4. BASIC RESPONSES

Jump raises - minors	Inverted		Other:	Jump raise = 0-4, jump in other minor = 5-8					
Jump raises - Majors	Preemp	ot	Other:	Bergen / Jacoby					
Jump shifts after minor opening In M = we			ak, natural. In om = 5-8 raise.						
Jump shifts after Major	opening	Bergen. 1	-3♥ or	1♥-2♠ = 3 card limit raise					
Responses to strong 2 suit open.		N/A							

Responses to 2NT opening

3 = Stayman/Smolen, $3 \neq / =$ transfers, 3 = minors.

		5. P	LAY	CONVE	NT	IONS	Sho	w priorities
		Versus	Suit	(or both)		Versus	NoTrump	(if different)
Leads	Sequences:	Overlead	IIA b			Overlea	d, A-Attitud	e K-Count
Four or n	nore with an honour	4th high	est			4th high	lest	
From 4 s	mall	2nd high	est			2nd hig	hest	
From 3 c	ards (no honour)	Middle				Middle		
In partne	r's suit							
Discard	s	Low End	, Low-	High = Even		Low En	c, Low-Hig	h = Even
Count		Low-Hig	h = Eve	en		Low-Hig	gh = Even	
Signal	on partner's lead:	Low Enc,	Low-Hi	igh = Even		Low Enc	, Low-High =	= Even
Signal	on declarer's lead:	Count / se	uit pref /	(reverse) Smith	n pete	ers in NT		
Notes								
-	on declarer 3 lead.	e ount / o	an pror ,	(1010100) 01111	i pot			

6. SLAM CONVENTIONS

Blackwood RKCB 1430 exc.C 44 Gerber when? Slam Notes DOPI / ROPI in 🛧, DIPO / RIPO else; PEDO.

Cue Bids

Asking Bids

4NT:

X 1st / 2nd in order

7. OTHER CONVENTIONS

4th suit forcing to game	Lebensohl / Scramblesohl
Inverted minor raises	3NT often non-serious slam try if Major agreed
Drury after 3rd / 4th seat major opening	Cue raises
4m often minorwood	Blackout
1-2-3 doubles	
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Canape transfers over opponent's 1NT

Drury

AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD ABF Nos. 196134 Arjuna Delivera & Names: 45632 Bruce Neill Basic System: Standard Green 🗙 **Classification:** Blue Yellow Brown Sticker Red **1. OPENING BIDS** Describe strength, minimum length, or specific meaning Canape 14 3+, 11+ or less with with good shape 1♥ 5+, 11+ or less with with good shape 1 3+, 11+ or less with with good shape 1♠ 5+, 11+ or less with with good shape may contain 5 card Major **1NT** 15-17 or thereabouts 1NT Responses 24 Simple Stayman Other: 2 Transfer to V 2 Transfer to 📌 or range probe 2 Transfer to 🔶 2NT Transfer to other 3 any = GF, singleon/void in: suit above if bid \forall or \clubsuit , suit below if bid \bigstar or \diamondsuit . 24 Game force 2 6-10 HCP, 5+ (6+ if vul) 2♥ 6-10 HCP, 5+♥ (6+ if vul) 2♠ 6-10 HCP, 5+♠ (6+ if vul) 2NT 20-22 balanced or thereabouts **3NT** Solid minor, no more than a queen outside other 2. PRE-ALERTS

NT openings can be off-shape Bergen & Jacoby raises

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles	through	4 💙	Jump overcal	ls Weak			
Responsive doub	les through	4 💙	Unusual NT	Lower two unbid	suits, 5+ - 5+		
1NT overcall - imr	mediate	15-18		Immediate cue of minor	Majors 5+ - 5+		
1NT overcall - re-opening 11-14		11-14		Immediate cue of Major	Other major + minor, 5+ - 5+		
Over weak twos	Double	= takeout		Over opening threes	Double = takeout		
Over opponent's	1NT Ca	nape transf	fers, penalty	double			

