 7-9 hcp
2♦ ♠ invite (3+cards)	3♣ 3♠ GF, better ♣ > ♦	3NT to play
other 4♥ to play. 4m = void.		
1♠ 1NT to play	2♠ 6♠ invite	3♥ 6+♥ GF
2♣ P/C	2NT artificial GF	3♠ 6+♠ GF
2♦ 5-5 Majors, F1.	3♣ 5♥ GF	3NT to play
2♥ 6♥ NF (up to invite)	3♦ 5♠ GF	4♣
other		
1NT 3♣ 4+H, INV+	3♠ mixed raise ♠	4♦
3♦ 4+S, INV+	3NT to play	4♥ to play
3♥ mixed raise ♥	4♣	4♠ to play
other 1NT ... 2♣ = 3H invite. 2♦ = 3S invite.		
2♣ 2♦ NF	2NT Puppets 3♣ (all GFs)	3♥ GF 6+♥
2♥ NF	3♣ PRE	3♠ GF 6+♠
2♠ NF	3♦ PRE	3NT to play
other		
2♦ 2♥ NF	3♣ NF	3♠ GF 6+♠
2♠ NF	3♦ PRE	3NT to play
2NT Puppets 3♣ (all GFs)	3♥ GF 6+♥	4♣
other		

Notes

2♥ 2♠ NF	3♦ NF	3NT to play
2NT Puppets 3♣ (all GFs)	3♥ PRE	4♣
3♣ NF	3♠ GF 6+♠	4♥ to play
other 4♠ to play, 4NT RKCB		
2♠ 2NT Puppets 3♣ (all GFs)	3♥ GF 6+♥ !!!!	4♣
3♣ NF	3♠ PRE	4♥ to play
3♦ NF	3NT to play	4♠ to play
other		
2NT 3♣ NF	3♠ 5+♠ F1	4♦ PRE
3♦ NF	3NT to play	4♥ to play
3♥ 5+♥ F1	4♣ PRE	4♠ to play
other 4NT pick a minor		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round N/A Game force

NT Checkback Priorities: N/A

Defence to 3NT opening X Majors. 4m t/o of minor. else natural.

Defence to Opening Twos 2NT=16-18 BAL

Multi 2♦ X = 13-15 bal, 2♥ = T/O ♥, 2♠ = T/O ♠

RCO style 2-s X = 13+ any, natural overcalls

Other 2-s same above

Defence (1♣): {Replace with your defence to strong 1♣ openings}

to

strong (2♣): X Majors. NT Minors.

1♣ / 2♣

Over 1NT Interference lebensohl (2-level weak, cuebids are 4-card major asks)

Lebensohl - other uses over weak two T/O doubles

Take out of 4 level pre-empts 4♣/4♦ X = T/O, other nat

4♥ X = T/O, 4NT = 2 places 4♠ X = convertible, 4NT = 2 places

10. OTHER NOTES
