

4. BASIC RESPONSES

| | |
|----------------------------------|--|
| Jump raises - minors | Limit 10-12 HCP and 4+cards |
| Jump raises - Majors | Bergen raises |
| Jump shifts after minor opening | Weak 6+ card suit except 1♦ - 3♣ = splinter |
| Jump shifts after Major opening | Bergen raises plus 1♥ - 2♠ = weak, 6+♠; 1♠ - 3♥ = splinter |
| Responses to strong 2 suit open. | 2♦ = negative/waiting; rest natural |
| Responses to 2NT opening | 3♣ Puppet Stayman; 3♦/♥ = Transfers; 3♠ = Minors |

5. PLAY CONVENTIONS Show priorities

| | Versus Suit (or both) | Versus NoTrump (if different) |
|-----------------------------------|-----------------------|-------------------------------|
| Leads 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 | Middle |
| In partner's suit | Middle | Middle |
| Discards | Low encourage | Low encourage |
| Count | Reverse | Reverse |
| Signal on partner's lead: | Low encourage | Low encourage |
| Signal on declarer's lead: | Reverse count | |
| Notes | | |

6. SLAM CONVENTIONS

| | | |
|--|-----------------|--|
| 4NT: Blackwood <input type="checkbox"/> | RKCB 03/14 | 4♣ Gerber <input type="checkbox"/> when? |
| Slam Notes | 4♠ = RKCB for ♥ | |
| Cue Bids <input checked="" type="checkbox"/> | | |
| Asking Bids <input type="checkbox"/> | | |

7. OTHER CONVENTIONS

| | |
|--|------------------------------------|
| Jacoby 2NT | After 1NT rebid, 2♣/2♦ = checkback |
| Grand Slam Force | Puppet Stayman after 2NT |
| After reverse, Lower 4th suit/2NT=Blackout | Minorwood |
| Drury | Leaping Michaels |

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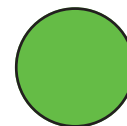
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

| | | |
|--|-----------------|--|
| ABF Nos. | 292303 | Yadi Parrott |
| & Names: | 160474 | Felicity Smyth |
| Basic System: | Standard | |
| 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♣ 11-20 HCP 3+ | 1♥ 11-20 HCP 5+ | |
| 1♦ 11-20 HCP 3+ | 1♠ 11-20 HCP 5+ | |
| 1NT 15-17 balanced | may contain 5 card Major <input checked="" type="checkbox"/> | |
| 1NT Responses 2♣ Stayman | | |
| 2♦ Transfer to ♥ | 2♠ Transfer to ♣ | |
| 2♥ Transfer to ♠ | 2NT Transfer to ♦ | |
| other <input type="text"/> | | |
| 2♣ | Game Force or 23+ HCP balanced then Kokish | |
| 2♦ | 6-10 HCP 4+ both majors | |
| 2♥ | 6-10 HCP (5) 6+ ♥ | |
| 2♠ | 6-10 HC (5) P 6+ ♠ | |
| 2NT | 20 - 22 HCP balanced | 3NT Gambling, but To Play in 4th position |
| other <input type="text"/> | | |

2. PRE-ALERTS

| | |
|---|--|
| 1♥/1♠ - 2♣ 3 way | |
| Preemptive style varies with posn and vul | |

3. COMPETITIVE BIDS / OVERCALLS

| | | | |
|--|--|------------------------|------------------------|
| Negative doubles through | 4♥ | Jump overcalls | Weak |
| Responsive doubles through | 4♥ | Unusual NT | Lowest two unbid suits |
| 1NT overcall - immediate | 15-18 HCP | Immediate cue of minor | Majors |
| 1NT overcall - re-opening | 10-14 HCP | Immediate cue of Major | Other Major plus minor |
| Over weak twos | X=T/O and Lebensohl | Over opening threes | X=T/O |
| Over opponent's 1NT | Over 1NT (weak) X=penalties; over 1NT (strong) X=5+minor & 4+major | | |
| 2♣ = majors; 2♦ = 6+ major ; 2♥ = 5+♥ & 4+ minor; 2♠ = 5+♠ & 4+minor | | | |

