

4. BASIC RESPONSES

Jump raises - minors	Preemptive
Jump raises - Majors	Preemptive
Jump shifts after minor opening	Weak Jump Shift
Jump shifts after Major opening	Splinters
Responses to strong 2 suit open.	
Responses to 2NT opening	5 card puppet stayman

5. PLAY CONVENTIONS

Show priorities

Versus **Suit** (or both) Versus **NoTrump** (if different)

Leads Sequences:	A,Q for Att, K for Count	
Four or more with an honour	4th highest	
From 4 small	2nd	
From 3 cards (no honour)	2nd	
In partner's suit		
Discards	low enc, reverse present count	
Count	reverse	
Signal on partner's lead:	Att or count depending on lead	
Signal on declarer's lead:	Reverse count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 1430 4♣ Gerber when? never

Slam Notes

Cue Bids First or second

Asking Bids

7. OTHER CONVENTIONS

New minor forcing	Leaping and non-leaping Michaels
Mini Splinters	GoodBad - 2NT bid with weaker hand.
Minorwood - after Jump to agreed minor	

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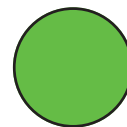
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	157627	David Hoffman
& Names:	889237	Dee Harley
Basic System:	Standard 15-17NT	
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♣ 11-22 HCP 3+♣	1♥ 11-22 HCP 5+♥
1♦ 11-22 HCP 3+♦	1♠ 11-22 HCP 5+♠
1NT 15-17	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ Simple Stayman	
2♦ Tfr to ♥	2♠ Tfr to ♣ (Suit says like)
2♥ Tfr to ♠	2NT Tfr to ♦ (Suit says like)
other submarine splinters at the 3 level.	

2♣ 23+ Bal or GF (2♦ neg) else positive 3 controls	
2♦ Weak Maj	
2♥ 6-10, 5♥/(4) minor	
2♠ 6-10, 5♠/(4)5 minor	
2NT 20-22 bal	3NT Gambling
other	

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak
Responsive doubles through	4♥	Unusual NT	Lower
1NT overcall - immediate	15-18	Immediate cue of minor	♠ + another
1NT overcall - re-opening	11-14 (15)	Immediate cue of Major	OM & Minor
Over weak twos	X (Ibensorhl) & Leaping M	Over opening threes	X and non-leaping Michaels
Over opponent's 1NT	2♣:BothM; 2♦:6+M; 2♥/♠:5 suit, 4+minor		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ Nat	2♦ WJS	3♦ 11+ Splinter
1♥ Nat	2♥ WJS	3♥ 11+ Splinter
1♠ Nat	2♠ WJS	3♠ 11+ Splinter
1NT 6-10	2NT Invitational	3NT To play 13-15
2♣ inverted 11+ 4+♣	3♣ Preemptive	4♣ RKCB
other		
1♦ 1♥ Nat	2♥ WJS	3♥ 11+ Splinter
1♠ Nat	2♠ WJS	3♠ 11+ Splinter
1NT 6-10	2NT Invitational	3NT To Play 13-15
2♣ 10+ 5+♣	3♣ WJS	4♣ 11+ Splinter
2♦ Inverted 11+ 4+♦	3♦ Preemptive	4♦ RKCB
other		
1♥ 1♠ Nat	2♥ 6-9(10) 3♥ or 4333	3♦ 8-11 Splinter
1NT 6-10	2♠ 10-11(12) 3card raise	3♥ Preemptive 4-7
2♣ 10+ 5+♣	2NT 8+ 4+♥	3♠ 12+ Splinter
2♦ 10+ 5+♦	3♣ 8-11 Splinter	3NT 13-15 3♥ Bal
other		
1♠ 1NT 6-10	2♠ 6-9(10) 3♠ or 4333	3♥ 10-11(12) 3 Card raise
2♣ 10+ 5+♣	2NT 8+ 4+ ♠	3♠ Preemptive 4-7
2♦ 10+ 5+♦	3♣ Spl 8-11	3NT 13-15 3 spades, bal
2♥ 10+5+♥	3♦ Spl 8-11	4♣ 12+ Splinter
other 1S 4♥ Splinter!		
1NT 3♣ Short ♦ GF	3♠ Short ♣ GF	4♦ ♠
3♦ Short ♥ GF	3NT To Play	4♥ To Play
3♥ Short ♠ GF	4♣ ♥	4♠ To play
other		
2♣ 2♦ Neg or waiting	2NT	3♥ } 6+ suit 2/3 honours
2♥ Nat Positive	3♣ Nat Positive	3♠ } no other controls
2♠ Nat Positive	3♦ Nat Positive	3NT Solid suit AKQxxxx
other		
2♦ 2♥ Pass or correct	3♣ Nat forcing	3♠ Pass or correct
2♠ Pass or correct	3♦ Nat forcing	3NT To play
2NT Game interest ask	3♥ Pass or correct	4♣ Transfer into suit
other D: Bid your suit		

Notes

2♥ 2♠ Natural, nonforcing	3♦ Pass or correct	3NT To play
2NT Ask	3♥ Preemptive	4♣ Pass or correct
3♣ Pass or correct	3♠ Natural, forcing	4♥ To play
other		
2♠ 2NT Ask	3♥ Natural, invitational	4♣ Pass or correct
3♣ Pass or correct	3♠ Preemptive	4♥ To Play
3♦ Pass or correct	3NT To Play	4♠ To Play
other		
2NT 3♣ 5 card puppet stayman	3♠ Minors	4♦ 6+♦ RKCB
3♦ 5+♥	3NT To Play	4♥ To play
3♥ 5+♠	4♣ 6+♣ RKCB	4♠ To play
other		

9. CONVENTIONS

Unusual NT: Lower

4th Suit Forcing One round Game force

NT Checkback Priorities: New Minor Forcing

Defence to 3NT opening X

Defence to Opening Twos X with lebensohl

Multi 2♦ X with Lebensohl

RCO style 2-s

Other 2-s

Defence (1♣) 2♦ maj 2♣ Clubs 1NT minors

to

strong (2♣) : Natural

1♣ / 2♣

Over 1NT Interference Lebensohl and x takeout

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦

4♥

4♠

10. OTHER NOTES

GoodBad NT (Weaker than direct bid), Blackout (lower of 4th suit/2NT)