

## 4. BASIC RESPONSES

Jump raises - minors	Weak 3-6 HCP
Jump raises - Majors	Weak 3-6 HCP
Jump shifts after minor opening	Weak if major. Limit raise if minor
Jump shifts after Major opening	Bergen, other M is 3 card limit raise
Responses to strong 2 suit open.	2♦ waiting Other shows good suit
Responses to 2NT opening	Puppet Stayman 3♠ is minor suit stayman

## 5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead all	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle. See notes	
In partner's suit	As above	
<b>Discards</b>	Odd=ENCRG, Even=McKenney	
<b>Count</b>	Reverse	
<b>Signal</b> on partner's lead:	Reverse count	
<b>Signal</b> on declarer's lead:	Reverse count	
<b>Notes</b>	Lead lowest from 3 small in partner's suit if not supported in auction	
	Emphasis on count rather than attitude. If attitude, signals are reverse.	
	After 1st discard subsequent discards are reverse count	

## 6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 0314	4♣ Gerber <input type="checkbox"/> when?
<b>Slam Notes</b>	Kickback but minorwood in couple of situations	
Cue Bids <input checked="" type="checkbox"/>	First and second	
Asking Bids <input type="checkbox"/>		

## 7. OTHER CONVENTIONS

Jacoby 2NT (see below)	Blackout
Mini Splinters	Fit showing jumps in competition
Support X and XX	Cue raises
Lebensohl	Leaping Michaels
PODI & PORI	Criss/cross limit raises

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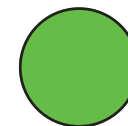
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After Jacoby 2NT, 3♣ = any minimum  
(3♦ then asks, then in steps NS LS MS HS)  
3♦ = non min, no shortage, then in steps LS MS HS.  
If 1M opened, 4M is sub-minimum NS.



# AUSTRALIAN BRIDGE FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	0160474	Felicity Smyth
& Names:	0199575	Jeff Travis or Russel Harms
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♣ 3+ ♣s, 11+ hcp	1♥ 5+ ♥s, 10+ hcp	
1♦ 3+ ♦s, 11+ hcp	1♠ 5+♠s, 10+ hcp	
1NT 15-17 Balanced	may contain 5 card Major <input checked="" type="checkbox"/>	
<b>1NT Responses</b> 2♣ Stayman		
2♦ Transfer ♥	2♠ Transfer ♣	
2♥ Transfer ♠	2NT Transfer ♦	
other 3♣=Minors with ♥ fragment, GF 3♦ = Minors with ♠ fragt, GF. Super accepts.		
2♣	Game force	
2♦	Weak with 4+/4+ majors	
2♥	Weak 2	
2♠	Weak 2	
2NT	20-22 balanced	3NT Gambling, no outside K
other	4NT opening specific Ace ask	

## 2. PRE-ALERTS

2 major response to 1 minor shows 3-6 HCF	Responder's raise to 3 level shows 3-6 HCP
Swine	2♦ opening shows both majors
Bergen raises	

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak
Responsive doubles through	4♥	Unusual NT	Lowest unbid suits
1NT overcall - immediate	(15)16-18 (19)	Immediate cue of minor	Both majors
1NT overcall - re-opening	11-14	Immediate cue of Major	Other major and minor
Over weak twos	X for takeout	Over opening threes	X for takeout
Over opponent's 1NT	2♣ show both majors. All other bids natural		
System on after 1NT overcall			

