

## 4. BASIC RESPONSES

Jump raises - minors	Preempt
Jump raises - Majors	Preempt
Jump shifts after minor opening	1♣-2♦/♥=WK TRF, 1♣-2♠=L/R, 1♦-2♥/♠=WK NAT, 1♦-3♣=L/R
Jump shifts after Major opening	Bergen. Into OM = 3 card L/R
Responses to strong 2 suit open.	Not applicable
Responses to 2NT opening	3♣=INQ (then 3♥=no M, 3NT=5♥). 3♦/♥=TRF, 3♠=m suit STAY

## 5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead, A-Attitude K-Count	Overlead, A-Attitude K-Count
Four or more with an honour	4th highest	4th highest
From 4 small	2nd highest	2nd highest
From 3 cards (no honour)	Middle	Middle
In partner's suit	As above	As above
<b>Discards</b>	Odd/Even	Odd/Even
<b>Count</b>	Low-High = Even	Low-High = Even
<b>Signal</b> on partner's lead:	REV count (*low ENCRG)	REV count (*low ENCRG)
<b>Signal</b> on declarer's lead:	1.REV count;2.S/Psometimes;3.NAT Smith Peters in NT sometimes	
<b>Notes</b> Vs NT, Ace or Queen asks for REV ATT (*low ENCRG), King asks for unblock/REV count		
Vs Suit, Ace or Queen asks for REV ATT (*low ENCRG), King asks for REV count		
In cash out situations, low ENCRG to partner's honour lead/odd ENCRG discard		

## 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/>	when?
<b>Slam Notes</b>	4m is often Minorwood, D0P1/R0P1 (for numbers) & PEDO		
Cue Bids <input checked="" type="checkbox"/>	1st/2nd round CNTRLs in ascending suit order. 3NT can be trump CUE		
Asking Bids <input type="checkbox"/>			

## 7. OTHER CONVENTIONS

4SF FG	LEB
Bergen and Jacoby raises	Leaping & Non-leaping Michaels
Drury after 3rd/4th seat M opening	Cue raises
D0P1, R0P1 (for numbers), PEDO	4m often Minorwood
Blackout	123 Xs

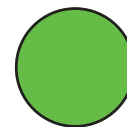
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# AUSTRALIAN BRIDGE FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	196134	Arjuna de Livera
& Names:	402974	Andrew Braithwaite
Basic System:	Standard	
Brown Sticker <input type="checkbox"/>	<u>Classification:</u>	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♣ 11+, 2+♣	1♥ 11+, 5+♥
1♦ 11+, 4+♦	1♠ 11+, 5+♠
1NT 15-17	may contain 5 card Major <input checked="" type="checkbox"/>

<b>1NT Responses</b>	2♣ Simple Stayman	Smolen
2♦ TRF to ♥ (can be mild S/T)	2♠ TRF to ♣ (2NT = super accept)	
2♥ TRF to ♠ (can be mild S/T)	2NT TRF to ♦ (3♣ = super accept)	
other Super accepts of TRF to M. 3♣/♦/♥/♠ = 6+ card suit S/T		

2♣ Acol 2 any suit or any Game Force or 22+ BAL/semi-BAL	
2♦ 4-7 HCP 6♥ or 6♠	
2♥ 8-11 HCP 6♥	
2♠ 8-11 HCP 6♠	
2NT 20-21 HCP BAL/semi-BAL	3NT Gambling, no more than a Q outside
other	

## 2. PRE-ALERTS

TRF responses to 1♣ opening	Bergen raises
1♣/1♦ opening-(1♥O/C)-1♠ RESP=3 or less ♠	

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	WK
Responsive doubles through	4♥	Unusual NT	Lower 2 unbid suits 5+/5+ Constructive plus
1NT overcall - immediate	15-17	Immediate cue of minor	Both M 5+/5+ Constructive plus
1NT overcall - re-opening	11-14	Immediate cue of Major	OM+m 5+/5+ Constructive plus
Over weak twos	X = T/O	Over opening threes	X = T/O
Over opponent's 1NT	WK NT: X = PEN, 2♣ = Both M, 2♦ = 1M, 2♥/♠ = 5+♥/♠ & 4+ m		
STR NT (ie 14+ HCP):	X = 4M + 5m, else as above		

