

4. BASIC RESPONSES

Jump raises - minors	2m 10+ and 5+ minor, Jump other minor 8-10 5+ m, 3m- 0-7 with 5+.,
Jump raises - Majors	1M-3M 16+ no shortage, 1M-4M pre-emptive
Jump shifts after minor opening	2M: weak, 1C-2D or 1D-3C 8-10 with support
Jump shifts after Major opening	splinter, can be 3 card trumps
Responses to strong 2 suit open.	2D waiting, other bids show 10+ points and 6+ cards w good suit
Responses to 2NT opening	Puppet Stayman, transfers, 3S pivot to 3NT for minors

5. PLAY CONVENTIONS

Show priorities

Versus **Suit** (or both) Versus **NoTrump** (if different)

Leads Sequences:	Top	
Four or more with an honour	4th highest	
From 4 small	Second highest	
From 3 cards (no honour)	Second highest	
In partner's suit		
Discards	high encourage	
Count	usually not used but natural	
Signal on partner's lead:	high encourage	
Signal on declarer's lead:	not used but high low even count if we think it is useful	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 3014 4♣ Gerber when?

Slam Notes

Cue Bids 1st and 2nd

Asking Bids

7. OTHER CONVENTIONS

splinters (uncontested auctions)	
fit showing jumps (contested auctions)	
Lebensohl	

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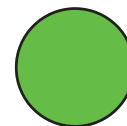
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	725560	Robyn Hewson
& Names:	5863583	Laura Ginnan
Basic System:	Standard american 15 - 17 NT with TRF over 1C	
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♣ 3+, 12 (11) + points	1♥ 5+ 12 (11) + points
1♦ 3+, 12 (11) + points	1♠ 5+ 12 (11) + points
1NT 16 - 18 Balanced no 5 card major	may contain 5 card Major <input type="checkbox"/>

1NT Responses	2♣ Simple Stayman
2♦ Transfer to hearts with super accepts*	2♠ Transfer to C (3C super accept)
2♥ Transfer to spades with super accepts	2NT Transfer to D (3D super accept)
other	3C puppet Stayman, 3D minors, super accepts (3M min, 2NT max no 4 card other)

2♣ 23+ balanced or Game force (3 loser hands)	
2♦ Weak 6 diamonds (6-10)	
2♥ Weak 6 hearts (6-10)	
2♠ Weak 6 spades (6-10)	
2NT 20 -22 balanced	3NT 7-8 card solid minor (1/2) to play (3/4)
other	

