

## 4. BASIC RESPONSES

Jump raises - minors		Other: 5 - 9, 5+ support
Jump raises - Majors		Other: 5 - 9, 4+ support
Jump shifts after minor opening	Game forcing splinter	
Jump shifts after Major opening	Game forcing splinter	
Responses to strong 2 suit open.	2♦ = <2 controls, all else = 2+ controls & game forcing	
Responses to 2NT opening	3♣ stayman; 3♦ trf to ♥; 3♥ trf to ♠; 3♠ 4+ 4+ minor suit stayman GF	

## 5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	over lead all except AK	Overlead all except AK
Four or more with an honour	4th highest	4th highest
From 4 small	2nd highest	2nd highest
From 3 cards (no honour)	Middle	Middle
In partner's suit	highest or small from an honour	highest or small from an honour
<b>Discards</b>	Low encourage	reverse count
<b>Count</b>	only where required (reverse)	low-high = even
<b>Signal</b> on partner's lead:	reverse attitude	rev count (except opening hnr lead)
<b>Signal</b> on declarer's lead:	reverse attitude suits, and reverse count against NT contracts	
<b>Notes</b>		

## 6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB see note	4♣ Gerber <input type="checkbox"/> when? never
<b>Slam Notes</b>	5NT = trump ask for top 3 honours: responses 6♣=0, 6♦=1, 6♥=2, 6♠=3	
Cue Bids <input checked="" type="checkbox"/>		
Asking Bids <input type="checkbox"/>		

## 7. OTHER CONVENTIONS

Blackwood responses:	
0, 1, 2 without Q, 2 with Q, 3 without Q, 3 with Q	

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AUSTRALIAN BRIDGE  
FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	197165	Judy Hocking
& Names:	197688	Kevin Lange
Basic System:	Natural	
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♣ 10+ 3+ ♣	1♥ 10+ 4+ ♥	
1♦ 10+ 4+ ♦	1♠ 10+ 5+ ♠	
1NT 14 -16 bal.	may contain 5 card Major <input checked="" type="checkbox"/>	
<b>1NT Responses</b>	2♣ Simple Stayman	Other:
2♦ trf to ♥	2♠ GF Baron	
2♥ trf to ♠	2NT trf to minor, weak; or slam try in a minor	
other 1NT, 3♥/♠ slam try in a major. 1NT 3♣/3♦ 6 card suit to 2 of the top 3 honours - invite		
2♣ 23+ bal or 19+ unbal		
2♦ 8-11, 4+ ♥ 4+♠		
2♥ 8-11, 5+ ♥ can be 5332 or hold 4+ suit outside		
2♠ 8-11, 5+ ♠ can be 5332 or hold 4+ suit outside		
2NT bal 21-22	3NT gambling, long solid minor	
other		

## 2. PRE-ALERTS

Refer to 2 level openings	Occasionally a 3rd suit bid may be 3+
Also opening 2♦, 2♥ & 2♠ bids may be	
lighter in 3rd seat	

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	weak to intermediate (to vulnerability)
Responsive doubles through	4♠	Unusual NT	majors or minors
1NT overcall - immediate	15-18	Immediate cue of minor	5-5 other minor + major (excl 2♣)
1NT overcall - re-opening	15-18	Immediate cue of Major	5-5 other major + minor
Over weak twos	x = t/o, 2nt = 15-18bal	Over opening threes	x = takeout
Over opponent's 1NT	x=penalties, 2♣ - any single suiter, 2♦ - 4+4+majors, 2♥ or 2♠ 5+ suit 4+ minor		
	2nt=minors 3♣, ♦, ♥, ♠ pre-emptive		
Note: 1♣ by opposition, 2♣ by us is natural			