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+ HCP, 4+♥	2♦ 4-7 HCP, 6♥	3♦ FG SPL raise, 5+ *CPs
1♥ 5+ HCP, 4+♠	2♥ 4-7 HCP, 6♠	3♥ FG SPL raise, 5+ *CPs
1♠ 5+ HCP, 4+♦ or BAL	2♠ 10-11 HCP 5+♣ raise	3♠ FG SPL raise, 5+ *CPs
1NT 10-11 HCP NAT	2NT S/T 5+♣ raise	3NT To play
2♣ 5-9 HCP 5+♣ raise	3♣ PRE 5+♣ raise	4♣ Minorwood
other		
1♦ 1♥ 5+ HCP, 4+♥	2♥ 4-7 HCP, 6♥	3♥ FG SPL raise, 5+ *CPs
1♠ 5+ HCP, 4+♠	2♠ 4-7 HCP, 6♠	3♠ FG SPL raise, 5+ *CPs
1NT 6-10 HCP NAT	2NT S/T 4+♦ raise	3NT To play
2♣ NAT,FG unless rebid 3♣	3♣ 10-11 HCP raise	4♣ FG SPL raise, 5+ *CPs
2♦ 5-9 HCP raise	3♦ PRE raise	4♦ Minorwood
other		
1♥ 1♠ 5+ HCP 4+♠	2♥ 6-9 HCP 3 card raise	3♦ 10-12 HCP 4+ card raise
1NT 6-10 HCP NAT	2♠ 10-12 HCP 3 card raise	3♥ PRE raise
2♣ NAT,FG unless rebid 3♣	2NT FG 4+ card raise	3♠ 10-14 HCP SPL raise
2♦ NAT,FG unless rebid 3♦	3♣ 6-9 HCP 4+ card raise	3NT 13-15 HCP likely (4333)
other 1♥ - 4♣/♦ = 10-14 HCP SPL raise		
1♠ 1NT 6-10 HCP NAT	2♠ 6-9 HCP 3 card raise	3♥ 10-12 HCP 3 card raise
2♣ NAT,FG unless rebid 3♣	2NT FG 4+ card raise	3♠ PRE raise
2♦ NAT,FG unless rebid 3♦	3♣ 6-9 HCP 4+ card raise	3NT 13-15 HCP likely (4333)
2♥ NAT,FG unless rebid 3♥	3♦ 10-12 HCP 4+ card raise	4♣ 10-14 HCP SPL raise
other 1♠ - 4♦/♥ = 10-14 HCP SPL raise		
1NT 3♣ 6+♣, S/T(RKCB RESPs)	3♠ 6+♠, S/T(RKCB RESPs)	4♦ TRF to ♠
3♦ 6+♦, S/T(RKCB RESPs)	3NT To play	4♥ To play
3♥ 6+♥, S/T(RKCB RESPs)	4♣ TRF to ♥	4♠ To play
other 4♣/♦ can be definite slam going. TRF to M at 2 level can be mild S/T		
2♣ 2♦ 0-3 or 10+ HCP	2NT 7-9 HCP 5+♣	3♥ 7-9 HCP, 5+♠
2♥ 4-6 HCP any shape, FG	3♣ 7-9 HCP, 5+♦	3♠ 7-9 HCP, 5♠/4♥
2♠ 7-9 HCP, BAL,semi-BAL	3♦ 7-9 HCP, 5+♥	3NT 7-9 HCP, 5♦/4♣
other 2♣ - 2♦ - 2♥ = ART FG (then 2♠ = ART 0-3 HCP)		
2♦ 2♥ P/C	3♣ NAT, F1	3♠ P/C
2♠ P/C	3♦ NAT, F1	3NT To play
2NT INQ(3♣/♦RESP better)	3♥ P/C	4♣ asks opener to TRF to M
other 4♦ = asks opener to bid their M; 4♥/♠ = To play		

**Notes** \* CPs = Control points (4 Aces and K of trumps = 2 CPs each; Q of trumps = 1 CP; Kings outside SPL suit = 1 CP each)

2♥ 2♠ NAT, F1	3♦ NAT, F1	3NT To play
2NT INQ for S/S (3♣=MIN)	3♥ To play	4♣ SPL raise
3♣ NAT, F1	3♠ SPL raise	4♥ To play
other		
2♠ 2NT INQ for S/S (3♣=MIN)	3♥ NAT, F1	4♣ SPL raise
3♣ NAT, F1	3♠ To play	4♥ SPL raise
3♦ NAT, F1	3NT To play	4♠ To play
other		
2NT 3♣ INQ (3NT RESP = 5♥)	3♠ m suit STAY	4♦ NAT Minorwood RESPs
3♦ TRF to ♥	3NT To play	4♥ NAT, to play
3♥ TRF to ♠	4♣ NAT Minorwood RESPs	4♠ NAT, to play
other TRF to M and raise = mild slam interest		

## 9. CONVENTIONS

<b>Unusual NT:</b>	Lower 2 unbid suits	Constructive plus
<b>4th Suit Forcing</b>	One round <input type="checkbox"/>	Game force <input checked="" type="checkbox"/>
<b>NT Checkback</b>	<input checked="" type="checkbox"/>	Priorities: 2♣ PUP to ♦ or INV; 2♦ FG; 2NT PUP to 3♣ or INV
<b>Defence to 3NT opening</b>	123 Xs, 4♣/♦ = Both Ms	
<b>Defence to Opening Twos</b>	X for takeout	
Multi 2♦	123 Xs, 2NT and suits NAT	
RCO style 2-s	123 Xs, 2NT and suits NAT	
Other 2-s	X = T/O, 2NT and suits NAT	
<b>Defence</b>	1♣ : X = Ms, 1NT = ms, jumps = WK, NAT	
<b>to</b>		
<b>strong</b>	2♣ : X = Ms, 2NT = ms, jumps = WK, NAT	
<b>1♣ / 2♣</b>		

<b>Over 1NT Interference</b>	Lebensohl	
<b>Lebensohl - other uses</b>	After T/O Xs of OPPTs weak 2s	
<b>Take out of 4 level pre-empts</b>	4♣/4♦	X
	4♥ X	4♠ 4NT (X = cards)

## 10. OTHER NOTES

Invisible CUEs - an eg is 1♥ - (2NT) - 3♣ = L/R in ♥
- 3♦ = 5+♠, NF
- 3♥ = less than L/R in ♥
- 3♠ = 5+♠, FG
1M - 1NT - 2NT = artificial FG
Mini-splinters by opener require 5+ *CPs. Some responses by opener to Jacoby raises of M require 5+ *CPs, and to Jacoby raises of m require 4+ CPs