4. BASIC RESPONSES Jump raises - minors Inverted - 6-9 4/5 card support Jump raises - Majors Weak - 0-5 Natural - weak at 2 Level, splinter at 3-level Jump shifts after minor opening Bergen raises at 3-level, splinter at 4-level Jump shifts after Major opening Responses to strong 2 suit open. 2D = waiting Responses to 2NT opening Puppet Stayman and TRF **5. PLAY CONVENTIONS Show priorities** Versus NoTrump (if different) Versus Suit (or both) Sequences: Overlead all Overlead all Leads Four or more with an honour 3rd/5th 4th highest From 4 small 3rd highest 4th highest top From 3 cards (no honour) bottom In partner's suit Top Top of 3 small Discards Low encourage Low encourage Count Reverse Reverse Signal on partner's lead: Low encourage Signal on declarer's lead: Some reverse count Notes Suit preference used on occasions 6. SLAM CONVENTIONS **RKCB 1430** when? Gerber used after Nat NT 4NT: Blackwood 4♣ Gerber **Slam Notes** 1st/2nd round controls Cue Bids Asking Bids 7. OTHER CONVENTIONS Jacoby 2NT 2 way NMF Bergen raises ROPI and DOPI Support X and XX Cue raises Reverse Drury Minorwood Checkback **Texas Transfers** www.abf.com.au Non-serious 3NT PDF Form Rev. 17K21 by RoL **Splinters** MyRev. Lebensohl Copyright © ABF 2017



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos. 695602 Alison Dawson & Names: 710555 Liz Zeller Basic System: 2/1 Brown Sticker Classification: Green X Blue Red Yellow Describe strength, minimum length, or specific meaning Canape 1. OPENING BIDS Describe strength, minimum length, or specific meaning Canape 1. 1+ HCP 3+C 1. 1+ HCP 5+H 1. 1+ HCP 5+S 1NT 15-17 HCP may contain 5 card Major X 1NT Responses 2♣ 5 card Stayman 2♠ TRF to H						
Basic System: 2/1 Brown Sticker						
Brown Sticker Classification: Green X Blue Red Yellow 1. OPENING BIDS Describe strength, minimum length, or specific meaning Canape 1♣ 11+ HCP 3+C 1♥ 11+ HCP 5+H 1♠ 11+ HCP 3+D 1♠ 11+ HCP 5+S 1NT 15-17 HCP may contain 5 card Major X 1NT Responses 2♣ 5 card Stayman						
1. OPENING BIDS Describe strength, minimum length, or specific meaning 1♣ 11+ HCP 3+C 1♥ 11+ HCP 5+H 1♠ 11+ HCP 3+D 1♠ 11+ HCP 5+S 1NT 15-17 HCP may contain 5 card Major INT Responses 2♣ 5 card Stayman						
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1NT Responses 2♣ 5 card Stayman						
·						
2♦ TRF to H						
= *						
2♥ TRF to S 2NT TRF to D						
other Superaccepts						
2♣ FG 3 Losers or 23-24 BAL						
2♦ Weak 6 card D 6-9 HCP - 2NT Fearure ask						
2♥ Weak 6 card H 6-9 HCP - 2NT Feature ask						
2♠ Weak 6 card S 6-9 HCP - 2NT Feature ask						
2NT 20-22 HCP 3NT Gambling - Solid minor no outside A or						
other						
2. PRE-ALERTS						
Defence against 2D multi - 2H = shortage in-						
2S = pick a minor, X = shortage in S or a						
23 - pick a minor, A - shortage in 3 or a						
big hand						
big hand						
big hand 3. COMPETITIVE BIDS / OVERCALLS						
big hand 3. COMPETITIVE BIDS / OVERCALLS Negative doubles through 3S Jump overcalls Weak						
Sesponsive doubles through 3. COMPETITIVE BIDS / OVERCALLS Negative doubles through 3. Sometimes and sesponsive doubles through 3. Sometimes and sespons						
A COMPETITIVE BIDS / OVERCALLS Negative doubles through 3S Jump overcalls Weak Responsive doubles through 3S Unusual NT Two lowest unbid suits 1NT overcall - immediate 15-18 System on Immediate cue of minor Majors						
Negative doubles through Responsive doubles through 15-18 System on Immediate cue of Major Negative doubles through 15-14 System on Immediate cue of Major Other M and a minor						
A COMPETITIVE BIDS / OVERCALLS Negative doubles through						

