

4. BASIC RESPONSES

Jump raises - minors	10-12, (4)5-card support, no 4-card Major
Jump raises - Majors	10-12, 4-card support
Jump shifts after minor opening	Natural, weak
Jump shifts after Major opening	Natural, weak
Responses to strong 2 suit open.	2♦ = semi-automatic waiting bid. Others = Natural & 8+
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	Low Encourage	
Count	Low-high = even	
Signal on partner's lead:	Low encourage	
Signal on declarer's lead:	Count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 1430 4♣ Gerber when? If 4♣ is jump over NAT NT

Slam Notes

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

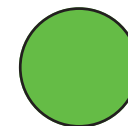
Asking Bids

7. OTHER CONVENTIONS

Unassuming cue bid	
Pre-empt-(interference)-X = Penalty	
Ogust after weak 2 M opening, WJS, WJO/C	
4th Suit Forcing	
www.abf.com.au	Lebensohl-type bids
PDF Form Rev. 17D23 by RoL	Standard Splinters over 1Major opening
MyRev. 2018-06-25 11:09	
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	1023152	Darren Brake
& Names:	961426	Jasmine Skeate 2018 ANC Qld Youth Team Card 2
Basic System:	2 over 1 with semi-forcing NT	
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+, 5
1♦	11/12+, 3	1♠	11+, 5
1NT	15-17	may contain 5 card Major <input checked="" type="checkbox"/>	

1NT Responses	2♣ Simple Stayman
2♦ ♥'s	2♠ ♣'s or balanced invitational hand
2♥ ♠'s	2NT ♦'s or weak both minors
other 3♣ = Modified Puppet Stayman [Opener's rebid of 3♦ = no 5-c Major]	

2♣	If balanced, 22+. If unbalanced, within 1 trick of game & 4+ defensive tricks
2♦	5-10, 6-card suit
2♥	5-10, 6-card suit
2♠	5-10, 6-card suit
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	Lowest 2 unbid suits, 5-5
1NT overcall - immediate	15-18 with stop	Immediate cue of 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 [advancer usually bids 2M or 2♦ (asks intruder to pick their best M)]			
2♦ = 6-card suit [2♥ = P/C]. 2Major = 5-card Major & 4+card minor. 2NT = Both minors. 3 lvi = NAT			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+, 3	2♦ 2-5, 6	3♦ 2-7, 7
1♥ 6+, 4	2♥ 2-5, 6	3♥ 2-7, 7
1♠ 6+, 4	2♠ 2-5, 6	3♠ 2-7, 7
1NT 8-(9)10	2NT (10)11-12, balanced	3NT 13-15, balanced
2♣ 6-(9)10, 4	3♣ 10-12, (4)5	4♣ Pre-emptive
other		
1♦ 1♥ 6+, 4	2♥ 2-5, 6	3♥ 2-7, 7
1♠ 6+, 4	2♠ 2-5, 6	3♠ 2-7, 7
1NT 6-(9)10	2NT (10)11-12, balanced	3NT 13-15, balanced
2♣ 10+, 4	3♣ 2-7, (6)7	4♣ Pre-emptive
2♦ 6-(9)10, 4	3♦ 10-12, (4)5	4♦ Pre-emptive
other		
1♥ 1♠ (5)6+, 4	2♥ 6-(9)10, 3	3♦ 2-7, 7
1NT (5)6-12, Semi-forcing	2♠ 2-5, 6	3♥ 9-11, 4
2♣ 12+, 4	2NT (10)11-12, balanced	3♠ Splinter
2♦ 12+, 4	3♣ 2-7, (6)7	3NT 13-15, BAL, 3-c support
other		
1♠ 1NT (5)6-12, Semi-forcing	2♠ 6-(9)10, 3	3♥ 2-7, 7
2♣ 12+, 4	2NT (10)11-12, balanced	3♠ 10-12, 4
2♦ 12+, 4	3♣ 2-7, 7	3NT 13-15, balanced
2♥ 12+, 5	3♦ 2-7, 7	4♣ Splinter
other		
1NT 3♣ Modified Pup. Stayman	3♠ 0-1 ♠, 3♥, FG	4♦ Not used
3♦ 0-1-c minor, 5+ in other m	3NT To play	4♥ To play
3♥ 0-1♥, 3♠, FG	4♣ Ace ask (Gerber)	4♠ To play
other		
2♣ 2♦ 0+, Semi-auto waiting	2NT 8-12, mainly Q's & J's	3♥ Not used
2♥ 8+, good 5-card suit	3♣ 8+, good 5-card suit	3♠ Not used
2♠ 8+, good 5-card suit	3♦ 8+, 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 ^[1]	3♣ Asks for any shortage ^[2]	3♠ Natural, Forcing ^[1]
2♠ Invitational, NF ^[1]	3♦ Preemptive sign off	3NT To play
2NT Artificial strong, Ogust	3♥ Natural, Forcing ^[1]	4♣ Not used
other		

Notes [1] O raises with 3-c or Qx SUP, rebids suit with min, shows feature, 3oM if AKQx6
 [2] Opener shows any shortage, rebids his suit with no shortage, (if M) bids game if AKQx6

2♥ 2♠ Natural, Forcing ^[1]	3♦ Natural, Forcing ^[1]	3NT To play
2NT Artificial strong, Ogust	3♥ Preemptive sign off	4♣ Not used
3♣ Asks for any shortage ^[2]	3♠ Not used	4♥ Make or sacrifice
other		
2♠ 2NT Artificial strong, Ogust	3♥ Natural, Forcing ^[2]	4♣ Not used
3♣ Asks for any shortage ^[2]	3♠ Preemptive sign off	4♥ Make or sacrifice
3♦ Natural, Forcing ^[1]	3NT To play	4♠ Make or sacrifice
other		
2NT 3♣ Simple Stayman	3♠ 5-4 in minors	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 after 2♣-2♦; 2NT		

9. CONVENTIONS

Unusual NT: Lowest 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities:

Defence to 3NT opening If 3NT = minor/s. Same defence as defending against 1NT opening

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 Same defence as defending against Multi 2♦

Other 2-s (Unanchored suit opening, inc Multi 2/RCO)-Pass-(P/C or NAT bid)-? X=T/O, Qbid of P/C = 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 Lebensohl-type bids. If interf = X/2♣, ignore (if 2♣ (not MM), X=Stayman)

Lebensohl - other uses Over weak 2's.

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

4♥ Double 4♠ Double

10. OTHER NOTES
