

4. BASIC RESPONSES

Jump raises - minors	(4)5+ support, 4-8 HCP
Jump raises - Majors	4+ support, 4-8 HCP
Jump shifts after minor opening	GF/Natural (Fit showing by passed hand)
Jump shifts after Major opening	Fit showing
Responses to strong 2 suit open.	N/A
Responses to 2NT opening	Puppet stayman, transfers and 3♠ minors

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A=ATT; K=CT	Overlead, A=CT; K=ATT
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	Xx xxX Hx	
Discards	(1st discard) Odd=enc, Even=SP	
Count	Low-High = Even	
Signal on partner's lead:	Reverse count	
Signal on declarer's lead:	Reverse count	
Notes	Reverse attitude in cashout, or on lead of A (suits) or K (NT)	
	Count signals are reverse present count	

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/>	when?
Slam Notes			
Cue Bids <input checked="" type="checkbox"/>	1st or 2nd		
Asking Bids <input type="checkbox"/>			

7. OTHER CONVENTIONS

Splinters	Gazzilli
Fit-showing jumps	"I want to bid on" doubles by Donkey
Lebensohl over opener's reverses	opener
MYZ	
One-way checkback after 1♥-1♠-1N	

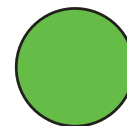
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	889237	Dee Harley
& Names:	44040	David Morgan
Basic System:	5 card majors with weak 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 <input type="checkbox"/>
1♣ 3♣, 11+pts	1♥ 5♥, 11+pts	
1♦ 3♦, 11+pts	1♠ 5♠, 11+pts	
1NT 11-14 pts	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses		
2♣ simple stayman		
2♦ TFR=>♥	2♠ TFR=>♣ (3♣ super)	
2♥ TFR=>♠	2NT TFR=>♦ (3♦ super)	
other 3 level bids are submarine splinter (suit below singleton), 4♣/♦ = TFR=>H/S		
2♣ Strong with 2♦ negative		
2♦ Weak, 6-10 pts, 4+♦ and 4+♠, at least 9 cards in the two suits		
2♥ Weak, 6-10 pts, 4+♥ and 4+♠, at least 9 cards in the two suits		
2♠ Weak, 6-10 pts, 4+♣ and 4+♠, at least 9 cards in the two suits		
2NT 20-bad 22 balanced	3NT Gambling, no outside A or K	
other		

