

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
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)

Leads 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	
Discards	1st discard odd encourage	
Count	Reverse	
Signal on partner's lead:	Reverse count	
Signal on declarer's lead:	Reverse count	
Notes	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.	

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 0314 4♣ Gerber when?

Slam Notes

Cue Bids First and second
 Asking Bids

7. OTHER CONVENTIONS

Jacoby 2NT	Blackout
Mini Splinters	Fit showing jumps in competition
Support X and XX	4NT opening specific ace ask
Lebensohl	Leaping Michaels
PODI	

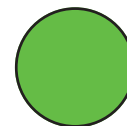
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos. 0160474 Felicity Smyth
 & Names: 0199575 Jeff Travis
 Basic System: Standard
 Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3 11+ 1♥ 5 10+
 1♦ 3 11+ 1♠ 5 10+

1NT may contain 5 card Major

1NT Responses 2♣ Stayman

2♦ Transfer ♥ 2♠ Transfer ♣

2♥ Transfer ♠ 2NT Transfer ♦

other 3♣=Minors with heart fragment 3♦ = Minors with ♠ fragment

2♣ Game force
 2♦ Weak with 4+/4+ majors
 2♥ Weak
 2♠ Weak
 2NT 20-22 balanced 3NT Gambling, no outside K
 other

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 raiss

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

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	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

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♦ Sets suit
3♦ Transfer to ♥	3NT	4♥
3♥ Transfer to ♠	4♣ Sets suit	4♠
other		

9. CONVENTIONS

Unusual NT: Lowest unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 2♣ and 2♦

Defence to 3NT opening

Defence to Opening Twos X for T/O

Multi 2♦ X for T/O My be weak 1NT

RCO style 2-s

Other 2-s

Defence (1♣) : X=♥ and minor; 1♦ = ♠ and minor

to 1NT = majors or minors

strong (2♣) :: X=♥ and minor; 2♦ = ♠ and minor

1♣ / 2♣ 2NT = majors or 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 showm major.

Kickback