

## 4. BASIC RESPONSES

Jump raises - minors	Preempt	Other: 2NT: NAT, invitational
Jump raises - Majors	Preempt	Other: Bergen raises
Jump shifts after minor opening	1♣-2♦/1♦-3♣: 5-9 raise; 2♥/♠: NAT 4-7 HCP, 6+ suit; 3 level SPL	
Jump shifts after Major opening	Bergen - 1♥ - 2♠ / 1♠ - 3♥ = 3 cd SUPP, other 3-lvl bids = 4 cd SUPP	
Responses to strong 2 suit open.	2♦ - negative or waiting; 2M / 3m = 5-8 HCP 5+ suit with honour	
Responses to 2NT opening	3C enquiry; 3♦/♥ = TRF to H/S; 3♠ = m's	

## 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	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	low from 3; attitude if length known	
<b>Discards</b>	Odd=Enc., Even=McKenney	
<b>Count</b>	Low-High = Even	
<b>Signal</b> on partner's lead:	Odds & evens	Odds & evens
<b>Signal</b> on declarer's lead:	Count if appropriate	
<b>Notes</b>		

## 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
<b>Slam Notes</b>	DOPI/ROPI; Exclusion RKC	
Cue Bids <input checked="" type="checkbox"/>	1st or 2nd round control	
Asking Bids <input type="checkbox"/>	4NT by opener: Specific Ace Ask	

## 7. OTHER CONVENTIONS

Bergen + Jacoby raises	Inverted minor raises
Cue raises	Fit showing jumps in competition
Support X / XX	Splinters + mini Splinters
Long suit trials	4th suit forcing to game
2 way Checkback after opener's 1NT rebid	2 way Drury by passed hand

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Smolen over 1NT/2NT shows 5/4 M's by responder

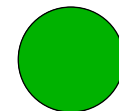
Lebensohl

Leaping Michaels (jump O/C in m also shows other M)

Kokish to 2♣ (2♣ - 2♦ - 2♥ - 2♠ = relay)



AUSTRALIAN BRIDGE  
FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	268410	Helene Pitt
& Names:	61409	Ruth Tobin
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 <input type="checkbox"/>
1♣ (10)11-20 HCP 3+	1♥ (10)11-20 HCP 5+	
1♦ (10)11-20 HCP 3+	1♠ (10)11-20 HCP 5+	
1NT 15-17 HCP BAL	may contain 5 card Major <input checked="" type="checkbox"/>	
<b>1NT Responses</b> 2♣ Simple Stayman Other: 3♥/3♠ opener = 5 cd M 15-16 HCP		
2♦ TRF to ♥	2♠ TRF to ♣	
2♥ TRF to ♠	2NT TRF to ♦	
other Smolen - responder shows 5/4 both M's		
2♣ 23-24 HCP BAL or GF		
2♦ <11 HCP 6+ ♥ or ♠		
2♥ <11 HCP 5+♥ & 5+ any other suit		
2♠ <11 HCP 5+♠ & 5+ minor		
2NT 20-22 HCP BAL	3NT Sound preempt in either m	
other		

## 2. PRE-ALERTS

Support X / XX	Drury
Change of suit F; SPL + Mini SPL	Leaping Michaels (jump O/C m also shows oM)
Bergen raises; Inverted minor raises	Kokish to 2♣ (2♣ - 2♦ - 2♥ - 2♠ = relay)

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	pre-emptive
Responsive doubles through	4♥	Unusual NT	over M: ms; over m: om + 1M 5+/5+ WK or STR
1NT overcall - immediate	15-18 HCP	Immediate cue of minor	Michaels - M's 5+/5+ WK or STR
1NT overcall - re-opening	10-14 HCP	Immediate cue of Major	Michaels - OM +1m 5+/5+ WK/STR
Over weak twos	X T/O + LEB; 2NT: 15-18 HCP	Over opening threes	X T/O
Over opponent's 1NT	X = PEN; 2C - both M's 4+/4+; 2♦ - 6 card M; 2♥/♠ - 5+ ♥/♠ + 4+ minor		
2NT: 2-suiter strong / extreme shape			

