

4. BASIC RESPONSES

Jump raises - minors	pre-emptive
Jump raises - Majors	pre-emptive
Jump shifts after minor opening	1♣ = transfers; 1♦ = natural, weak (majors) or limit raise (3♣)
Jump shifts after Major opening	3♣= 9-12, 4 card raise; 3♦= 7-8, 4 card raise; 2♠/3♥=3 card raise
Responses to strong 2 suit open.	2♦=0-3 or 10+ any; 2♥= 4-6 any; other = 7-9 transfers
Responses to 2NT opening	3♣= Puppet Stayman; 3♦/3♥= transfers; 3♠= minor suit Stayman

5. PLAY CONVENTIONS

Show priorities

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

Leads Sequences:	Overlead all except AK	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	MUD	
In partner's suit	as above	
Discards	natural count	
Count	natural	
Signal on partner's lead:	natural count	
Signal on declarer's lead:	natural count	
Notes	Some suit preference in obvious situations or when count is known	
	The lead of an Ace asks for attitude	

6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
Slam Notes	Optional Minorwood keycard asks (1430)	
Cue Bids <input checked="" type="checkbox"/>	May be either 1st or 2nd round controls	
Asking Bids <input checked="" type="checkbox"/>	Rare usually after our pre-empts	

7. OTHER CONVENTIONS

Drury after 3rd or 4th seat major openings	Lebensohl
Blackout over reverse at 2 level	Leaping Michaels
DOP1, ROP1	Cue raises
Swine if our 1NT is doubled for penalty	

www.abf.com.au

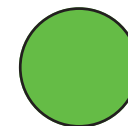
PDF Form Rev. 17K21 by RoL

MyRev. May 2019

Copyright © ABF 2017



**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	42390	Stephen MENDICK
& Names:	161217	Bernie WATERS
Basic System:	Standard with Transfer responses over 1♣	
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♣ 11+ HCP, 2+♣	1♥ 11+ HCP, 5+♥	
1♦ 11+ HCP, 4+♦	1♠ 11+ HCP, 5+♠	
1NT 15 - 17 HCP	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses 2♣ Simple Stayman		
2♦ transfer to ♥	2♠ Range Probe	
2♥ transfer to ♠	2NT Puppet Stayman	
other 3♣ = transfer to ♦; 3♦/3♥/3♠ = strong, slam interest		
2♣	Strong, 22+ balanced or near Game Force or better	
2♦	4-7 HCP, 6♥ or 6♠	
2♥	8-11 HCP, 6♥	
2♠	8-11 HCP, 6♠	
2NT	20-21 HCP	3NT Gambling, less than a King outside
other		

2. PRE-ALERTS

Transfer responses over 1♣	2♦ = 4-7 HCP, 6♥ or 6♠
Drury 2♣ by passed hand after 1♥/1♠	1♥-2♣, 1♠-3♥ = 3 card limit raise
1♣-2♠, 1♦-3♣ = limit raise	1♥/1♠-3minor = 4 card raise

