

#### 4. BASIC RESPONSES

|                                  |                                     |
|----------------------------------|-------------------------------------|
| Jump raises - minors             | Forcing                             |
| Jump raises - Majors             | Limit                               |
| Jump shifts after minor opening  | 5+ cards, 15-18                     |
| Jump shifts after Major opening  | 6+ cards, 15-18                     |
| Responses to strong 2 suit open. | 2C - 2D = waiting. 2D - 2H = <8 HCP |
| Responses to 2NT opening         | Puppet Stayman and transfers        |

#### 5. PLAY CONVENTIONS Show priorities

|                                   | Versus <b>Suit</b> (or both)                             | Versus <b>NoTrump</b> (if different) |
|-----------------------------------|--|--------------------------------------|
| <b>Leads</b> Sequences:           | Overlead all   | Overlead all except AK               |
| Four or more with an honour       | 4th highest  |                                      |
| From 4 small                      | 2nd highest  |                                      |
| From 3 cards (no honour)          | Middle   | Top                                  |
| In partner's suit                 | As above   |                                      |
| <b>Discards</b>                   | Odd encourage, even McKenny                              |                                      |
| <b>Count</b>                      | Natural  |                                      |
| <b>Signal</b> on partner's lead:  | Natural attitude   |                                      |
| <b>Signal</b> on declarer's lead: | Natural count  |                                      |
| <b>Notes</b>                      | Underlead J 10 or 10 9 with a higher non touching honour |                                      |

#### 6. SLAM CONVENTIONS

|  |                       |   |                      |
|--|-----------------------|---|----------------------|
| 4NT: Blackwood <input checked="" type="checkbox"/> | RKCB                  | 4♣ Gerber <input checked="" type="checkbox"/> | when? In NT auctions |
| <b>Slam Notes</b>                                  |                       |   |                      |
| Cue Bids <input checked="" type="checkbox"/>       | First round controls. |   |                      |
| Asking Bids <input type="checkbox"/>               |                       |   |                      |

#### 7. OTHER CONVENTIONS

|                 |                                  |
|-----------------|----------------------------------|
| Jacoby 2NT      | Ogust                            |
| Lebensohl       | 4th suit forcing                 |
| DOPI, ROPI      | Leaping and non leaping Michaels |
| Positive slam X |                                  |
| Texas transfers |                                  |

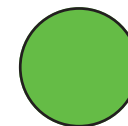
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## AUSTRALIAN BRIDGE FEDERATION INC.



### STANDARD SYSTEM CARD

|  |                        |  |
|--|------------------------|--|
| ABF Nos.                               | 162639                 | Jane Tyson   |
| & Names:                               | 162647                 | Robert Tyson   |
| Basic System:                          | Standard 4 card majors |  |
| 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

|     |        |  |        |
|-----|--------|--|--------|
| 1♣  | 3, 11+ | 1♥   | 4, 11+ |
| 1♦  | 4, 11+ | 1♠   | 4, 11+ |
| 1NT | 15-17  | may contain 5 card Major <input checked="" type="checkbox"/> |        |

|                                 |                   |     |              |
|---------------------------------|-------------------|-----|--------------|
| <b>1NT Responses</b> 2♣ Stayman |                   |     |              |
| 2♦                              | Transfer - H      | 2♠  | Transfer - C |
| 2♥                              | Transfer - S      | 2NT | Invitational |
| other                           | 3C = Transfer - D |     |              |

|       |                               |     |          |
|-------|-------------------------------|-----|----------|
| 2♣    | 8 P.T. any suit or 22-23 bal. |     |          |
| 2♦    | Game Force.                   |     |          |
| 2♥    | Weak H, 6-10 May be 5 cards   |     |          |
| 2♠    | Weak S, 6-10 May be 5 cards   |     |          |
| 2NT   | 20-21 bal.                    | 3NT | Gambling |
| other |                               |     |          |

### 2. PRE-ALERTS

|                                 |  |
|---------------------------------|--|
| Weak jump shifts in competition |  |
|                                 |  |
|                                 |  |

### 3. COMPETITIVE BIDS / OVERCALLS

|                            |   |                        |                               |
|----------------------------|---|------------------------|-------------------------------|
| Negative doubles through   | 2S  | Jump overcalls         | Weak                          |
| Responsive doubles through | 4H  | Unusual NT             | Minors or H+Minor             |
| 1NT overcall - immediate   | 15-18   | Immediate cue of minor | Majors 5/4+, 5-11 or 18+      |
| 1NT overcall - re-opening  | 12-15   | Immediate cue of Major | Maj.+ Minor 5/4+, 5-11 or 18+ |
| Over weak twos             | X = Takeout with Lebensohl  | Over opening threes    | X = Takeout                   |
| Over opponent's 1NT        |   |                        |                               |
| Over weak NT               | X = pen., 2C = any single suit, 2D = Majors, 2M = M+m, 5/4+, 2N = 18-19 |                        |                               |
| Over strong NT             | X = any single suit, 2m = m+H, 2H = H+S, 2S = S+m, 5/4+, 2N = minors    |                        |                               |