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+ HCP, 4+ ♦	2♦ 5-9 HCP, 5+ ♣	3♦ SPL 9-11 HCP
1♥ 5+ HCP, 4+ ♥	2♥ 4-7 HCP, 6+ ♥	3♥ SPL 9-11 HCP
1♠ 5+ HCP, 4+ ♠	2♠ 4-7 HCP, 6+ ♠	3♠ SPL 9-11 HCP
1NT 6-10 HCP	2NT 11-12 HCP, no 4 cd M	3NT 13-15 HCP, no 4 cd M
2♣ inverted, 12+ HCP, 4+ ♣	3♣ pre-emptive, 5+ ♣	4♣ pre-emptive
other		
1♦ 1♥ 5+ HCP, 4+ ♥	2♥ 4-7 HCP, 6+ ♥	3♥ SPL 9-11 HCP
1♠ 5+ HCP, 4+ ♠	2♠ 4-7 HCP, 6+ ♠	3♠ SPL 9-11 HCP
1NT 6-10 HCP	2NT 11-12 HCP, no 4 cd M	3NT 13-15 HCP, no 4 cd M
2♣ 10+ HCP, 4+ ♣	3♣ 5-9 HCP, 5+ ♦	4♣ SPL 9-11 HCP
2♦ inverted, 12+ HCP, 4+ ♦	3♦ pre-emptive, 5+ ♦	4♦ pre-emptive
other		
1♥ 1♠ 5+ HCP, 4+ ♠	2♥ 5-9 HCP, 3 cd SUPP	3♦ Bergen, 10-12HCP, 4c ♥
1NT 6-10 HCP	2♠ limit raise or better 3c ♥	3♥ pre-emptive raise, 4+ ♥
2♣ 10+ HCP, 4+ ♣	2NT GF raise, 4+ ♥	3♠ SPL 9-11 HCP
2♦ 10+ HCP, 4+ ♦	3♣ Bergen, 6-9 HCP, 4c ♥	3NT 12-15 HCP, bal 3 cd ♥
other 4♣ + 4♦ SPL 9-11 HCP		
1♠ 1NT 6-10 HCP	2♠ 5+ HCP, 3 cd SUPP	3♥ limit raise or better, 3c ♠
2♣ 10+ HCP, 4+ ♣	2NT GF raise, 4+ ♠	3♠ pre-emptive raise, 4+ ♠
2♦ 10+ HCP, 4+ ♦	3♣ Bergen, 6-9 HCP, 4c ♠	3NT 12-15 HCP, bal 3 cd ♠
2♥ 10+ HCP, 5+ ♥	3♦ Bergen, 10-12HCP, 4c ♠	4♣ SPL 9-11 HCP
other 4♦ + 4♥ SPL 9-11 HCP		
1NT 3♣ 5+ ♣ + 5+ ♦ weak	3♠ 1345 or 1354 shape GF	4♦
3♦ 5+ ♣ + 5+ ♦ GF	3NT to play	4♥ to play
3♥ 3145 or 3154 shape GF	4♣	4♠ to play
other		
2♣ 2♦ weak or waiting	2NT	3♥ self supporting suit
2♥ 5-8 HCP, 5+ ♥	3♣ 5-8 HCP, 6+ ♣	3♠ self supporting suit
2♠ 5-8 HCP, 5+ ♠	3♦ 5-8 HCP, 6+ ♦	3NT
other		
2♦ 2♥ pass or correct	3♣ natural, NF	3♠ P/C (shows better ♥)
2♠ P/C (shows better ♥)	3♦ natural, NF	3NT to play
2NT strong enquiry	3♥ pass or correct	4♣ asks partner to TRF to M
other 4♦ asks partner to bid their M		

### Notes

2♥ 2♠ pass or correct	3♦ pass or correct	3NT to play
2NT strong enquiry	3♥ pre-emptive	4♣ pass or correct
3♣ pass or correct	3♠ pass or correct	4♥ to play
other		
2♠ 2NT strong enquiry	3♥ natural, NF	4♣ pass or correct
3♣ pass or correct	3♠ pre-emptive	4♥ to play
3♦ pass or correct	3NT to play	4♠ to play
other		
2NT 3♣ Stayman - Smolen	3♠ minors	4♦ NAT
3♦ TRF to ♥	3NT to play	4♥
3♥ TRF to ♠	4♣ NAT	4♠
other		

## 9. CONVENTIONS

<b>Unusual NT:</b> minors	Over 1m, 2NT = other m + 1 M
<b>4th Suit Forcing</b> One round <input type="checkbox"/> forcing to game	Game force <input checked="" type="checkbox"/>
<b>NT Checkback</b> <input checked="" type="checkbox"/> Priorities: 2C forces 2D, then show shape up the line	
<b>Defence to 3NT opening</b> X = values, 4♣ T/O for M's, better ♥, 4♦ T/O for M's better ♠	
<b>Defence to Opening Twos</b> X = 15+ with LEB, NAT overcalls	
Multi 2♦ X = 15+ with LEB, NAT overcalls	
RCO style 2-s X = 15+ with LEB, NAT overcalls	
Other 2-s X = 15+ with LEB, NAT overcalls	
<b>Defence</b> Over 1C strong: X = good hand, NAT overcalls	
<b>to</b>	
<b>strong</b> Over 2C strong: X = good hand, NAT overcalls	
<b>♣</b>	

**Over 1NT Interference** lebensohl

**Lebensohl - other uses** Over opponents' weak 2's

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

4♥ X 4♠ 4NT

## 10. OTHER NOTES

Over transfer responses: X = shows that suit, bid of opponent's suit = T/O

Cue bids = 1st or 2nd round control