

4. BASIC RESPONSES

Jump raises - minors	Inverted
Jump raises - Majors	Limit
Jump shifts after minor opening	Natural, weak
Jump shifts after Major opening	Natural, weak
Responses to strong 2 suit open.	2D Waiting else Natural
Responses to 2NT opening	Simple Stayman and Transfers to Majors

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All (K=Count)	Overlead All (K=Count)
Four or more with an honour	4th Highest	4th Highest
From 4 small	2nd Highest	2nd Highest
From 3 cards (no honour)	MUD	MUD
In partner's suit	Same	Same
Discards	Low Encourage	
Count	Reverse Count	
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:	Some Reverse Count	
Notes	Suit preference used on occasion	

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/>	when?
Slam Notes	Q ask: with no Q bid trumps at lowest lvl else bid suit with outside K a		
Cue Bids <input checked="" type="checkbox"/>	1st/2nd Round Control		
Asking Bids <input type="checkbox"/>			

7. OTHER CONVENTIONS

Two Way Checkback	Cue Raises opposite opener or overcaller's
Fourth Suit Game Force	suit by their partner
Jacoby 2NT --> shortage > 1M	System ON if they X;
Quantitative 4NT > NT natural bid	System OFF if they Overcall
1NT (2x) X=Takeout	

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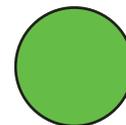
Support X&XX to 2S including 1NT by opener(not Overcall)

Assume 0 keycards after 5D response to 1430

- Responder bids Slam if 3; Ditto 1/4 with 4



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	950114	Liz Sylvester
& Names:	107735	Greer Tucker
Basic System:	Standard with 15-17NT and Weak Two's; UDCA	
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+	1♥ 5+	
1♦ 3+	1♠ 5+	
1NT 15-17	may contain 5 card Major <input checked="" type="checkbox"/>	

1NT Responses 2♣ Simple Stayman (Can be weak) then 4NT=1430
 2♦ Transfer to Hearts 2♠ Transfer Clubs; 3C Transfer Diamonds
 2♥ Transfer to Spades 2NT Invite
 other 1NT (2x) X=T/O else Nat; 1NT (2x) <3D NF; >3H F; 4NT after Tfer is Quantitative

2♣ Strong	
2♦ Weak Diamonds	
2♥ Weak Hearts	
2♠ Weak Spades	
2NT 20-22	3NT Gambling
other 2NT after weak 2 opening asks for shortage	

2. PRE-ALERTS

Support X and XX to 2S including 1NT	
Cue Raises	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	3S	Jump overcalls	Weak
Responsive doubles through	3S	Unusual NT	Two lowest unbid suits
1NT overcall - immediate	15-18, System On	Immediate cue of minor	Michaels
1NT overcall - re-opening	12-15(16), System C	Immediate cue of Major	Michaels
Over weak twos	X = Takeout; 2NT = 15-18	Over opening threes	X = Takeout
Over opponent's 1NT	X = Penalty; 2C = Majors (4+/4+) then 2D = No Preference;		
	2D, 2H, 2S is Natural		
	2NT = Minors(5+/5+)		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ Nat but prefer 4M	2♦ weak(0-6); 6+ Cards	3♦ weak(3-7);7+ Cards
1♥ Nat; 4+ cards	2♥ weak(0-6); 6+ Cards	3♥ weak(3-7);7+ Cards
1♠ Nat; 4+ cards	2♠ weak(0-6); 6+ Cards	3♠ weak(3-7);7+ Cards
1NT 6-10(11)	2NT 11-12 Invite	3NT 13+ To Play
2♣ 10+; 5+cards then stop	3♣ 6-9; 5+cards unbal	4♣ -
other		
1♦ 1♥ Nat; 4+ cards	2♥ weak(0-6); 6+ Cards	3♥ weak(3-7);7+ Cards
1♠ Nat; 4+ cards	2♠ weak(0-6); 6+ Cards	3♠ weak(3-7);7+ Cards
1NT 6-10(11)	2NT 11-12 Invite	3NT 13+ To Play
2♣ 10+; 5+ Cards	3♣ weak(3-7);6(7)+ Cards	4♣ -
2♦ 10+; 4+Cards then stop	3♦ 6-9; 5+cards unbal	4♦ -
other		
1♥ 1♠ Nat; 4+ cards	2♥ Nat; 6-10	3♦ weak(3-7);7+ Cards
1NT 6-10	2♠ weak(0-6); 6+ Cards	3♥ Limit 10-12;less if shape
2♣ 10+; 4+ Cards	2NT Jacoby--> Shortage	3♠ weak(3-7);7+ Cards
2♦ 10+; 4+ Cards	3♣ weak(3-7);6(7)+ Cards	3NT 12+ Nat; To Play
other 4C/4D Splinters only in minors		
1♠ 1NT 6-10	2♠ Nat; 6-10	3♥ weak(3-7);7+ Cards
2♣ 10+; 4+ Cards	2NT Jacoby--> Shortage	3♠ Limit 10-12;less if shape
2♦ 10+; 4+ Cards	3♣ weak(3-7);6(7)+ Cards	3NT 12+ Nat; To Play
2♥ 10+; 5+ Cards	3♦ weak(3-7);7+ Cards	4♣ See below
other 4C/4D Splinters only in minors		
1NT 3♣ Transfer to Diamonds	3♠ 6+ Cards; Slam Try	4♦ Texas; Tfer to Hearts
3♦ 6+ Cards; Slam Try	3NT To Play	4♥ Texas; Tfer to Spades
3♥ 6+ Cards; Slam Try	4♣ -	4♠ -
other After 3D/H/S Slam Try, bid ctls up the line with suitable hand; 4NT is 1430		
2♣ 2♦ 0-7 or waiting	2NT 8+pts; Nat	3♥ -
2♥ 8+pts; 5+Cards	3♣ 8+pts; 5+Cards	3♠ -
2♠ 8+pts; 5+Cards	3♦ 8+pts; 5+Cards	3NT -
other After their interference Pass is T/O; X is Penalty		
2♦ 2♥ 5+H; F	3♣ 5+C; F	3♠ -
2♠ 5+S; F	3♦ To Play	3NT To Play
2NT Shortage ask	3♥ -	4♣ -
other 2D(P or X) 2NT (P) shortage ask; Can bid 3D with short major and minimum		

