

## 4. BASIC RESPONSES

Jump raises - minors	0-5 HCP
Jump raises - Majors	3-6 HCP and 4+ support
Jump shifts after minor opening	2♥/♠ 8-10 HCP 6+♥/♠. Minor JS 6-9 HCP and support
Jump shifts after Major opening	3♣ 7-9, 3♦ 10-12, and 4+ support. Major JS 8-10 HCP 6+♥/♠
Responses to strong 2 suit open.	
Responses to 2NT opening	3♣ puppet, 3♦/♥ transf, 3♠ 4+-4+ minors slam int

## 5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead All	Overlead All
Four or more with an honour	4th highest	4th highest
From 4 small	2nd highest	2nd highest
From 3 cards (no honour)	Middle	Top
In partner's suit	Small if I have not supported*	As above
<b>Discards</b>	Low Encourage	Low Encourage
<b>Count</b>	Low-High = Even	Low-High = Even
<b>Signal</b> on partner's lead:	Low Encourage	Low Encourage
<b>Signal</b> on declarer's lead:	Count	
<b>Notes</b>	* If I HAVE supported pard, lead top of xxx. McKenny in trumps.	

## 6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
<b>Slam Notes</b>	5NT response to 4NT: a void and even no. controls. 6♣ odd.	
Cue Bids <input checked="" type="checkbox"/>	Cue 1st or 2nd round controls at 4 level. Then RKCB	
Asking Bids <input type="checkbox"/>		

## 7. OTHER CONVENTIONS

4th suit GF.	Support X & XX to 2♥.
Fast Arrival, but ONLY when strain clear.	Competitive X to 3♥
Major Superaccept with a min and 4 supp	
With a max, bid 2NT	

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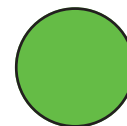
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# AUSTRALIAN BRIDGE FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	68853	Peter Jeffery
& Names:	39039	Andrew Markovics
Basic System:	Standard	25MAY19
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"/>
<b>1NT Responses</b> 2♣ Stayman. Promises a 4 card major. May be weak				
2♦	5+♥	2♠	Range Probe, OR 5+♣	
2♥	5+♠	2NT	5+♦	
other 3♣ Puppet; 3♦ Both minors GF, 3♥/3♠ fragment with singleton OM and 5-4				
2♣	Game Force or 23-25 HCP Flat			
2♦	6-9 HCP, 6x♥ or 6x♠			
2♥	6-9 HCP, 5x♥ PLUS 4+♣ OR 4+♦			
2♠	6-9 HCP, 5x♠ PLUS 4+♣ OR 4+♦			
2NT	20-22 HCP	3NT	Minor Pre-empt	
other	4♣/4♦ Namyats			

## 2. PRE-ALERTS

(1♣)-2♦ Michaels	

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak
Responsive doubles through	4♥	Unusual NT	2 Lower Suits
1NT overcall - immediate	16-18 HCP	Immediate cue of minor	1♦-2♦ Mich. 1♣-2♣ nat
1NT overcall - re-opening	11-14 HCP	Immediate cue of Major	Other Major + a minor
Over weak twos	X	Over opening threes	X
Over opponent's 1NT	If 15+ HCP: X majors, 2m nat + a major, 2♥/♠ 6+♥/♠		
	If 14 or less HCP: X penalty, 2♣ majors, 2♦ a major, 2♥/♠ 5+♥/♠ + 4+ minor		