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+	2♦ G/F Splinter singleton	3♦ G/F SPL void
1♥ 4+♥	2♥ G/F Splinter singleton	3♥ G/F SPL void
1♠ 4+♠	2♠ G/F Splinter singleton	3♠ G/F SPL void
1NT 6-9pts no major	2NT 10+pts 4+♣ no void	3NT 13-15 (normally 4333)
2♣ 6-9pts 4 card ♣	3♣ 5 - 9 pts 5+♣	4♣
other Will show support in preference to bidding 1 of a (4 card) major		
1♦ 1♥ 4+♥	2♥ G/F Splinter singleton	3♥ G/F SPL void
1♠ 4+♠	2♠ G/F Splinter singleton	3♠ G/F SPL void
1NT 6-9pts no major	2NT 10+pts 4+ d, no void	3NT 13-15 (normally 4333)
2♣ 10+ 4+♣	3♣ G/F SPL singleton	4♣ G/F SPL void
2♦ 6 - 9 pts, 4 card ♦	3♦ 5 - 9 pts 5+d	4♦
other Will show support in preference to bidding 1 of a (4 card) major		
1♥ 1♠ 4+♠	2♥ 6 - 9pts 3+♥	3♦ G/F Splinter - singleton
1NT 6-9pts, no 4 card ♠ suit	2♠ G/F Splinter singleton	3♥ 6-9pts 4+♥, no shortage
2♣ 4+♣	2NT 10+pts 4+♥ no shortage	3♠ G/F SPL void
2♦ 10+ 4+♦	3♣ G/F SPL singleton	3NT 13-15 (normally 4333)
other 4♣/4♦ = Splinter void		
1♠ 1NT 6-9pts no major	2♠ 6 - 9pts 3+♠	3♥ G/F Splinter singleton
2♣ 4+♣	2NT 10+pts 4+♠ no shortage	3♠ 6-9pts 4+♠ no shortage
2♦ 4+♦	3♣ G/F SPL singleton	3NT 13-15 (normally 4333)
2♥ 10+4+♥	3♦ G/F SPL singleton	4♣ G/F SPL void
other 4♦ = G/F Splinter void		
1NT 3♣ 6+♣ 2 of top 3hrs weak	3♠ slam try spades	4♦ 6+suit, demands cues
3♦ 6+♦ 2 of top 3hrs weak	3NT to play	4♥ to play
3♥ slam try hearts	4♣ 6+suit, demands cues	4♠ to play
other		
2♣ 2♦ less than 2 controls	2NT 2+ controls; 5+ ♣	3♥ 2+ cont; bal, no maj, 4-8
2♥ 2+ controls 5+ ♥	3♣ 2+controls 5+ ♦	3♠ Balanced, 9+ pts
2♠ 2+controls 5+ ♠	3♦ 2+ cont; bal with maj; 4-8	3NT not applicable
other after 2♣ 3♠: 4♥ would be correctible		
2♦ 2♥ to play	3♣ to play	3♠ to play
2♠ to play	3♦ to play	3NT to play
2NT ask **	3♥ to play	4♣
other ** responses: 3♣=min 4-4, 3♦=max 4-4, 3♥=5+♥ 4♠, 3♠=5+♠ 4♥, 3nt=5+5+majors		

**Notes** After a 2♣ opening, 2♦ response 2♥ is a GF (any suit)

2♠ is a 2nd negative (less than 1 control), 2NT= 5+♣, 3♣, 3♦, 3♥ are all transfers

3♠= 1 control, balanced

2♥ 2♠ to play	3♦ to play	3NT to play
2NT shape ask	3♥ to play	4♣ (or 4♦) splinter
3♣ to play	3♠ splinter	4♥ to play
other 2♥ - 4♦ = splinter		
2♠ 2NT shape ask	3♥ to play	4♣ (or 4♦) splinter
3♣ to play	3♠ to play	4♥ splinter
3♦ to play	3NT to play	4♠ to play
other 2♠ - 4♦ splinter		
2NT 3♣ stayman	3♠ 4+4+ minors	4♦ sets suit demands cues
3♦ trf to ♥	3NT to play	4♥ to play
3♥ trf to ♠	4♣ sets suit demands cues	4♠ to play
other		

## 9. CONVENTIONS

<b>Unusual NT:</b>	majors or minors	
<b>4th Suit Forcing</b>	One round <input type="checkbox"/>	Game force <input checked="" type="checkbox"/>
<b>NT Checkback</b>	<input type="checkbox"/> Priorities: (Not played)	
<b>Defence to 3NT opening</b>	x - lead spades if no natural suit bids have been made. Also see notes	
<b>Defence to Opening Twos</b>	x = Takeout, other bids natural	
Multi 2♦	x - 16+, 2NT - 15-18 bal.	
RCO style 2-s	x - 16+, 2NT - 15-18 bal	
Other 2-s	specific 2s x = Takeout of the highest rank suit (except ♥&♠) otherwise natural	
<b>Defence</b>	1 level bids are lead directing	
<b>to</b>	1NT = any single suiter	
<b>strong</b>	DONT at 2 level (2♣, ♦, ♥ = lower 2 of suits) ; 2NT - minors (5+5+)	
<b>♣</b>	2♠ and higher bids are pre-emptive	
<b>Over 1NT Interference</b>	lebensohl	
<b>Lebensohl - other uses</b>	over oppos weak 2:x from pd: 2NT is transfer to C (correctable) & weak	
<b>Take out of 4 level pre-empts</b>	4♣/4♦	x
	4♥	x
	4♠	x

## 10. OTHER NOTES

Further defence to 2NT or 3NT opening by opposition: Capiletti