

#### 4. BASIC RESPONSES

Jump raises - minors	Preempt	Other:
Jump raises - Majors	Preempt	Other:
Jump shifts after minor opening	2♥/♠ = 3 - 7, 6 card suit, other minor = limit raise	
Jump shifts after Major opening	Bergen, 1♠ - 3♥ = splinter raise	
Responses to strong 2 suit open.	2♦ = neg, 2♥ = pos with no good 5 card suit (Q10xxx)	
Responses to 2NT opening	Puppet Satyman and transfers, 3♠ = minors, slam interest	

#### 5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead, A-Attitude K-Count	
Four or more with an honour	3rd/Low	
From 4 small	3rd highest	
From 3 cards (no honour)	Bottom	
In partner's suit	small from 3	
<b>Discards</b>	reverse count	
<b>Count</b>	Low-High = Even	
<b>Signal</b> on partner's lead:	reverse count (reverse attitude if A)	
<b>Signal</b> on declarer's lead:	reverse count	
<b>Notes</b>		

#### 6. SLAM CONVENTIONS

4NT: Blackwood  RKCB 1430 4♣ Gerber  when? 1NT - 4♣

**Slam Notes**

Cue Bids

Asking Bids

#### 7. OTHER CONVENTIONS

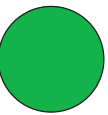

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**AUSTRALIAN BRIDGE  
FEDERATION INC.**



#### STANDARD SYSTEM CARD

ABF Nos.	138649	Simon HINGE
& Names:	44318	Kim MORRISON
Basic System:	Standard	
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♥ 5, 11+
1♦ 4 (3 if 4432), 11+	1♠ 5, 11+
1NT 15-17 balanced (may be 5431 with sing A, K or Q if no rebid)	may contain 5 card Major <input checked="" type="checkbox"/>
1NT Responses 2♣ Simple Stayman	Other:
2♦ TRF ♥	2♠ TRF ♣ or range probe
2♥ TRF ♠	2NT TRF ♦
other 3♣/♦=short other minor (43)51,(43)60,3361 3♥/♠=short other major 31(54),30(46),3055	
2♣ GF or 22-23 balanced or 9 playing tricks in a major	
2♦ 6 - 10, 6♦	
2♥ 6 - 10, 6♥	
2♠ 6 - 10, 6♠	
2NT 20 - 21 balanced	3NT gambling, no outside A or K
other	

#### 2. PRE-ALERTS

Support X's	
1NT may be off shape 5431 sing A,K or Q	Multi purpose 2♣ after 1M (1st or 2nd seat)
Gazzilli (2♣ after 1M-1NT or 1♥-1♠, see inside)	

#### 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	weak
Responsive doubles through	4♠	Unusual NT	2 lowest unbid suits
1NT overcall - immediate	15 - 19, system on	Immediate cue of minor	Michaels, both majors
1NT overcall - re-opening	11 - 14, system on	Immediate cue of Major	Michaels, other major and a minor
Over weak twos	X = TO	Over opening threes	X = TO
Over opponent's 1NT	ASPRO, X = penalty, 2♣ = ♥ + other 5+/4+ either way,		
	2♦ = ♠ + minor 5+/4+ either way, 2♥/♠ = natural, 2NT = minors		