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

| | | |
|--|------------------------|------------------------|
| 1♣ 1♦ 6+ HCP, 4+ ♦ | 2♦ 3-7 HCP 6+ ♦ | 3♦ Splinter |
| 1♥ 6+ HCP, 4+ ♥ | 2♥ 3-7 HCP 6+ ♥ | 3♥ Splinter |
| 1♠ 6+ HCP, 4+ ♠ | 2♠ 3-7 HCP 6+ ♠ | 3♠ Splinter |
| 1NT 6-11 HCP no major | 2NT GF 13+ HCP (4)5+ ♣ | 3NT 13-15 HCP no major |
| 2♣ 6-9 HCP (4+) 5+ ♣ | 3♣ 10-12 HCP (4)5+♣ | 4♣ Preemptive |
| other 4♥/4♠ = To play | | |
| 1♦ 1♥ 6+ HCP, 4+ ♥ | 2♥ 3-7 HCP 6+ ♥ | 3♥ Splinter |
| 1♠ 6+ HCP, 4+ ♠ | 2♠ 3-7 HCP 6+ ♠ | 3♠ Splinter |
| 1NT 6-11 HCP no major | 2NT GF 13+ HCP 4+ ♦ | 3NT 13-15 HCP no major |
| 2♣ 11+ HCP 4+ ♣ | 3♣ Splinter | 4♣ |
| 2♦ 6-9 HCP 4+ ♦ | 3♦ 10-12 HCP 4+♦ | 4♦ Preemptive |
| other 4♥/4♠ = To play | | |
| 1♥ 1♠ 6+ HCP, 4+ ♠ | 2♥ 6-9 HCP 3 ♥ | 3♦ 10-12 HCP 4 ♥ |
| 1NT 6-11 HCP | 2♠ 3-7 HCP 6+ ♠ | 3♥ 3-6 HCP 4+ ♥ |
| 2♣ 3 way | 2NT GF 13+ HCP 4+ ♥ | 3♠ Splinter |
| 2♦ 11+ HCP 4+ ♦ | 3♣ 7-9 HCP 4 ♥ | 3NT 13-15 HCP bal. 3♥ |
| other 4♣/4♦ = Splinter 4♥/4♠ = To Play | | |
| 1♠ 1NT 6-11 HCP | 2♠ 6-9 HCP 3 ♠ | 3♥ Splinter |
| 2♣ 3 way | 2NT GF 13+ HCP 4+ ♠ | 3♠ 3-6 HCP 4+ ♠ |
| 2♦ 11+ HCP 4+ ♦ | 3♣ 7-9 HCP 4 ♠ | 3NT 13-15 HCP bal. 3♠ |
| 2♥ 11+ HCP 5+ ♥ | 3♦ 10-12 HCP 4 ♠ | 4♣ Splinter |
| other 4♦ Splinter ; 4♥/4♠ To Play | | |
| 1NT 3♣ Minor suit Stayman | 3♠ Slam try in ♠ | 4♦ 6+♦ slam int - RKCB |
| 3♦ Asks for 5 card major | 3NT To Play | 4♥ To Play |
| 3♥ Slam try in ♥ | 4♣ 6+♣ slam int - RKCB | 4♠ To Play |
| other | | |
| 2♣ 2♦ Negative or Waiting | 2NT 9-11 HCP balanced | 3♥ |
| 2♥ 8+ HCP 5+♥ | 3♣ 8+ HCP 5+♣ | 3♠ |
| 2♠ 8+ HCP 5+♠ | 3♦ 8+ HCP 5+♦ | 3NT |
| other | | |
| 2♦ 2♥ To Play | 3♣ To Play | 3♠ To Play |
| 2♠ To Play | 3♦ To Play | 3NT To Play |
| 2NT Enquiry | 3♥ To Play | 4♣ |
| other 4♥/4♠/5♣/5♦ To Play | | |

Notes 1♥/1♠ - 2♣ : Either 5+ ♣, 3 card limit raise or better, or GF balanced.

| | | |
|-----------------------|------------------------|------------------------|
| 2♥ 2♠ To Play | 3♦ To Play | 3NT To play |
| 2NT Enquiry | 3♥ To Play | 4♣ |
| 3♣ To Play | 3♠ | 4♥ To play |
| other | | |
| 2♠ 2NT Enquiry | 3♥ To Play | 4♣ |
| 3♣ To Play | 3♠ To Play | 4♥ To Play |
| 3♦ To Play | 3NT To Play | 4♠ To Play |
| other | | |
| 2NT 3♣ Puppet Stayman | 3♠ Minor suit enquiry | 4♦ 6+♦ slam int - RKCB |
| 3♦ Transfer to ♥ | 3NT To Play | 4♥ To Play |
| 3♥ Transfer to ♠ | 4♣ 6+♣ slam int - RKCB | 4♠ To Play |
| other | | |

9. CONVENTIONS

Unusual NT: Lowest two unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: Shape

Defence to 3NT opening 4♣ = ♥/♠ & better ♥ ; 4♦ = ♥/♠ & better ♠

Defence to Opening Twos X=T/O & Lebensohl 2NT = 16-18 HCP/ Leaping Michaels

Multi 2♦

RCO style 2-s

Other 2-s

Defence (1♣) : X=♥ and minor; 1♦=♠ and minor ; 1NT= majors or minors

to

strong (2♣) :

1♣/2♣

Over 1NT Interference 1-2-3 doubles and Lebensohl

Lebensohl - other uses After opponent's weak 2-level openings

Take out of 4 level pre-empts 4♣/4♦ X
4♥ X 4♠ X=values / T/O; 4NT = 2 suits

10. OTHER NOTES

After 1NT rebid two way checkback: 2♣ invitational; 2♦ game force

After 2♦ opening, 2NT enquiry: 3♣=weak; 3♦=4/4; 3♥=5+♥/4♠; 3♠=5+♠/4♥; 3NT=5+/5+

After 1NT and transfer to M(major): 3M=4 cards & min; 2NT = 4 cards & max

After 1NT and transfer to minor, bid below transfer suit is super-accept

If our 1NT is dobled for pen, XX = strong, Pass = scramble, bids are natural (5+ cards)