

4. BASIC RESPONSES

Jump raises - minors	Other: 1♣-3♣ = singleton ♣ GF. 1♦-3♦ = natural NF, 6♦.
Jump raises - Majors	Preempt Other: Bergen / Jacoby
Jump shifts after minor opening	Over 1♣: bal GF. Over 1♦: NF 5♠ 4♥.
Jump shifts after Major opening	3♣ = GF, choose 3NT or 4M. 3♦ = invitational raise.
Responses to strong 2 suit open.	N/A
Responses to 2NT opening	3♣ = Stayman/Smolen, 3♦/♥ = transfers, 3♠ = minors.

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All	Overlead All
Four or more with an honour	3rd/5th	4th highest
From 4 small	3rd highest	2nd highest
From 3 cards (no honour)	Bottom	Middle
In partner's suit		
Discards	Low Enc, Low-High = Even	Low Enc, Low-High = Even
Count	Low-High = Even	Low-High = Even
Signal on partner's lead:	Low Enc, Low-High = Even	Low Enc, Low-High = Even
Signal on declarer's lead:	Count / suit pref / (reverse) Smith peters	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
Slam Notes	DIPO / RIPO	
Cue Bids <input checked="" type="checkbox"/>	1st / 2nd in order	
Asking Bids <input type="checkbox"/>		

7. OTHER CONVENTIONS

4th suit forcing to game	Lebensohl
Inverted minor rai	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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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	138649	Simon Hinge
& Names:	45632	Bruce Neill
Basic System:	Strong Club with gadgets	
Brown Sticker <input type="checkbox"/>	Classification:	Green <input type="checkbox"/> Blue <input checked="" 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♣	0+, 16+ or less with with good shape	1♥ 5+, 10-15 or less with with good shape
1♦	2+, 10-15. Maybe less with with good shape	1♠ 5+, 10-15 or less with with good shape
1NT	14-16 (1/2), 15-17 (3/4), or thereabouts	may contain 5 card Major <input checked="" type="checkbox"/>
1NT Responses		
2♣	Simple Stayman	Other:
2♦	Transfer to ♥	2♠ Puppet to 2NT. No 4M. Maybe ♠ splinter.
2♥	Transfer to ♠	2NT Stayman. (Invite by PH).
other 3 any = singleon/void in that suit, no 5 major. 3♠ promises 4♥.		
2♣	6+, 10-15, or less with with good shape	
2♦	10-15, singleton / void ♦. 44 or 43 in majors, not 6♣.	
2♥	6-10 HCP, 5+♥ (6+ if vul). Maybe less not vul.	
2♠	6-10 HCP, 5+♠ (6+ if vul). Maybe less not vul.	
2NT	19-21 (1/2), 20-22 (3/4), or thereabouts	3NT Solid minor, plus A/K outside. To play 3/4.
other		

2. PRE-ALERTS

1♦-2♥/2♠ = NF, 5♠ 4+♥.	NT openings can be off-shape
Drury	Bergen & Jacoby raises

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak
Responsive doubles through	4♥	Unusual NT	Lower two unbid suits, 5+ - 5+
1NT overcall - immediate	15-18	Immediate cue of minor	Majors 5+ - 5+
1NT overcall - re-opening	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	2♣ = both majors, 2♦ = 1 major, 2M = that suit + minor.		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ Any 0-7.	2♦ 8-10 balanced, GF.	3♦ Splinter, GF, 4414, 8-10.
1♥ GF, 5+♠.	2♥ 11-13 balanced, GF.	3♥ Splinter, GF, 4144, 8-10.
1♠ GF, 5+♥.	2♠ 14+ balanced, GF.	3♠ Splinter, GF, 1444, 8-10.
1NT GF, 5+♣.	2NT Splinter, any 4441 11+.	3NT Some AKQJxxx suit.
2♣ GF, 5+♦.	3♣ Splinter, GF, 4441, 8-10.	4♣
other		
1♦ 1♥ 4+♥. Can be light NV.	2♥ 5♠ 4+♥, less than invite.	3♥ Splinter, GF.
1♠ 4+♠. Can be light NV.	2♠ 5♠ 4+♥, invite.	3♠ Splinter, GF.
1NT 6-11. Maybe light NV.	2NT Nat invite.	3NT To play
2♣ 3+♣. GF unless 3♣ next	3♣ both minors NF.	4♣ To play
2♦ 5+♦. GF unless 3♦ next	3♦ 6+♦ NF.	4♦ To play
other		
1♥ 1♠ 4+♠. Can be light NV.	2♥ 7-11, 3+♥	3♦ invite, 3 or 4 card raise
1NT 6-11. Maybe light NV.	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♦	3♣ GF, 3 card bal raise.	3NT GF, 3 card bal raise.
other 4♣ / 4♦ = splinter. 4♥ = wide range.		
1♠ 1NT As above.	2♠ As above.	3♥ 10-12, 3♠
2♣ As above.	2NT As above.	3♠ As above.
2♦ As above.	3♣ As above.	3NT As above.
2♥ Nat. GF unless rebid 3♥	3♦ As above.	4♣ Splinter.
other 4♦ / 4♥ = splinter. 4♠ = wide range.		
1NT 3♣ GF, splinter	3♠ GF, splinter, 4♥.	4♦ Transfer to ♠
3♦ GF, splinter	3NT To play	4♥ To play
3♥ GF, splinter	4♣ Transfer to ♥	4♠ To play
other		
2♣ 2♦ Ask. Maybe light NV.	2NT Invite.	3♥ Splinter.
2♥ Nat, 1RF.	3♣ To play.	3♠ Splinter.
2♠ Nat, 1RF.	3♦ Splinter.	3NT To play.
other		
2♦ 2♥ To play.	3♣ To play.	3♠ To play.
2♠ To play.	3♦ Invite.	3NT To play
2NT Ask.	3♥ To play.	4♣
other		

Notes

2♥ 2♠ Natural, 1RF	3♦ Natural, GF	3NT To play
2NT Puppet to 3♣	3♥ To play	4♣ Splinter
3♣ Natural, GF	3♠ Splinter	4♥ To play
other		
2♠ 2NT Puppet to 3♣	3♥ Natural, GF	4♣ Splinter
3♣ Natural, GF	3♠ To play	4♥ Splinter
3♦ Natural, GF	3NT To play	4♠ To play
other		
2NT 3♣ Stayman	3♠ Both minors GF	4♦ Natural slam try
3♦ Transfer to ♥	3NT To play	4♥ Natural slam try
3♥ Transfer to ♠	4♣ Natural slam try	4♠ Natural slam try
other		

9. CONVENTIONS

Unusual NT: _____

4th Suit Forcing One round _____ Game force

NT Checkback Priorities: 2♣ = puppet to 2♦ then invite; 2♦ = GF.

Defence to 3NT opening 4♣ / 4♦ = both majors

Defence to Opening Twos X = T/O

Multi 2♦ 1-2-3 doubles.

RCO style 2-s 1-2-3 doubles.

Other 2-s X = T/O

Defence	1♣ : X = majors, 1NT = minors
to	_____
strong	2♣ : X = majors
♣	_____

Over 1NT Interference lebensohl _____

Lebensohl - other uses Over double of 2M, 2NT = scramblesohl _____

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

4♥ X = takeout 4♠ 4NT = takeout, X = cards

10. OTHER NOTES