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ HCP, 4+♦	2♦ 6-9 HCP, 5+♣	3♦ Natural, weak, 6+♦	
1♥ 6+ HCP, 4+♥	2♥ 8-10 HCP, 6+♥	3♥ Splinter	
1♠ 6+ HCP, 4+♠	2♠ 8-10 HCP, 6+♠	3♠ Splinter	
1NT 6-10 HCP, no 4cM	2NT 11-12 HCP, no 4cM	3NT 13-15 HCP, no 4cM	
2♣ 10+ HCP, 5+♣	3♣ -5 HCP, 5+♣	4♣ Pre-emptive, weak	
other 4♥, 4♠ weak natural			
1♦ 1♥ 6+ HCP, 4+♥	2♥ 8-10 HCP, 6+♥	3♥ Splinter	
1♠ 6+ HCP, 4+♠	2♠ 8-10 HCP, 6+♠	3♠ Splinter	
1NT 6-10 HCP, no 4cM	2NT 11-12 HCP, no 4cM	3NT 13-15 HCP, no 4cM	
2♣ 10+ HCP, 4+♣	3♣ 6-9 HCP, 5+♦	4♣ Splinter	
2♦ 10+ HCP, 4+♦	3♦ 0-5 HCP, 5+♦	4♦ Pre-emptive, weak	
other 4♥, 4♠ weak natural			
1♥ 1♠ 6+ HCP, 4+♠	2♥ 6-9 HCP, 3x♥	3♦ 10-12 HCP, 4+♥	
1NT 5-10 HCP	2♠ 8-10 HCP, 6+♠	3♥ 3-6 HCP, 4+♥	
2♣ Drury; may show ♣	2NT 13+ HCP, 4+♥	3♠ Splinter	
2♦ 10+ HCP, 4+♦	3♣ 7-9 HCP, 4+♥	3NT 13-15 HCP, 4-3-3-3	
other 4♣, 4♦ Splinter			
1♠ 1NT 5-10 HCP	2♠ 6-9 HCP, 3x♠	3♥ 8-10 HCP, 6+♥	
2♣ Drury; may show ♣	2NT 13+ HCP, 4+♠	3♠ 3-6 HCP, 4+♠	
2♦ 10+ HCP, 4+♦	3♣ 7-9 HCP, 4+♠	3NT 13-15 HCP, 4-3-3-3	
2♥ 10+ HCP, 5+♥	3♦ 10-12 HCP, 4+♠	4♣ Splinter	
other 4♣, 4♦ Splinter			
1NT 3♣ Puppet Stayman	3♠ 3x♠, 1x♥, 5-4 minors	4♦ Spades	
3♦ 5+-5+ minors, GF	3NT To play	4♥ Hearts	
3♥ 3x♥, 1x♠, 5-4 minors	4♣ Hearts	4♠ Spades	
other			
2♣ 2♦ Waiting	2NT	3♥	
2♥ 2+ controls, ~KQxxx	3♣ 2+ controls, ~KQxxx	3♠	
2♠ 2+ controls, ~KQxxx	3♦ 2+ controls, ~KQxxx	3NT	
other			
2♦ 2♥ Pass or correct	3♣ Natural, non-forcing	3♠ Pass or correct	
2♠ Pass or correct	3♦ Natural, non-forcing	3NT To Play	
2NT Inquiry	3♥ Pass or correct	4♣	
other			

Notes

2♥ 2♠ Natural, non-forcing	3♦ Natural, non-forcing	3NT To Play	
2NT Asks for minor	3♥ Pre-emptive	4♣	
3♣ Natural, non-forcing	3♠ Natural, pre-emptive	4♥ To play	
other If strong with ♠, bid 2NT then 3♠			
2♠ 2NT Asks for minor	3♥ Natural, non-forcing	4♣	
3♣ Natural, non-forcing	3♠ Pre-emptive	4♥	
3♦ Natural, non-forcing	3NT To Play	4♠ To Play	
other			
2NT 3♣ Puppet Stayman	3♠ 4+-4+ minors, slam int	4♦ Nat, slam interest	
3♦ Hearts	3NT To play	4♥ To Play	
3♥ Spades	4♣ Nat, slam interest	4♠ To Play	
other			

## 9. CONVENTIONS

**Unusual NT:** Lower two suits

**4th Suit Forcing** One round  Game force

**NT Checkback**  Priorities: 2-way checkback

**Defence to 3NT opening**

**Defence to Opening Twos** X is t/o

Multi 2♦ X is short in ♠, 2♥ is short in ♥.

RCO style 2-s X is t/o of suit written down

Other 2-s X is t/o

**Defence** (1♣) : X is Majors, 1m natural + a major, 1H♠ is 6+♥/♠

to

**strong** (2♣) : : X is Majors, 2m natural + a major, 2H♠ is 6+♥/♠

1♣ / 2♣

**Over 1NT Interference** Lebensohl

**Lebensohl - other uses** Also after a weak 2 is X-ed. NOT after a reverse

**Take out of 4 level pre-empts** 4♣/4♦ X

4♥ X 4♠ 4NT

## 10. OTHER NOTES

After 4NT RKCB, cheaper bid is for Qs. Higher bid is for Ks; responder cues Ks up line.

After a reverse at 2 level, 2NT is constructive. 4th suit still GF. Other bids weak

4 of minor usually forcing looking for slam. (Not in competition)

Re-transfer after a superaccept

After J2NT, 3♣ is any min. Then 3♦ asks for a shortage. 4M a disgusting hand