

4. BASIC RESPONSES

Jump raises - minors	Inverted Minors 6-9 HCP and 1♦-3♣ = limit raise 5+ of minor
Jump raises - Majors	Limit raise 10-11 HCP
Jump shifts after minor opening	6 card major 3-5 HCP; 1♦-3♣ = limit raise 5+ of opening minor
Jump shifts after Major opening	splinter
Responses to strong 2 suit open.	2♣-2♦ = waiting or no A + K
Responses to 2NT opening	Puppet Staymand & tf to majors; 3NT = 5+♠ & 4+♥, 4♣ = CRO

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	top	
Four or more with an honour	low	
From 4 small	2nd top	
From 3 cards (no honour)	MUD	top of nothing
In partner's suit	low from honour	low from honour; count
Discards	low	
Count	reverse count	
Signal on partner's lead:	low	
Signal on declarer's lead:	reverse count	
Notes	Reverse Smith Peter in NT defence	
	Lead of AQ = attitude; K reverse count	

6. SLAM CONVENTIONS

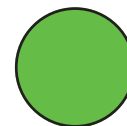
4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/>	when? never
Slam Notes			
Cue Bids <input checked="" type="checkbox"/>			
Asking Bids <input type="checkbox"/>	Minorwood; 4NT RKCB; CRO		

7. OTHER CONVENTIONS

Jacoby and Modified Jacoby	Inverted Minors
Kokish	Fourth suit forcing
Cue raise	Checkback
Mini/maxi splinters	Support x and xx
Lebensohl and extension	CRO
www.abf.com.au	Minorwood
PDF Form Rev. 17K21 by RoL	Jump shifts
MyRev.	Leaping Michaels
Copyright © ABF 2017	DONT over x of our 1NT



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	389803	34002
& Names:	Sue Spurway	Annette Corkhill
Basic System:	Standard American	
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♣ 2+ ♣ 11+ HCP	1♥ 5+ ♥ 11+ HCP	
1♦ 4+ ♦ 11+ HCP	1♠ 5+ ♠ 11+ HCP	
1NT 15-17 HCP may contain a 6 card minor	may contain 5 card Major	<input checked="" type="checkbox"/>
1NT Responses 2♣ 5 card Stayman		
2♦ 15-16 HCP no 5 card major	2♠ 15-16 HCP 5 card ♠	
2♥ 15-16 HCP 5 card ♥	2NT 16-17 no 5 card maj; may have 4 maj	
other 3♣/3♦ 5 or 6 card suit 16-17 HCP; 3♥/3♠ 5 card suit 16-17 HCP		
2♣ near game force; 23+ balanced; 8 1/2+ playing tricks; strong 2 suiter		
2♦ 6 card major 6-10 HCP		
2♥ ♥ and another 6-10 HCP		
2♠ ♠ and a minor 6-10 HCP		
2NT 20-22 balanced	3NT gambling - long solid minor	
other		