2. PRE-ALERTS

Donkey 2 openers (2♦/♥/♠)	
Over your 1♣, 2♣ = NAT, 2♦ = 5H and 5S	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak
Responsive doubles through	4♥	Unusual NT	2NT lowest 2 suits
1NT overcall - immediate	15-18 pts	Immediate cue of minor	(1m) 2♣ nat. (1m) 2♦ Majors
1NT overcall - re-opening	11-15	Immediate cue of Major	Major + a minor 5+-5+
Over weak twos	X = takeout, Lebensohl	Over opening threes	Double = takeout
Over opponent's 1NT	2♣ = ♥ + other, 2♦ = ♠ +m, 2M=M (single)		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ HCP, 4+♦	2♦ Strong	3♦ 0-1♦, 6+♣, 10-13 HCP
1♥ 6+ HCP, 4+♥	2♥ Strong	3♥ 0-1♥, 5+♣, 10-13 HCP
1♠ 6+ HCP, 4+♠	2♠ Strong	3♠ 0-1♠, 5+♣, 10-13 HCP
1NT 5-9 HCP, 4+♣	2NT GF 15+, bal	3NT 12-15, bal
2♣ 4+♣, 10+ pts	3♣ (4)5+♣ 4-8 HCP	4♣ Preempt
other Jump Shift by a passed hand is fit showing		
1♦ 1♥ 6+ HCP, 4+♥	2♥ Strong	3♥ 0-1♥, 5+♦, 10-13 HCP
1♠ 6+ HCP, 4+♠	2♠ Strong	3♠ 0-1♠, 5+♦, 10-13 HCP
1NT 5-9 HCP	2NT 15+, bal	3NT 12-15, bal
2♣ 4+♣, 10+ pts	3♣ Strong	4♣ 0-1♣, 6+♦, 10-13 HCP
2♦ 4+♦, 10+pts	3♦ (4)5+♦, 4-8 HCP	4♦ Preempt
other Jump Shift by a passed hand is fit showing		
1♥ 1♠ 6+ pts, 4+♠	2♥ 3+♥, 4-10 HCP	3♦ Fit showing (5-6♦, 3♥)
1NT 6-9 pts	2♠ Fit showing (5-6♠, 3♥)	3♥ 4+♥, 4-8 HCP
2♣ 4+♣, 10+ pts	2NT 4+♥, 9+HCP	3♠ 0-1♠, 4+♥, 9-12 HCP
2♦ 4+♦, 10+ pts	3♣ Fit showing (5-6♣, 3♥)	3NT 4333, 13-15, choice
other Jump Shift by a passed hand is fit showing		
1♠ 1NT 6-9 pts	2♠ 3+♠, 4-10 HCP	3♥ Fit showing (5-6♥, 3♠)
2♣ 3+♣, 10+ pts	2NT 4+♠, 9+HCP	3♠ 4+♠, 4-8 HCP
2♦ 4+♦, 10+ pts	3♣ Fit showing (5-6♣, 3♠)	3NT 4333, 13-15, choice
2♥ 5+♥, 10+ pts	3♦ Fit showing (5-6♦, 3♠)	4♣ Splinter
other Jump Shift by a passed hand is fit showing		
1NT 3♣ GF 0-1♦	3♠ GF 0-1♣	4♦ 6+♠
3♦ GF 0-1♥	3NT To play	4♥ To play
3♥ GF 0-1♠	4♣ 6+♥	4♠ To play
other		
2♣ 2♦ Negative or waiting	2NT 8-10 HCP balanced	3♥ Solid suit
2♥ Natural positive	3♣ Natural positive	3♠ Solid suit
2♠ Natural positive	3♦ Natural positive	3NT Not defined
other		
2♦ 2♥ Natural, NF	3♣ Natural, NF	3♠ Less than INV
2♠ To play	3♦ Less than INV	3NT To play
2NT Strong enquiry 12+	3♥ 6+♥, INV	4♣
other Over 2NT 3♣/♦ = min, long ♦/♠, 3♥+ = max		

Notes

2♥ 2♠ To play	3♦ Natural, NF	3NT To play
2NT Strong enquiry 12+	3♥ Less than INV	4♣
3♣ Natural, NF	3♠ Less than INV	4♥ To play
other		
2♠ 2NT Strong enquiry 12+	3♥ Natural, NF	4♣ Less than INV
3♣ To play	3♠ Less than INV	4♥ To play
3♦ Natural, NF	3NT To play	4♠ To play
other		
2NT 3♣ Puppet stayman	3♠ ♣ and ♦	4♦ TFR=>♥
3♦ Transfer to ♥	3NT To play	4♥ TFR=>♠
3♥ Transfer to ♠	4♣ TFR=>♦, slam try	4♠ TFR=>♣, slam try
other		

9. CONVENTIONS

Unusual NT: Lower unbid suits

4th Suit Forcing One round 1♣-1♦-1♥-1♠ = NAT Game force

NT Checkback Priorities: Two-way, with all INV going through 2♣, 2N = TFR=>C

Defence to 3NT opening X = t/o of ♦, 4♣ = t/o of C, 4♦ = Michaels

Defence to Opening Twos X = takeout if they bid or show a suit

Multi 2♦ X = t/o of ♠, 2♥ = t/o of ♥, 2NT = 16-19

RCO style 2-s 1-2-3 doubles (values, takeout, penalties)

Other 2-s X = takeout if they bid or show a suit

Defence X = H+S, 1N = C+D

to

strong (1♣) P (1♦) ?

♣ X = S+H, 1N = C+D

Over 1NT Interference Lebensohl (slow arrival shows stop)

Lebensohl - other uses After double of weak two

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

4♥ Double = takeout, 4N = minors 4♠ Double = cards, 4N = two-suiter

10. OTHER NOTES