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

|                       |                   |                   |
|-----------------------|-------------------|-------------------|
| 1♣ 1♦ 6+, 4 cards     | 2♦ 5+ cards 15-18 | 3♦ Splinter       |
| 1♥ 6+, 4 cards        | 2♥ 5+ cards 15-18 | 3♥ Splinter       |
| 1♠ 6+, 4 cards        | 2♠ 5+ cards 15-18 | 3♠ Splinter       |
| 1NT 6-9               | 2NT 13-15 bal     | 3NT 16-18 bal     |
| 2♣ 6-9                | 3♣ Forcing        | 4♣ Pre-emptive    |
| other                 |                   |                   |
| 1♦ 1♥ 6+, 4 cards     | 2♥ 5+ cards 15-18 | 3♥ Splinter       |
| 1♠ 6+, 4 cards        | 2♠ 5+ cards 15-18 | 3♠ Splinter       |
| 1NT 6-9               | 2NT 13-15 bal     | 3NT 16-18 bal     |
| 2♣ 10+, 4 cards       | 3♣ 6+ cards 15-18 | 4♣ Splinter       |
| 2♦ 6-9                | 3♦ Forcing        | 4♦ Pre-emptive    |
| other                 |                   |                   |
| 1♥ 1♠ 6+, 4 cards     | 2♥ 6-10           | 3♦ 6+ cards 15-18 |
| 1NT 6-9               | 2♠ 5+ cards 15-18 | 3♥ Limit raise    |
| 2♣ 10+, 4 cards       | 2NT GF raise      | 3♠ Splinter       |
| 2♦ 10+, 4 cards       | 3♣ 6+ cards 15-18 | 3NT 16-18 bal     |
| other                 |                   |                   |
| 1♠ 1NT 6-9            | 2♠ 6-10           | 3♥ 6+ cards 15-18 |
| 2♣ 10+, 4 cards       | 2NT GF raise      | 3♠ Limit raise    |
| 2♦ 10+, 4 cards       | 3♣ 6+ cards 15-18 | 3NT 16-18 bal     |
| 2♥ 10+, 5 cards       | 3♦ 6+ cards 15-18 | 4♣ Splinter       |
| other                 |                   |                   |
| 1NT 3♣ Transfer to D  | 3♠ Forcing with S | 4♦ Transfer to H  |
| 3♦ Forcing with D     | 3NT To play       | 4♥ Transfer to S  |
| 3♥ Forcing with H     | 4♣ Gerber         | 4♠ Minors         |
| other                 |                   |                   |
| 2♣ 2♦ Waiting         | 2NT 8+, 6+ D      | 3♥ NA             |
| 2♥ 8+, 5+ H           | 3♣ 8+, 6+ C       | 3♠ NA             |
| 2♠ 8+, 5+ S           | 3♦ NA             | 3NT NA            |
| other                 |                   |                   |
| 2♦ 2♥ Negative <8 hcp | 3♣ 8+, 6+ C       | 3♠ NA             |
| 2♠ 8+, 5+S            | 3♦ 8+, 6+ D       | 3NT 11-13 bal.    |
| 2NT 8-10 bal.         | 3♥ 8+, 5+ H       | 4♣ NA             |
| other                 |                   |                   |

Notes

|                        |                     |                  |
|------------------------|---------------------|------------------|
| 2♥ 2♠ Natural, forcing | 3♦ Natural, forcing | 3NT To play      |
| 2NT Ogust              | 3♥ To play          | 4♣ Splinter      |
| 3♣ Natural, forcing    | 3♠ Splinter         | 4♥ To play       |
| other                  |                     |                  |
| 2♠ 2NT Ogust           | 3♥ Natural, forcing | 4♣ Splinter      |
| 3♣ Natural, forcing    | 3♠ To play          | 4♥ Splinter      |
| 3♦ Natural, forcing    | 3NT To play         | 4♠ To play       |
| other                  |                     |                  |
| 2NT 3♣ Puppet Stayman  | 3♠ 5S, 4H           | 4♦ Transfer to H |
| 3♦ Transfer            | 3NT To play         | 4♥ Transfer to S |
| 3♥ Transfer            | 4♣ Gerber           | 4♠ Minors        |
| other                  |                     |                  |

## 9. CONVENTIONS

**Unusual NT:** Lower 2 unbid suits

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

**NT Checkback**  Priorities: After 2NT jump rebid, 3C= enquiry about Majors.

**Defence to 3NT opening** X = Penalties, 4C Takout better H, 4D Takeout better S

**Defence to Opening Twos** X = Takeout, with Lebensohl

Multi 2♦ 2H = Takeout of H, X = Takeout of S, with Lebensohl

RCO style 2-s X = 16+, with Lebensohl

Other 2-s X = Takeout if suit(s) are known, otherwise X = 16+

**Defence** 1C : X = Any sound overcall, 1 level bids are weak 2 suited, 1NT = minors,

**to** 2C += weak

**strong** 2C : As for strong 1C

♣

**Over 1NT Interference** Lebensohl

**Lebensohl - other uses** If the Opponents compete after we X their weak NT.

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

4♥ X 4♠ X

## 10. OTHER NOTES