

4. BASIC RESPONSES

Jump raises - minors	PRE, 0-6 HCP, (4)5 + card support
Jump raises - Majors	PRE, 0-5 HCP, 4+ card support
Jump shifts after minor opening	2M = Weak, 6-card suit, Minor = 7-9 HCP 4+ card support
Jump shifts after Major opening	3m = Bergen Raise, 2♠ = WK, 6+♠, 3♥ = SPL
Responses to strong 2 suit open.	2♦ = NEG/Waiting, 2♥ = +ve, no suit, 2♠ = +ve, ♠, 2NT = +ve, ♥
Responses to 2NT opening	3♣ = Puppet Stayman, 3♦/♥ = TRF ♥/♠, 3♠ = Minor Stayman

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead AQ=Att 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	Count if Unsupported	
Discards	Odd=ENCRG, Even=McKenney	
Count	Low-High = Even	
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:	Count (Low = Even)	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
Slam Notes	SPL, Some Minorwood, Exclusion KCB, Grand Slam Force	
Cue Bids <input checked="" type="checkbox"/>	Cue = 1st/2nd	
Asking Bids <input checked="" type="checkbox"/>	After 5NT King Ask & Resp, New Suit = Ask;	

7. OTHER CONVENTIONS

3 way Checkback	System on after 1NT X except XX = Bid 2♣
Support X/XX for major	Pass = ♣; 2♦ = ♦, WK; 2♥ = Both M, WK
Super Accepts of TRF over NT Op or O/C	
1m-4M = Exclusion KCB	

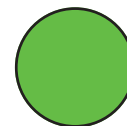
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	197912	Sue LUSK
& Names:	324043	Viv WOOD
Basic System:	STANDARD with Transfer Responses to 1♣	
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♣ 2+♣, 11+H CP	1♥ 5+♥, 11+H CP	
1♦ 4+♦, 11+ HCP	1♠ 5+♠, 11+ HCP	
1NT (14+)15-17	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses 2♣ 4/5 Major & Range Enquiry		
2♦ TRF ♥	2♠ TRF ♣	
2♥ TRF ♠	2NT TRF ♦	
other 3♥/♠ = S/S, Typically 5431; 4♣/♦ = TRF 4♥/♠		
2♣ 22+ HCP, BAL or Any FG		
2♦ Weak Major		
2♥ Multi : Weak, ♥ & a minor, 55 Vul, 54 NV		
2♠ Multi : Weak, ♠ & a minor, 55 Vul, 54 NV		
2NT 20-21 BAL	3NT Gambling, solid minor, no side A or K	
other		

2. PRE-ALERTS

Transfer Responses to 1♣ (May be WK)	Michaels Cue Bids
Inverted Minor Raises	Support Doubles

