

4. BASIC RESPONSES

Jump raises - minors	Pre-empt, unless Passed hand when LIMIT RAISE
Jump raises - Majors	Pre-empt
Jump shifts after minor opening	Weak, (0) 3-7 HCP, unless Passed hand when fit showing jumps
Jump shifts after Major opening	Bergen, except 1H - 2S = weak jump, 1S - 3H = invite (good Hs)
Responses to strong 2 suit open.	2D = weak or waiting (Kokish), else natural except 2NT
Responses to 2NT opening	3C = Muppet, 3S = transfer to 3NT to show minor slam tries

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A = att, K = count	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Varies but MUD mostly	
In partner's suit	depends if support shown	
Discards	High = encourage	
Count	High = even	
Signal on partner's lead:	Natural attitude or count:	what we think partner needs
Signal on declarer's lead:	Suit Preference in trumps, count sometimes.	
Notes	Smith Peter v. NT	

6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB YES	4♣ Gerber <input type="checkbox"/> when?
Slam Notes	03-14 if minor, 14-30 if Major. 1NT/2NT - 4S = Ace ask	
Cue Bids <input checked="" type="checkbox"/>	1st/2nd round controls	
Asking Bids <input type="checkbox"/>		

7. OTHER CONVENTIONS

Drury - 2C over 1M, by passed hand	Blackout after Reverse: lower 4th suit/2NT
Fourth suit = game forcing (1S = natural)	Lebensohl
Fit showing jumps in comp or passed hand	Support X and XX (not mandatory)
2-way Checkback after opener's 1NT rebid	Transfers after opponents open Multi 2D
Splinters	Transfers after 1M X (opening or overcall)

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Long suit game tries

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1NT X (penalty): XX = single suited, bid = lower 2 suits

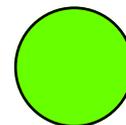
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1NT X (artificial): system ON

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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	BARBARA TRAVIS			
& Names:	CANDICE GINSBERG			
Basic System:	5 CARD MAJORS, 2 OVER 1 GAME FORCING			
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♣ 3+ cards	1♥ 5+ cards	
1♦ 3+ cards	1♠ 5+ cards	
1NT 1st/2nd seat: 14+ to 17- HCP; 3rd/4th seat: 15-17 HCP may contain 5 card Major <input checked="" type="checkbox"/>		
1NT Responses 2♣ Stayman/Smolen		
2♦ Hearts	2♠ Range ask or clubs (2NT = min)	
2♥ Spades	2NT Diamonds	
other 3C = Muppet, 3D = minors, 3M = GF splinter		
2♣ (Almost) Game force or 22+ HCP bal/semi-bal		
2♦ 1st/2nd hand: (0) 6 card Major, (0) 3-7 HCP)		
2♥ 1st/2nd/3rd hand: 6 cards, 8-11 HCP) 4th hand: 6 cards, 9-12/13 HCP		
2♠ 1st/2nd/3rd hand: 6 cards, 8-11 HCP)		
2NT (19) 20-21 HCP bal/semi-bal		3NT Gambling
other		

2. PRE-ALERTS

*** Intermediate jumps to 3-minor ***	Transfers after 1M X (opening or overcall)
2D opening bid	Transfers after opener's 2NT jump rebid
Fit showing jumps in competition or passed	Transfers after opponents open Multi 2D