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+, 4+♦,	2♦ 8 - 11, 5+♣	3♦ 5+♣, splinter
1♥ 5+, 4+♥,	2♥ 3 - 7, 6♥	3♥ 5+♣, splinter
1♠ 5+, 4+♠,	2♠ 3 - 7, 6♠	3♠ 5+♣, splinter
1NT 6 - 11, no major	2NT 11 - 12 bal, no major	3NT 13 - 15 bal, no major
2♣ 12+, 5+♣, almost GF	3♣ 5+♣, preemptive	4♣ preemptive
other 4♦/♥/♠ voidwood		
1♦ 1♥ 5+, 4+♥	2♥ 3 - 7, 6♥	3♥ 4+♦, splinter
1♠ 5+, 4+♠	2♠ 3 - 7, 6♠	3♠ 4+♦, splinter
1NT 6 - 11, no major	2NT 11 - 12 bal, no major	3NT 13 - 15 bal, no major
2♣ 5+♣, GF unless rebid 3♣	3♣ 8 - 11, 4+♦,	4♣ 4+♦, splinter
2♦ 12+, 4+♦, almost GF	3♦ 4+♦, preemptive	4♦ preemptive
other 4♥/♠/5♣ voidwood		
1♥ 1♠ 5+, 4+♠ (2♣ = Gazzilli)	2♥ 6 - 11, 3♥	3♦ 9 - 11, 4♥, Bergen
1NT 6 - 11, nf (2♣ = Gazzilli)	2♠ 3 - 7, 6♠	3♥ 0 - 5, 4♥
2♣ multi purpose, see notes	2NT 4+♥, GF Jacoby	3♠ 4+♥, splinter
2♦ 4+♦, GF unless rebid 3♦	3♣ 6 - 8, 4♥, Bergen	3NT 12 - 14, 3♥ any 4333
other In 3rd/4th seat 2♣ = Drury, 2NT = 10- 12 bal with 2♥, jumps = fit showing		
1♠ 1NT 6 - 11, nf (2♣ = Gazzilli)	2♠ 6 - 10, 3♠	3♥ 4+♠, splinter to 3+♠
2♣ multi purpose, see notes	2NT 4+♠, GF Jacoby	3♠ 0 - 5, 4♠
2♦ 4+♦, GF unless rebid 3♦	3♣ 6 - 8, 4♠, Bergen	3NT 12 - 14, 3♠ any 4333
2♥ 5+♥, GF	3♦ 9 - 11, 4♠, Bergen	4♣ 4+♠, splinter
other In 3rd/4th seat 2♣ = Drury, 2NT = 10- 12 bal with 2♠, jumps = fit showing		
1NT 3♣ 5+♣, short ♦	3♠ 3♠, short ♥	4♦ TFR ♥
3♦ 5+♦, short ♣	3NT to play	4♥ TFR ♠
3♥ 3♥, short ♠	4♣ Gerber	4♠ minors 5/5
other		
2♣ 2♦ neg, <2K, <7 with A, <8	2NT pos, 5+♥	3♥ 8 PT in ♥, nf
2♥ Pos, no good 5 card suit	3♣ pos, 5+♣	3♠ 8 PT in ♠, nf
2♠ Pos, 5+ ♠	3♦ pos, 5+♦	3NT long solid suit
other 4♣/♦/♥/♠ suit below a long 1 loser suit		
2♦ 2♥ natural, forcing	3♣ natural, forcing	3♠ splinter
2♠ natural, forcing	3♦ preemptive	3NT to play
2NT ask for shortness/strength	3♥ splinter	4♣ splinter
other 4♥/♠/5♣/♦ voidwood		

**Notes** Gazzilli: After 1♥ - 1♠ or 1M - 1NT, 2♣ = 3 card limit raise or 4+♣ GF or 8 - 10 6+♣ or any 11+ bal

2♥ 2♠ natural, forcing	3♦ natural, forcing	3NT to play
2NT ask for shortness/strength	3♥ natural, forcing	4♣ splinter
3♣ natural, forcing	3♠ preemptive	4♥ to play
other 4♠/5♣/♦ voidwood		
2♠ 2NT ask for shortness/strength	3♥ natural, forcing	4♣
3♣ natural, forcing	3♠ preemptive	4♥
3♦ natural, forcing	3NT to play	4♠
other 4♣/♦/♥ splinters, 5♣/♦/♥ voidwood		
2NT 3♣ puppet Stayman	3♠ 4+♣ & 4+♦ slam int	4♦
3♦ TFR ♥	3NT to play	4♥
3♥ TFR ♠	4♣ 6+♣ slam int	4♠
other 4♦ 6+♦ slam int		

## 9. CONVENTIONS

**Unusual NT:** Lower 2 unbid suits

**4th Suit Forcing** One round  GF unless after reverse  Game force

**NT Checkback**  Priorities: cheapest first

**Defence to 3NT opening** 4♣ = 2 suited TO

**Defence to Opening Twos** X = TO, leaping Michaels

Multi 2♦ X = TO of ♠

RCO style 2-s X = values, next X = TO

Other 2-s X = TO of known suit(s) else values

**Defence to strong ♣** 1♣ : Aspro, X = ♥ + other, 1♦ = ♠ + minor, 1♥/♠ = natural, 1NT = minors, jumps weak  
2♣ : Aspro, X = ♥ + other, 2♦ = ♠ + minor, 2♥/♠ = natural, 2NT = minors, jumps weak

**Over 1NT Interference** reverse lebensohl

**Lebensohl - other uses** normal lebensohl after (weak 2) X

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

4♥ X, 4NT = minors 4♠ X, 4NT = 2 suiter

## 10. OTHER NOTES