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	Weak
Responsive doubles through	4♠	Unusual NT	Lower 2 unbid suits
1NT overcall - immediate	15-18 HCP	Immediate cue of minor	Both Majors (55)
1NT overcall - re-opening	10-14 HCP	Immediate cue of Major	OM + minor (55)
Over weak twos	X = T/O, Lebensohl	Over opening threes	X = T/O
Over opponent's 1NT	X= PEN, 2♣ = Both Majors, 2♦ = ♥ or ♠, 2M = M + m (54),		
2NT = Both minors			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ HCP, 4+♥ *	2♦ 7-9, 5+♣, UNBAL	3♦ SPL, FG
1♥ 6+ HCP, 4+♠ *	2♥ WK: 0-6 HCP, 6+♥	3♥ SPL, FG
1♠ 6+ HCP, 4+♦ *	2♠ WK: 0-6 HCP, 6+♠	3♠ SPL, FG
1NT 6-10 HCP, no 4M	2NT 10-12 HCP, No 4M	3NT 12-14 33(34)
2♣ 10+, 5+♣	3♣ PRE	4♣ PRE
other * May be weaker than 6 HCP if short ♣ & UNBAL		
1♦ 1♥ 6+ HCP, 4+♥	2♥ WK: 0-6 HCP, 6+♥	3♥ SPL, FG
1♠ 6+ HCP, 4+♠	2♠ WK: 0-6 HCP, 6+♠	3♠ SPL, FG
1NT 6-10 HCP, no 4M	2NT 10-12 HCP, No 4M	3NT 12-14 33(43)
2♣ FG, 5+♣	3♣ 7-9, 5+♦, UNBAL	4♣ SPL, FG
2♦ 10+, 4+♦	3♦ PRE	4♦ PRE
other		
1♥ 1♠ 6+ HCP, 4+♠	2♥ 6-9, 3♥	3♦ 10-12, 4+♥
1NT 6-11 HCP, NF	2♠ WK: 0-6 HCP, 6+♠	3♥ PRE
2♣ ** See Notes below	2NT FG, 4+♥	3♠ SPL, 8-11
2♦ FG, 5+♦	3♣ 6-9, 4+♥	3NT 12-14 33(34)
other		
1♠ 1NT 6-11 HCP, NF	2♠ 6-9, 3♠	3♥ SPL, 8-11
2♣ ** See Notes below	2NT FG, 4+♠	3♠ PRE
2♦ FG, 5+♦	3♣ 6-9, 4+♠	3NT 12-14 33(34)
2♥ FG, 5+♥	3♦ 10-12, 4+♠	4♣ SPL, 8-11
other		
1NT 3♣ NAT, S/T	3♠ FG, 13(54)	4♦ TRF ♠
3♦ NAT, S/T	3NT To Play	4♥ To Play
3♥ FG, 31(54)	4♣ TRF ♥	4♠ To Play
other 4NT = BW		
2♣ 2♦ NEG / Waiting	2NT +ve, 5+♥	3♥ 0-4, 6+♥
2♥ +ve, No Good 5+ Suit	3♣ NAT, +ve	3♠ 0-4, 6+♠
2♠ NAT, +ve	3♦ NAT, +ve	3NT
other		
2♦ 2♥ P/C	3♣ NAT, F1	3♠ P/C
2♠ P/C	3♦ NAT, F1	3NT To Play
2NT ENQ	3♥ P/C	4♣ TRF to Suit
other 4♦ = Bid Suit; 4M = To Play		

Notes ** Over 1M, 2♣ = NAT, FG, 4+♣; INV in M; FG, BAL, < 3M; FG, 3M

2♥ 2♠ NAT, F1	3♦ P/C	3NT To Play
2NT ENQ	3♥ To Play	4♣ P/C
3♣ P/C	3♠	4♥ To Play
other After 2NT: 3m = MIN; 3M = MAX, Corresponding minor		
2♠ 2NT ENQ	3♥ NAT, F1	4♣ P/C
3♣ P/C	3♠ To Play	4♥ To Play
3♦ P/C	3NT To Play	4♠ To Play
other After 2NT: 3m = MIN; 3M = MAX, Corresponding minor		
2NT 3♣ Puppet Stayman	3♠ Minor Stayman	4♦ KCB in ♦
3♦ TRF ♥	3NT To Play	4♥ To Play
3♥ TRF ♦	4♣ KCB in ♣	4♠ To Play
other		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 2♣ = PUP to 2♦, then INV; 21d = FG; 2NT = PUP 3♣

Defence to 3NT opening

Defence to Opening Twos 2NT = (15)16-18

Multi 2♦ 1/2/3 Doubles

RCO style 2-s 1/2/3 Doubles

Other 2-s 1/2/3 Doubles

Defence (1♣) : X= ♣, 1NT = Both minors, 2♣ = Both Majors, 2♦ = ♥ or ♠,

to 2M = M + m (54)

strong (2♣) :

1♣ / 2♣

Over 1NT Interference T/O X and Lebensohl (slow shows stop)

Lebensohl - other uses After T/O X of WK 2

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X; 4NT = Usually minors 4♠ X; 4NT = 2 Suits

10. OTHER NOTES

1♣ = 1x - 1y- 1NT = INV