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4H	Jump overcalls	Weak, except jumps to 3-minor = intermediate
Responsive doubles through	3S	Unusual NT	Lower 2 unbid suits
1NT overcall - immediate	15+ to 18- HCP	Immediate cue of minor	5/5+ in Majors
1NT overcall - re-opening	13-16 HCP	Immediate cue of Major	5/5+ other Major + minor
Over weak twos	X = takeout, Leap. Michaels	Over opening threes	X = takeout, Leap Mich v. 3m
Over opponent's 1NT	v. weak 1NT double = penalty.		
v. strong 1NT (14+) double = 4M + longer minor 2C = Majors; 2D = 1 Major;			
2M = 5M + 4+ minor; 2NT = pre-empt in one minor (3C p/c); 3m = intermediate			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+ cards, F	2♦ 10+ HCP, clubs, F	3♦ splinter, 10-13 HCP
1♥ 4+ cards, F	2♥ ~3-7 HCP, 6+ cards	3♥ splinter, 10-13 HCP
1♠ 4+ cards, F	2♠ ~3-7 HCP, 6+ cards	3♠ splinter, 10-13 HCP
1NT 6-11 HCP, NF	2NT GF clubs, slam int	3NT 13-15 clubs, no M
2♣ 6-9 HCP, NF	3♣ ~3-6 HCP, weak	4♣ pre-emptive
other 4-Major = to play, 4NT = Blackwood		
1♦ 1♥ 4+ cards, F	2♥ ~3-7 HCP, 6+ cards	3♥ splinter, 10-13 HCP
1♠ 4+ cards, F	2♠ ~3-7 HCP, 6+ cards	3♠ splinter, 10-13 HCP
1NT 6-11 HCP, NF	2NT GF raise, slam int	3NT 13-15 diamonds, no M
2♣ Natural, GF	3♣ 10+ HCP diamonds, F	4♣ splinter, 10-13 HCP
2♦ 6-9 HCP, NF	3♦ ~3-6 HCP, weak	4♦ pre-emptive
other 4-Major = to play, 4NT = Blackwood		
1♥ 1♠ 4+ cards, F	2♥ 7-9 HCP, 3 hearts	3♦ 4+ hearts, 10-12 HCP
1NT 5-11 HCP, NF incl. LR	2♠ ~3-7 HCP, 6+ cards	3♥ pre-emptive
2♣ Natural, GF	2NT GF 4+ hearts, no spl	3♠ void splinter: 3NT ask
2♦ Natural, GF	3♣ 4+ hearts, 6-9 HCP	3NT spade splinter, 10-13
other 4-minor = splinter, 10-13 HCP, 4NT = Blackwood		
1♠ 1NT 5-11 HCP, NF incl. LR	2♠ 7-9 HCP, 3 spades	3♥ invite hearts HHxxxx+
2♣ Natural, GF	2NT GF 4+ spades, no spl	3♠ pre-emptive
2♦ Natural, GF	3♣ 4+ spades, 6-9 HCP	3NT void splinter: 4C asks
2♥ Natural, GF	3♦ 4+ spades, 0-12 HCP	4♣ splinter, 10-13 HCP
other 4D/4H = splinter, 10-13 HCP, 4NT = Blackwood		
1NT 3♣ 5 card M ask, Muppet	3♠ GF, splinter in spades	4♦ Hearts (to play/slam)
3♦ 5/5 minors, slam int	3NT To play	4♥ Spades (to play/slam)
3♥ GF, splinter in hearts	4♣ 5/5+ Ms, game/slam	4♠ Ace ask (4NT = 0/1)
other		
2♣ 2♦ Weak/waiting (Kokish)	2NT	3♥ 6+ cards (no outside)
2♥ 5+ cards, positive	3♣ 6+ cards, 2 top hon	3♠ 6+ cards (no outside)
2♠ 5+ cards, positive	3♦ 6+ cards, 2 top hon	3NT
other		
2♦ 2♥ Pass/correct	3♣ Natural NF	3♠ Natural, F
2♠ Pass/correct	3♦ Asks for 3M or D, F	3NT To play
2NT Asks suit/range	3♥ Natural, F	4♣ Asks for suit below M
other 4D = asks for 4M to be bid		

Notes

2♥ 2♠ Natural, F	3♦ Natural, F	3NT To play
2NT Range/feature ask	3♥ Semi pre-emptive	4♣ Splinter
3♣ Natural, F	3♠ Splinter	4♥ To play
other		
2♠ 2NT Range/feature ask	3♥ Natural, F	4♣ Splinter
3♣ Natural, F	3♠ Semi pre-emptive	4♥ Splinter
3♦ Natural, F	3NT To play	4♠ To play
other		
2NT 3♣ Muppet Stayman	3♠ forces 3NT (minor..)	4♦ Hearts (weak/slam)
3♦ Hearts	3NT To play	4♥ Spades (weak/slam)
3♥ Spades	4♣ 5/5 Majors, game only	4♠ Ace ask
other 4NT = Quantitative		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: Majors first, 2NT = any 4-3-3-3

Defence to 3NT opening X = strong, 4m = Majors, longer in relative Major

Defence to Opening Twos

Multi 2♦ X = hearts or big/bal, 2NT = natural, others = transfers, 3M = stopper ask

RCO style 2-s X = strong (3rd double = penalties), 2NT = natural, Leaping Michaels

Other 2-s X = strong (3rd double = penalties), 2NT = natural, Leaping Michaels

Defence 1♣ X = Majors, 1NT = minors, 1-suit to 2C = natural, 2D = 1 Major,
to 2M = 5/5+ M + minor
strong 2♣ X = Majors, 2NT = minors, 2D = 1 Major, 2M = 5/5+ M + minor
 ♣

Over 1NT Interference X = takeout, Lebensohl, 4-level = system ON

Lebensohl - other uses after takout doubles at 2-level (2-opening or 1x P 2x X)

Take out of 4 level pre-empts 4♣/4♦ X
 4♥ X 4♠ 4NT (X = general values)

10. OTHER NOTES

1-any - 4NT (first response) = Blackwood (0, 1, 2, 3)

1NT X = penalty: XX = single-suited, Bid = lower of 2 suits, 2S = pre-emptive

1NT X = artificial: system ON, XX = penalty interest (good hand)