2. PRE-ALERTS

Transfer responses to 1C	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4S	Jump overcalls	Weak
Responsive doubles through	4S	Unusual NT	Lowest unbid suits 5+/5+ weak or strong
1NT overcall - immediate	15-19	Immediate cue of minor	majors 5+/5+ weak or strong
1NT overcall - re-opening	11-14	Immediate cue of Major	OM5+/m5+ weak or strong
Over weak twos	X take out	Over opening threes	X take out
Over opponent's 1NT	2C both majors (5/4+), 2D 13+ with single major, 2M 8-13 single suited		
overcall, 2NT (5/5-usually minors), X of strong NT is 5minor +4 major, X of weak NT is			
penalties			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+ hearts, 6+ pts	2♦ 8--10 5+ clubs	3♦ splinter
1♥ 4+ S, 6+ points	2♥ 3-7, 6 hearts	3♥ splinter
1♠ *see below	2♠ 3 -7, 6 spades	3♠ splinter
1NT 10-12 balanced	2NT 16+ balanced	3NT 13-15 balanced
2♣ 6-9 5+C no 4+ major	3♣	4♣
other * 6-9 no major or GF diamonds or GF balanced.		
1♦ 1♥ 4+, 6+ points	2♥ 3-7, 6 hearts	3♥ splinter
1♠ 4+, 6+ points	2♠ 3-7, 6 spades	3♠ splinter
1NT 6-9 no 4 card major	2NT 10-12, balanced	3NT 13-15 balanced
2♣ 10+, 5+ clubs	3♣ 8-10, 5+ diamonds	4♣ splinter
2♦ 10+ 5+D, no 4+M	3♦ 0-7, 5+D, no 4+M	4♦ suit setting S/T
other		
1♥ 1♠ 4+, 6+ points	2♥ 6-9 3+ hearts	3♦ 6-9 or 16+ splinter
1NT 6-9 no 3H or 4S	2♠ 6-9 or 16+ splinter	3♥ 16+ bal, 3+H
2♣ 10+, 4+ clubs no 3H	2NT 10-12 or 16+ raise	3♠ GF splinter
2♦ 10+, 5+ D, no 3H	3♣ 6-9 or 16+ splinter	3NT 13-15 abl, 3+H
other		
1♠ 1NT 6-9 no 3 spades	2♠ 6-9, 3+ spades	3♥ 6-9 or 16+ splinter
2♣ 10+, 4+ clubs, no 3H	2NT 10-12 or 16+ raise	3♠ 16+ bal, 3+ S
2♦ 10+, 4+ D, no 3S	3♣ 6-9 or 16+ splinter	3NT 13-15 bal, 3+ S
2♥ 10+, 5+H	3♦ 6-9 or 16+ splinter	4♣ GF splinter
other		
1NT 3♣ Puppet Stayman	3♠ single suit slam try	4♦ transfer to 4H
3♦ single suit slam try	3NT to play	4♥ transfer to 4S
3♥ single suit slam try	4♣ 5/5 majors	4♠ to play
other 4NT quantitative		
2♣ 2♦ waiting	2NT not used	3♥ not used
2♥ 10+, 6+ hearts	3♣ 10+, 6+ clubs	3♠ not used
2♠ 10+, 6+ spades	3♦ 10+, 6+ diamonds	3NT not used
other		
2♦ 2♥ 5+ hearts, 15+ points	3♣ 6+ clubs, 15+ points	3♠ not used
2♠ 5+ spades, 15+ points	3♦ to play	3NT to play
2NT enq (see below)	3♥ not used	4♣
other other suits singleton or void, 3D- weak, 3NT max no shortage		

Notes

2♥ 2♠ 5+ spades, 15+ points	3♦ 6+ D, 15+ points (F)	3NT to play
2NT enq see below	3♥ to play	4♣ splinter
3♣ 6+ clubs, 15+ points (5)	3♠ splinter	4♥ to play
other other suits: singleton, 3H min, 3NT max no shortage		
2♠ 2NT enq (see below)	3♥ 5+ hearts, 15+ points	4♣ splinter
3♣ 6+C, 15+ points	3♠ to play	4♥ splinter
3♦ 6+D, 15+ points	3NT to play	4♠ to play
other other suits: singleton, 3S min, 3NT max no shortage		
2NT 3♣ puppet stayman	3♠ pivot to 3NT	4♦ trf to 4H
3♦ transfer to hearts	3NT to play	4♥ trf to 4S
3♥ transfer to spades	4♣ 5/5 majors	4♠ to play (6+ spades)
other		

9. CONVENTIONS

Unusual NT: lowest unbid suits 5+/5+

4th Suit Forcing One round game forcing Game force

NT Checkback Priorities: 2WCB priorities up the line

Defence to 3NT opening not used

Defence to Opening Twos T/O

Multi 2♦ X 16+, bids natural

RCO style 2-s not used

Other 2-s not used

Defence (1C): X clubs or T/O of clubs, 1D/1H/1S has the suit or take out of the suit bid.

to 2C: majors (5/4+), 2D/2H/2S natural usually preemptive

strong (2C): X is take out, bids are natural

1♣ / 2♣

Over 1NT Interference X of nat bids is take out, X of art bids is values (8+), Leb

Lebensohl - other uses X of their weak 2

Take out of 4 level pre-empts 4♣/4♦

4♥

4♠

10. OTHER NOTES

If they double our 1NT, XX says bid 2C. Responder can then pass or bid 2D not forcing