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	weak (5-9ish HCP)
Responsive doubles through	4♥	Unusual NT	Lower Unbid Suits
1NT overcall - immediate	15-18 HCP	Immediate cue of minor	Both Majors
1NT overcall - re-opening	15-18 HCP	Immediate cue of Major	Other Major + minor
Over weak twos	X = take out	Over opening threes	X = take out
Over opponent's 1NT	2♣ = both Majors; 2♦ = either Major; 2♥/2♠ = that major + a minor		
X of opponents strong NT	= Minor/major two suiter (longer minor)		
X of opponents weak NT	= penalty		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+ HCP, 4+♥	2♦ 4-7 HCP, 6♥	3♦ GF splinter raise
1♥ 5+ HCP, 4+♠	2♥ 4-7 HCP, 6♠	3♥ GF splinter raise
1♠ 5+ HCP, 4+♦	2♠ 10-11 HCP raise	3♠ GF splinter raise
1NT 6-19 HCP to play	2NT slam try raise	3NT to play
2♣ 5-9 HCP, raise	3♣ pre-emptive raise	4♣ Minorwood
other		
1♦ 1♥ 5+ HCP, 4+♥	2♥ 4-7 HCP, 6♥	3♥ GF splinter raise
1♠ 5+ HCP, 4+♠	2♠ 4-7 HCP, 6♠	3♠ GF splinter raise
1NT 6=10 HCP to play	2NT slam try raise	3NT to play
2♣ 10+ HCP, 4+♣	3♣ 10-11 HCP raise	4♣ GF splinter raise
2♦ 5-9 HCP, raise	3♦ pre-emptive raise	4♦ Minorwood
other		
1♥ 1♠ 5+ HCP, 4+♠	2♥ 5-9 HCP raise	3♦ 7-8 HCP, 4 card raise
1NT 6-10 HCP to play	2♠ 10-12 HCP, 3 cd raise	3♥ pre-emptive raise
2♣ 10+ HCP, 4+♣	2NT slam try raise	3♠ GF unspecified splinter
2♦ 10+ HCP, 4+♦	3♣ 9-12 HCP, 4 cd raise	3NT GF balanced raise
other		
1♠ 1NT 5-10 HCP to play	2♠ 5-9 HCP, raise	3♥ 10-12 HCP, 3 cd raise
2♣ 10+ HCP, 4+♣	2NT slam try raise	3♠ pre-emptive raise
2♦ 10+ HCP, 4+♦	3♣ 9-12 HCP, 4 cd raise	3NT GF unspecified splinter
2♥ 10+ HCP, 5+♥	3♦ 7-8 HCP, 4 cd raise	4♣ GF balanced raise
other		
1NT 3♣ transfer to ♦	3♠ natural, slam try	4♦ GF 6+♠
3♦ natural, slam try	3NT to play	4♥ to play
3♥ natural, slam try	4♣ GF 6+♥	4♠ to play
other		
2♣ 2♦ 0-3 any; or 10+ any	2NT 7-9, 5+♣	3♥ 7-9, 5+♠
2♥ 4-6 any	3♣ 7-9, 5+♦	3♠ 7-9, 5+♠ & 4+♥
2♠ 7-9 balancedish	3♦ 7-9, 5+♥	3NT 7-9, 5+♦ & 4+♣
other		
2♦ 2♥ pass or correct	3♣ natural, forcing	3♠ pass or correct
2♠ pass or correct	3♦ natural, forcing	3NT to play
2NT strong enquiry	3♥ pass or correct	4♣ asks for suit transfer
other		

Notes

2♥ 2♠ natural, forcing	3♦ natural, forcing	3NT to play
2NT invitational+ enquiry	3♥ to play	4♣ splinter raise
3♣ natural, forcing	3♠ splinter raise	4♥ to play
other		
2♠ 2NT invitational+ enquiry	3♥ natural, forcing	4♣ splinter raise
3♣ natural, forcing	3♠ to play	4♥ splinter raise
3♦ natural, forcing	3NT to play	4♠ to play
other		
2NT 3♣ Puppet Stayman	3♠ Minor suit Stayman	4♦ natural, forcing
3♦ transfer to ♥	3NT to play	4♥ to play
3♥ transfer to ♠	4♣ natural, forcing	4♠ to play
other		

9. CONVENTIONS

Unusual NT: for lower unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities:

Defence to 3NT opening 4♣= both majors, longer ♥?; 4♦= both majors, longer ♠

Defence to Opening Twos X = take out with 1-2-3 doubles

Multi 2♦ X = take out of ♥

RCO style 2-s 1-2-3 doubles

Other 2-s 1-2-3 doubles

Defence (1♣) : X = majors; 1NT = minors

to

strong (2♣) :

1♣ / 2♣

Over 1NT Interference Lebensohl

Lebensohl - other uses over their weak 2 and our X

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ 4NT (X = cards)

10. OTHER NOTES

XYZ = after we make three bids at the one level, 2♣ = artificial transfer to 2♦ (to play or start an invitational sequence) and 2♦ = artificial GF

Our splinter bids are based on having at least 5 Control Points (5 key cards = 2CPs and outside Kings and trump Queen = 1CP).

Sequence 1♣ P 1♦ P 1♥ P 1♠ = not forcing

1Major P 1NT P 2♣ = Gazilli style enquiry showing at least reversing values

1Major P 2Major P 2NT = unspecified trial bid showing game interest