		8. RESPO	NS	ES TO OPENIN	١G	BIDS
		Describe stre	ngth,	minimum length, or specifi	c mea	aning
1♣ 1	٠	6+HCP, 4+♦	2♦	5-8 raise	3♦	Splinter, GF.
1	¥	6+HCP, 4+♥	2 💙	4-7, natural	3 💙	Splinter, GF.
1	٨	6+HCP, 4+ 全	2	4-7, natural	3	Splinter, GF.
1	NT	6-11 HCP	2NT	GF raise, 4+ 🙅	3NT	To play
2	-	9-12 raise	3	0-4 raise	4	
ot	her					
1 1	V	6+HCP, 4+♥	2♥	4-7, natural	3 💙	Splinter, GF.
10	•	6+HCP, 4+ 全	2	4-7, natural	3	Splinter, GF.
1	NT	6-11 HCP	2NT	GF raise, 4+	3NT	To play
2	-	Nat. GF unless rebid 3 🜩	3	5-8 raise	4	
2	•	9-12 raise	3�	0-4 raise	4�	
ot	her					
1♥ 1	٨	6+HCP, 4+ ♠	2♥	6-9, 3♥	3�	10-12, 4 card raise
1	NT	6-11 HCP	2	10-12, 3 🧡	3 💙	preempt
2	-	Nat. GF unless rebid 3 🜩	2NT	GF, 4 card raise	3	Splinter.
2	•	Nat. GF unless rebid 3	34	6-9, 4 card raise	3NT	13-15 bal, 3 card raise.
ot	her	4 - 4 = splinter				
1♠ 1	NT	6-11 HCP	2	6-9, 3ቋ	3 💙	10-12, 3🗙
2		Nat. GF unless rebid 3 🛧	2NT	GF, 4 card raise	3	preempt
2		Nat. GF unless rebid 3	3	6-9, 4 card raise	3NT	13-15 bal, 3 card raise.
2	V	Nat. GF unless rebid 3 💙	3�	10-12, 4 card raise	4	Splinter.
ot	her	4♦ = splinter				
1NT 3	*	GF, splinter in 🔶	3	GF, splinter in 💙	4�	Transfer to 🔶
3		GF, splinter in 秦	3NT	To play	4 💙	To play
3	V	GF, splinter in 秦	4	Transfer to 🧡	4	To play
otl	her					
24 2	•	0-3 or 10+ any shape	2NT	7-9, 5+ 📌	3♥	7-9, 5+♠
2	V	4-6 HCP, any shape	34	7-9, 5+♦	3♠	7-9, 5+♠4+♥
2		7-9, balanced	3♦	7-9, 5+♥	3NT	7-9, 5+♦ 4+♣
ot	her					
2 2	V	Natural, 1RF	3	Natural, GF	3	Splinter, GF
		Natural, 1RF	3♦	To play		To play
2	NT	Puppet to 3 🛧	3♥	Splinter, GF	4	
ot	her					
Notes						

2♥ 2♠	Natu	al, 1RF	3	Natural, GF	3	3NT	To play		
2NT	Pupp	et to 3뢒	3 🧡	To play	4	4	Splinter		
3♣	Natu	al, GF	3♠	Splinter	4	4 💙	To play		
other									
2 4 2NT	Pupp	et to 3🙅	3♥	Natural, GF	4	4♣	Splinter	,	
34	Natu	al, GF	3	To play	4	4 🎔	Splinter		
3♦	Natu	al, GF	3NT	To play	4	4	o play		
other									
2NT 3♣	Stayr	nan	3♠	Both minors	GF 4	4♦	Natural	slam try	
3♦	Trans	sfer to 🧡	3NT	To play	4	4 🖤	Natural slam try		
3 🎔	Trans	sfer to 秦	4	Natural slam	try 4	4	Natural	slam try	
other									
			9. C	ONVEN	TIONS				
Unusual	ΝТ·								
4th Suit		ng One round						Game force 🗙	
NT Chec		°		nunn at ta O	then invite; 2		05		
					• then invite, 2	• =	GF.		
		IT opening 4 🛧							
	to Op	•				X =	I/O. Cue	e = strong 2 suiter.	
Multi 2🔶		X = 13-15 bal or a	iny 18+.	Next X = tak	eout				
RCO style 2-s 1-2-3 doubles.									
Other 2-s		X = takeout then 2	2NT = s	cramblesohl,	or second X = t	ake	out. Cue	e = strong 2 suiter.	
Defence	1 📌	: X = majors, 1NT	= mino	rs					
to									
strong	trong 2♣ : X = majors								
*									
Over 1N	[Inte	rference lebens	sohl						
Lebenso	ohl-c	other uses Over	. double	of 2M. 2NT =	= scramblesohl				
		level pre-empts			X = takeout				
		takeout		• • • • •	4NT = takeout, 2	¥ -	carde		
4	~ =		10-6			~ =	carus		
			TU. C	THER	NOTES				

Notes