Notes Splinters: Only 1M (P or X) 4 minor

X/X/X: 1st X = cards; 2nd X = T/O; 3rd X = Penalty by our partnership

Any X by partner after a weak 2 Opening is Penalty

2♥ 2♠ 5+S; F	3♦ 5+D; F	3NT To Play
2NT Shortage ask	3♥ To Play	4♣ --
3♣ 5+C; F	3♠ -	4♥ To Play
other 2H(P or X) 2NT (P) shortage ask; Can bid 3H with minimum		
2♠ 2NT Shortage ask	3♥ 5+H; F	4♣ -
3♣ 5+C; F	3♠ To Play	4♥ -
3♦ 5+D; F	3NT To Play	4♠ To Play
other 2S(P or X) 2NT (P) shortage ask; Can bid 3S with minimum		
2NT 3♣ Stayman	3♠ Both minors (4+/4+)	4♦ Nat; Slam Try
3♦ Transfer to Hearts	3NT To Play	4♥ To Play
3♥ Transfer to Spades	4♣ Nat; SlamTry	4♠ To Play
other 4C/4D Nat Slam Try then 4NT= Signoff		

9. CONVENTIONS

Unusual NT: Two lowest unbid suits (eg show D and H after 1C)

4th Suit Forcing One round Game force

NT Checkback Priorities: 2C-->2D; 2D, GF Two Way; (1x (any) 1y (any)

Defence to 3NT opening Natural (1NT (P/X) checkback is ON

Defence to Opening Twos 2NT 15-18 with Stop & System On; X/X/X applies for all "2's"

Multi 2♦ X = 13+pts; (2D) P (2H/2S) X = simply T/O

RCO style 2-s X = Takeout

Other 2-s 2NT: (Both Minors Opening): X/X/X; 3C=5+H/4+S; 3D=5+S/4+H

Defence 1♣ : (Strong 1♣ openings): X = Both Majors; NT=Both Minors; Else Natural

to 2♣ : {Strong 2♣ openings}: Natural

strong No Michaels over strang 1C or 2C openings by opponents

♣

Over 1NT Interference 1NT (2x) X=Takeout else Natural; 1NT (2x) <3D NF; >3H F

Lebensohl - other uses (2M) X (2NT or (2M) P (P) X;2NT=0-6pts;Not over 1NT interferen

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

4♥ X = Takeout 4♠ X=Good Hand --> 4NT very T/O -2 suited

10. OTHER NOTES

Defence to:

-Transfer responses after 1C: X = T/O of THEIR suit; Other bids natural; NO MICHAELS

- 2 lvl opening of both majors: X/X/X; We can always play in their major if they don't bid it -

Example (2H = Both Majors) X by us is T/O. They pass, we can play in S/C or D - not H

Two Way Checkback: 1x (any) 1y (any) THEN 1NT (P) 2C--> 2D and (X) 2D is GF

NO CHECKBACK OVER 2NT; ie 1x(any) 1y(any) then 3C/3D after 2NT is natural