2. PRE-ALERTS

4NT Specific Ace Ask	
4♣ opening = 6+♥/ 5+♠ less than opening	
4♦ opening = 6+♠/ 5+♥ less than opening	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	3♠	Jump overcalls	wk 6 cd 1st/2nd seat; poss. 5 stronger 3rd/4th
Responsive doubles through	3♠	Unusual NT	Sandwich / 2NT over maj = 5+/5+ minors
1NT overcall - immediate	15-17 HCP	Immediate cue of minor	Spade Mich 5+♠/ 4+ oth min*
1NT overcall - re-opening	10-14 HCP	Immediate cue of Major	5+ other major & 4+ minor
Over weak twos	x t/o; 2NT 15-17 stoppers	Over opening threes	x take-out
Over opponent's 1NT	Multi-Landy x = penalty (2♣ = 4+/4+ majors, 2♦ = 6 card major, 2♥ = ♥+m, 2♠ = ♠+m, 2NT = M or m - 5+/5+) - generally 9+ hcp		
*Immediate jump cue of a minor = 5+/5+ majors			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+ ♦ and 6+ HCP	2♦ limit raise in ♣, 6+ ♣	3♦ 9+ HCP, splinter
1♥ 4+ ♥ and 6+HCP	2♥ 3-5 HCP, 6 card ♥	3♥ 9+ HCP, splinter
1♠ 4+ ♠ and 6+ HCP	2♠ 3-5 HCP, 6 card ♠	3♠ 9+ HCP, splinter
1NT 6-10 HCP; no 4 major	2NT 11 HCP; no 4 card maj	3NT to play, no 4 card maj
2♣ Inverted 6+♣ 12+ HCP	3♣ 6-9, 5+♣, no 4 major	4♣ Minorwood
other		
1♦ 1♥ 4+ ♥ and 6+ HCP	2♥ 3-5 HCP, 6 card ♥	3♥ 9+ HCP, splinter
1♠ 4+ ♠ and 6+ HCP	2♠ 3-5 HCP, 6 card ♠	3♠ 9+ HCP, splinter
1NT 6-10 HCP; no 4 major	2NT 11 HCP, no 4 major	3NT to play, no 4 major
2♣ 10+ HCP; no 4 major	3♣ limit raise in ♦, 5+ ♦	4♣ splinter
2♦ Inverted 4+ ♦ 12+	3♦ 6-9, 4+♦, no 4 maj	4♦ Minorwood
other		
1♥ 1♠ 4+ ♠ and 6+ HCP	2♥ 3+ ♥ and 6-9 HCP	3♦ mini splinter
1NT 6-10 HCP, no 4 ♠	2♠ mini splinter 9+ HCP	3♥ limit raise 10-11 HCP
2♣ 10+ HCP, no 4 major	2NT Jacoby	3♠ full splinter
2♦ 10+ HCP, no 4 major	3♣ mini splinter	3NT to play
other		
1♠ 1NT 6-10 HCP, no 3 ♠	2♠ 3+ ♠ and 6-9 HCP	3♥ mini splinter
2♣ 10+ HCP, no 4 major	2NT Jacoby	3♠ limit raise, 10-11 HCP
2♦ 10+ HCP, no 4 major	3♣ mini splinter	3NT to play
2♥ 10+ HCP, 5+ ♥	3♦ mini splinter	4♣ full splinter
other		
1NT 3♣ 14+, 6 card, 2 top hons	3♠ 14+, 6 card, 2 top hons	4♦ N/A
3♦ 14+, 6 card, 2 top hons	3NT to play	4♥ N/A
3♥ 14+, 6 card, 2 top hons	4♣ CRO	4♠ N/A
other		
2♣ 2♦ waiting or no A + K	2NT N/A	3♥ N/A
2♥ 5+ ♥ with A + K	3♣ 5+ ♣ with A + K	3♠ N/A
2♠ 5+ ♠ with A + K	3♦ 5+ ♦ with A + K	3NT N/A
other		
2♦ 2♥ waiting, less than 14 pt	3♣ to play	3♠ 3♠ and 4♥
2♠ 2 ♠ and 3 ♥	3♦ to play	3NT to play
2NT 14+ enquiry	3♥ 3♥ and 3♠	4♣ N/A
other 4♥ = 4+ ♥ and 4+ ♠		

Notes

2♥ 2♠ pass or correct	3♦ to play	3NT to play
2NT 14+ enquiry	3♥ preemptive	4♣ N/A
3♣ to play	3♠ N/A	4♥ to play
other		
2♠ 2NT 14+ enquiry	3♥ to play	4♣ N/A
3♣ pass or correct	3♠ preemptive	4♥ N/A
3♦ to play	3NT to play	4♠ to play
other		
2NT 3♣ Puppet Stayman	3♠ N/A	4♦ N/A
3♦ tf to ♥	3NT 5+ ♠ and 4+ ♥	4♥ N/A
3♥ tf to ♠	4♣ CRO	4♠ N/A
other		

9. CONVENTIONS

Unusual NT: Sandwich: 2NT over a major = 5+/5+ minors

4th Suit Forcing One round Game force

NT Checkback Priorities: 11+ HCP; checking for 3 of our first bid suit. ♣ as ask suit

Defence to 3NT opening 4♣ = 6+ ♥ and 5+ ♠; 4♦ = 6+ ♠ and 5+ ♥

Defence to Opening Twos

Multi 2♦ x in 2nd seat = 13+ HCP; overcall suit = 10+ HCP; 2NT = 15-18 major stops

RCO style 2-s

Other 2-s

Defence (Over Precision 1♣: 1 level suit bid natural; x = majors; 1NT = minors

to

strong (2♣):

1♣ / 2♣

Over 1NT Interference Lebensohl; DONT over x of our 1NT; xx forces 2♣ for 5 card weak

Lebensohl - other uses Extended

Take out of 4 level pre-empts 4♣/4♦ x take-out

4♥ x take-out 4♠ x take-out; 4NT = 2 x 5 card suits

10. OTHER NOTES

Major transfers apply over 2♣-2♦-3NT (4♦ = tf to ♥; 4♥ = tf to ♠)

Re-transfers