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♦ 5+ HCP	2♦ ♣ raise 9-11	3♦ Splinter
1♥ 4+♥ 5+ HCP	2♥ 6+♥ 2-6 HCP	3♥ Splinter
1♠ 4+♠ 5+ HCP	2♠ 6+♠ 2-6 HCP	3♠ Splinter
1NT 6-10 HCP no major	2NT 4+ support 15+ HCP	3NT 4+♣ Balance 12-15
2♣ 5+♣ 6-9 HCP	3♣ 5+♣ 3-6 HCP	4♣ Minorwood
other		
1♦ 1♥ 4+♥ 5+ HCP	2♥ 6+♥ 2-6 HCP	3♥ Splinter
1♠ 4+♠ 5+ HCP	2♠ 6+♠ 2-6 HCP	3♠ Splinter
1NT 6-10 HCP no major	2NT 4+ support 15+ HCP	3NT 4+♦ 12-15 HCP
2♣ 4+♣ 10+ HCP	3♣ ♦ raise 9-11	4♣ Splinter
2♦ ♦ raise 6-9 HCP	3♦ 5+♦ 3-6 HCP	4♦ Minorwood
other		
1♥ 1♠ 4+♠ 5+ HCP	2♥ 3+ support 5-10 HCP	3♦ 4+ support 10-12
1NT 6-10 HCP	2♠ 3♥ 9-12	3♥ 4♥ 3-6 HCP
2♣ 4+♣ 10+ HCP	2NT 4+ support 15+ HCP	3♠ Splinter
2♦ 4+♦ 10+ HCP	3♣ 4+ support 6-9 HCP	3NT 4+ support 12-15
other		
1♠ 1NT 6-10 HCP	2♠ 3+ support 5-10 HCP	3♥ 3♠ 9-12
2♣ 4+♣ 10+ HCP	2NT 4+ support 15+ HCP	3♠ 4♠ 3-6 HCP
2♦ 4+♦ 10+ HCP	3♣ 4+ support 6-9 HCP	3NT 4♠ 3-6 HCP
2♥ 4+♥ 10+ HCP	3♦ 4+ support 10-12	4♣ Splinter
other		
1NT 3♣ Minors ♥ fragment	3♠ 6+♠ invitational	4♦ Minorwood
3♦ Minors ♠ fragment	3NT To play	4♥ To play
3♥ 6+♥ invitational	4♣ Minorwood	4♠ To play
other		
2♣ 2♦ Waiting	2NT	3♥
2♥ 5+ HCP good ♥	3♣ 5+ HCP good ♣	3♠
2♠ 5+ HCP good ♠	3♦ 5+ HCP good ♦	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♣ To play
other Opener can raise 3♥ and 3♠ with extreme shape		

**Notes** After 2♦ opening & 2NT enquiry 3♣ shows poor hand, 3♦ is 4/4, 3M shows that M longer, 4 in other M, 3NT is 5/5

2♥ 2♠ Natural and forcing	3♦ Natural and forcing	3NT To play
2NT Ogust	3♥ Weak	4♣ Splinter
3♣ Natural and forcing	3♠ Splinter	4♥ Splinter
other		
2♠ 2NT Ogust	3♥ Natural and forcing	4♣ Splinter
3♣ Natural and forcing	3♠ Weak	4♥ To play
3♦ Natural and forcing	3NT To play	4♠
other		
2NT 3♣ Puppet Stayman	3♠ Minor suit Stayman	4♦ Minorwood
3♦ Transfer to ♥	3NT	4♥
3♥ Transfer to ♠	4♣ Minorwood	4♠
other		

## 9. CONVENTIONS

**Unusual NT:** Lowest unbid suits

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

**NT Checkback**  Priorities: 2 way, 2♦ GF, priority lowest feature

**Defence to 3NT opening**

**Defence to Opening Twos** X for T/O

Multi 2♦ X for T/O, may be weak 1NT

RCO style 2-s

Other 2-s

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

**to** After 1♦ negative, X is Majors, 1NT is minors

**strong** (2♣) :: X=♥ and minor; 2♦ = ♠ and minor 2NT = majors or minors

**1♣ / 2♣** After 2♦ negative, X is Majors, 2NT is minors

**Over 1NT Interference** Lebensohl

**Lebensohl - other uses** After opponents weak 2 and partner's t/o double

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

4♥ X 4♠ X

## 10. OTHER NOTES

1-2-3 doubles

Over our 1NT transfer and then bid is GF. This includes raising the show major.

If 1NT is X, XX asks for 2♣, pass requires XX, bid is non touch suits (after XX, touching)

A minor suit transfer super accepted with Hxx or better by bidding step

Major transfer super accepted by 3 of suit (min) or 2NT (max -retransfers apply)

After 2♣ stayman, 3m is FG. New suit after minor transfer is shortage.

Kickback is 4 of agreed suit +1