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

	20001120 01101	.9,	minimum length, or specific		
1 🄷	6+ HCP 4+D	2	Weak 6+D 0-5 HCP	3	Splinter
1♥	6+ HCP 4+H	2	Weak 6+H 0-5 HCP	3 Y	Splinter
1	6+ HCP 4+S	2	Weak 6+S 0-5 HCP	3 ♠	Splinter
1NT	6-9/10 HCP no 4M	2NT	10-12 HCP no 4M	3NT	13-15 HCP no 4M
2	10+ HCP 4/5C Forcing	3 ♣	6-9 HCP 5+C	4	Minorwood
ther					
1 💙	6+ HCP 4+H	2	Weak 6+H 0-5 HCP	3 💙	Splinter
1 🛧	6+ HCP 4+S	2	Weak 6+S 0-5 HCP	3 ♠	Splinter
1NT	6-9/10 HCP no 4M	2NT	10-12 HCP no 4M	3NT	13-15 HCP no 4M
2 ♣	4-5C 12+ HCP FG	3 -	Splinter	4 ♣	
2	10+ HCP 4+D Forcing	3	6-9 HCP 4+D	4	Minorwood
ther					
1♠	6+ HCP 4+S	2	8-10 HCP 3 card- suppt	3	9-11 HCP/8 loser 4 +h
1NT	6-11 HCP no 4S forci	2	Weak 6+S 0-5 HCP	3 Y	Weak 0-5 HCP 4+H
2	Game force 3/4C	2NT	13+ HCP 4+ H	3 ^	Splinter
2	Game force 3/4D	3 ♣	6-8 HCP/9 loser 4+ H	3NT	13-15 HCP 3 card sup
ther					
1NT	6-11 HCP forcing	2	8-10 HCP 3 card suppt	3 💙	
2	Game force 3/4C	2NT	13+ HCP 4+S	3 ♠	Weak 0-5 HCP 4+S
2	Game force 3/4D	3 -	6-8 HCP/9 loser 4+S	3NT	13-15 HCP 3 card sup
2	Game force 5+H	3	9-11 HCP/8 loser 4+S	4 ♣	Splinter
ther					
3♣	5 card major ask	3	Minor suit Stayman	4	TRF to H
3	-			4	TRF to S
3 Y		4 ♣	Gerber	4	
ther					
2	Waiting	2NT		3 💙	
2		3 -		3	
2		3		3NT	
ther					
2 💙	5+H forcing 1 round	3♣		3♠	
	•				To play
_	16+ forcing (feature ask			4	, ,
∠ ¥					
1 1 1 2 1 1 1 2 2 1 1 1 2 2 1 1 2 2 1 2 2 1 2 2 1 2	INT INT INT INT INT INT INT INT	6+ HCP 4+H 6+ HCP 4+S INT 6-9/10 HCP no 4M 4-5C 12+ HCP FG 10+ HCP 4+D Forcing ther 6+ HCP 4+S INT 6-11 HCP no 4S forci Game force 3/4C Game force 5+H ther 6+ 5 card major ask 6+ Card major ask 6+ Card major ask 6+ Card Major ask 6+ Card Major ask	♦ 6+ HCP 4+H	Weak 6+H 0-5 HCP ♣ 6+ HCP 4+S ♣ 6+ HCP 4+S ♣ 10+ HCP 4/5C Forcing ♣ 6+ HCP 4+H ♣ 6+ HCP 4+H ♣ 6+ HCP 4+H ♣ 6+ HCP 4+H ♣ 6+ HCP 4+S ♣ 6-9 HCP 5+C Weak 6+H 0-5 HCP Weak 6+B 0-5 HCP Weak 6+B 0-5 HCP Weak 6+S 0-5 HCP 10-12 HCP no 4M ♣ 4-5C 12+ HCP FG ♣ 10+ HCP 4+D Forcing ★ 6-9 HCP 4+D ★ 6-9 HCP 4+D ★ 6-9 HCP 3 card-suppt ★ 6-8 HCP/9 loser 4+ H ★ 6-8 HCP/9 loser 4+ H ★ 6-8 HCP/9 loser 4+S ★ Game force 3/4C ♠ Game force 3/4D ♣ 6-8 HCP/9 loser 4+S ★ 6-8 HCP/9 loser 4+S	Image: Big Standard Stand

3♣ 5+C forcing 1 round 4♥ To play 3 other 2♠ 2NT 16+ forcing (feature as 3♥ 5+H forcing 1 round 4 3♣ 5+C forcing 1 round 3♠ Preemptive 4♥ To play 3♦ 5+D forcing 1 round 3NT To play 4♠ To play 4♦ TRF to H 2NT 3♣ Puppet Stayman 3♠ Minor suit Stayman 3NT To play 4♥ TRF to S 3♦ TRF to H 3♥ TRF to S 4♣ Gerber 4 other 9. CONVENTIONS Unusual NT: Lower 2 Unbid suits Game force Game force 4th Suit Forcing One round Priorities: 2D = GF, 2C = invite or weak TRF to D NT Checkback **Defence to 3NT opening** X for values 4C = Majors **Defence to Opening Twos** 2H = shortage in H, 2S = pick a minor, X = shortage in S or a big hand Multi 2 RCO style 2-s Other 2-s **Defence** Over 1♣ - X = Majors, 1NT = minors, and 1 level bid is natural Over 2C - any suit bid is natural, 2NT = minors strong (2♣): 1 % / 2 % Over 1NT Interference Over X and (2C) = system on. If X = penalty, pass asks p to XX Lebensohl - other uses In response to our X of their classic weak 2M 4 - 4 = X = takeoutTake out of 4 level pre-empts **4♥** X = takeout/can be left in 4♠ X = penalty, 4NT = 2 places to play **10. OTHER NOTES**

3♦ 5+D forcing 1 round

3NT To play

4

2♥ 2♠ 5+S forcing 1 round

2NT 16+ forcing (feature as ₹ 3♥ Preemptive