

## 4. BASIC RESPONSES

Jump raises - minors	1♦-3♦=Mixed, 4-9, 4c♦; 1♣-3♣= 6+cards, PRE
Jump raises - Majors	Mixed, 5-9, 4+cards, usually a shortage
Jump shifts after minor opening	1♣-3♦, 1m-2M: all show 6+cards, weak
Jump shifts after Major opening	mini-SPL, 8-11 or 16+
Responses to strong 2 suit open.	2♦ is negative; rest are FG.
Responses to 2NT opening	Muppet Stayman, transfers to major, 3♠ is Minor Suit Stayman

## 5. PLAY CONVENTIONS Show priorities

	Versus <b>Suit</b> (or both)	Versus <b>NoTrump</b> (if different)
<b>Leads</b> Sequences:	Overlead all	
Four or more with an honour	3rd & 5th	
From 4 small	3rd	
From 3 cards (no honour)	3rd	
In partner's suit	3rd & 5th	
<b>Discards</b>	natural count	
<b>Count</b>	High-low = Even	
<b>Signal</b> on partner's lead:	High encourage	
<b>Signal</b> on declarer's lead:	count	
<b>Notes</b>	10 is singleton, doubleton or any interior sequence	
	At 5 level or higher: A asks about K, K is from AK or KQ and asks for count	

## 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/>	when? never
<b>Slam Notes</b>			
Cue Bids <input checked="" type="checkbox"/>	1st/2nd round controls, serious 3NT		
Asking Bids <input type="checkbox"/>			

## 7. OTHER CONVENTIONS

cue raise after interference	1M-2NT Jacoby
Transfers over 1MX	
Leaping Michaels (LM) over weak 2s	Unusual/Unusual (3♦ is inv+ in M)
NLM over weak 3s	
Smith Peter	

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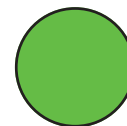
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Conventions not used currently  
Gazzilli, Lackwood, Namyats, Kickback, LTTC  
exclusion keycard



# AUSTRALIAN BRIDGE FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	143731	Douglas Newlands (483)
& Names:	145688	Arthur Robbins (169)
Basic System:	Standard, transfer responses over 1♣, 2/1FG	
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+hcp 4+♣ or 11-14/18-19 with 2+♣	1♥	11+hcp 5+♥
1♦	11+hcp, 5+♦ or 4=4=4=1	1♠	11+hcp 5+♠
1NT	15-17	may contain 5 card Major <input checked="" type="checkbox"/>	
<b>1NT Responses</b> 2♣ simple Stayman			
2♦	->♥	2♠	->♣
2♥	->♠	2NT	->♦
other 3♣=Puppet; 3♦=5+♣&5+♦; 3M=3M, 1OM, 5-4/5-5/6-4 minors			
2♣	23+ GF (except 2♣-2♦-2NT)		
2♦	10-14, 45xx, 46xx, 47xx, 56xx		
2♥	Weak, 9-12 6+♥		
2♠	Weak, 9-12 6+♠		
2NT	20-22 flat	3NT	65 or 56 majors, 8-11
other			

## 2. PRE-ALERTS

transfer responses to 1♣

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	7♥	Jump overcalls	weak
Responsive doubles through	7♥	Unusual NT	minors
1NT overcall - immediate	15-18	Immediate cue of minor	2♦=majors; 2♣=natural
1NT overcall - re-opening	10-14	Immediate cue of Major	5+OM & 5+m, 8+
Over weak twos	2NT 15-18, T/O X with leb	Over opening threes	non-leaping Michaels
Over opponent's 1NT	2♣ shows 4-5 majors, 2♦ shows 6+M, 2M shows 5+M&4m		

DBL weak 1NT is penalty, 15+, DBL strong 1NT is minor 1 suiter

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♥, 5+hcp	2♦ 5+♦, 13+, FG	3♦ 6+♦, 4-8
1♥ 4+♠, 5+hcp	2♥ 6+♥, weak	3♥ 7+♥, 5-8
1♠ 5+, no 4cM	2♠ 6+♠, weak	3♠ 7+♠, 5-8
1NT 11-12, flat, no 4cM	2NT 5-9 hcp, 5+♣&5+♦	3NT to play
2♣ 5+♣, 13+, G/D, note 1	3♣ 6+♣, 4-8	4♣
other		
1♦ 1♥ 4+♥, 5+hcp	2♥ weak, 6+♥	3♥ 13+hcp, 4+♦, 0-1♥
1♠ 4+♠, 5+hcp	2♠ weak 6+♠	3♠ 13+hcp, 4+♦, 0-1♠
1NT no 4M, 5-10	2NT 11+, 3+D,	3NT to play
2♣ 2+♣, 11+, G/D, note 1	3♣ 13+, 4+♦, SPL	4♣ 13+, 4+♦, 0-1♣
2♦ 3+♦, 5-10	3♦ 4+♦, 6-9	4♦ PRE
other 4♥ & 4♠ are to play		
1♥ 1♠ 4+♠, 5+hcp	2♥ 3+♥, 5-9	3♦ SPL, 8-11 or 16+
1NT 5-10, NF, not 4c♣	2♠ SPL, 8-11 or 16+	3♥ 4+♥, 6-9
2♣ 2+♣, 11+, G/D, note 1	2NT 11+, Jacoby	3♠ SPL, 12-15
2♦ 5+♦, 13+hcp	3♣ SPL, 8-11 or 16+	3NT same as 4♦
other 4♣ = SPL, 12-15, 4♦ = SPL, 12-15		
1♠ 1NT 5-10, NF	2♠ 3+♠, 5-9	3♥ SPL, 8-11 or 16+
2♣ 2+♣, 11+, G/D, note 1	2NT 11+, Jacoby	3♠ 4+♠, 6-9
2♦ 5+♦, 13+hcp	3♣ SPL, 8-11 or 16+	3NT same as 4♥
2♥ 5+♥, 13+hcp	3♦ SPL, 8-11 or 16+	4♣ SPL, 12-15
other 4♦ = SPL, 12-15, 4♥ = SPL, 12-15		
1NT 3♣ Puppet Stayman	3♠ 3c♣, 5-4 or 5-5 minors	4♦ ->♠
3♦ 5+♣ & 5+♦, FG	3NT to play	4♥ to play
3♥ 3c♥, 5-4 or 5-5 minors	4♣ ->♥	4♠ to play
other		
2♣ 2♦ negative, 0-6/7	2NT flat, 8-10 hcp	3♥ 5+♦ & 4♥, 7+hcp
2♥ 5+♥, 7+hcp	3♣ 5+♣, 7+hcp	3♠ 5+♦ & 4♠, 7+hcp
2♠ 5+♠, 7+hcp	3♦ 5+♦, 7+hcp	3NT flat 11-13 hcp
other 4♥, 4♠ to play		
2♦ 2♥ to play	3♣ 5+♣, FG	3♠ inv
2♠ to play	3♦ 5+♦, FG	3NT to play
2NT ART, INQ	3♥ inv	4♣ RKC(♥)
other 4♦=RHC(♠)		

**Notes** 1. G/D = Golady/Drury responses: 2♦ = all minimums; 2♥, 2♠ = natural, extras; 2NT = 4+♣, extras; 3♣ = 4+♦, extras; 3♦ = flat, extras  
Over 3NT: 4♣ asks for longer major; 4♦ = RKC(♥); 4NT = RKC(♠)

2♥ 2♠ 5+♠, F1	3♦ 5+♦, F1	3NT to play
2NT ART, INQ (s/v only)	3♥ 3+♥, PRE	4♣ SPL
3♣ 5+♣, F1	3♠ SPL	4♥ to play
other		
2♠ 2NT ART, INQ (s/v only)	3♥ 5+♥, F1	4♣ SPL
3♣ 5+♣, F1	3♠ PRE	4♥ SPL
3♦ 5+♦, F1	3NT to play	4♠ to play
other		
2NT 3♣ Muppet Stayman	3♠ Minor Suit Stayman	4♦ ->♠
3♦ ->♥	3NT to play	4♥ to play
3♥ ->♠	4♣ ->♥	4♠ to play
other		

## 9. CONVENTIONS

**Unusual NT:** minors (occasionally any 2 unbid suits)

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

**NT Checkback**  Priorities: Three way checkback (10.2)

**Defence to 3NT opening** 4♣ = 5+♥&5+♠, ♥>=♠, 4♦ = 5+♥&5+♠, ♠>♥

**Defence to Opening Twos** T/O X and lebensohl, leaping Michaels

Multi 2♦ VTP

RCO style 2-s VTP

Other 2-s VTP over unanchored 2s

**Defence** Over strong 1♣: X = both majors; 1NT = minors; 1♦ = 4♠ & longer minor  
**to** jumps = PRE; 2NT = longer minors: After (1♣)-P-(1♦)- same but 1♦ lost.  
**strong** Over strong 2♣: X = majors, NT = minors, 2♦ = 4S & longer minor  
**♣** Over strong 2♦: X = majors, NT = minors

**Over 1NT Interference** Lebensohl

**Lebensohl - other uses** after T/O X of weak 2 (and analogues)

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

4♥ X 4♠ X

## 10. OTHER NOTES

Running from 1NX: 2♣ = ♣ + higher suit, 2♦ = ♦ & higher suit, 2♥ = majors,

RDBL = any single suiter, puppet to 2♣ (Pass/correct)

Transfers over 1C are off if they bid 1♠ or higher.

3 way checkback: 2♣ pup to 2♦, next bid is invite; 2NT pup to 3♣; 2♦ is ART, F

1♦-2N is inv+ interest in 3NT (go via 2C for slam interest)

Inv+ raise of 1♦ goes via 2♣.

1NT-3♦-3♥ asks for shortage in steps; 4♣/♦ = m/wood