

4. BASIC RESPONSES

Jump raises - minors	1♣ 3♣ = 6+♣ invitational. 1♦ 3♦ = 4+♦ 6-9 HCP
Jump raises - Majors	1M 3M = Mixed Raise, 4-card support 6-9 HCP
Jump shifts after minor opening	2♥/♠ = 5♠ 4♥ weak/invite. 1♣ 2♦ = 5♠ 5♥ GF. 1♦ 3♣ = ♦ INV
Jump shifts after Major opening	1♥ 3m/4m = Fit Jump. 1♠: 3♣ = 6+♥, 3♦ = 4♣ INV. 1M oM=SPLs
Responses to strong 2 suit open.	2♦ waiting. 2M/3m = natural, to play opposite 20-21 BAL.
Responses to 2NT opening	3♣ stayman. Transfers. 3♠ puppets 3NT minor(s). 4♦/♥=♥/♠

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead	Jack denies. 10 from all interiors
Four or more with an honour	3rd / low	4th
From 4 small	3rd / low	top
From 3 cards (no honour)	3rd / low	top
In partner's suit	3rd / low	3rd if unsupported
Discards	low encourage, then count	
Count	low-high = original even	
Signal on partner's lead:	low encourage T1, then count	attitude
Signal on declarer's lead:	S/P then Count.	Smith T2, S/P, Count.
Notes	Attitude Switches.	

6. SLAM CONVENTIONS

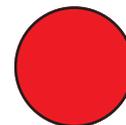
4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/>	when?
Slam Notes	but 3014 for clubs		
Cue Bids <input checked="" type="checkbox"/>	1st/2nd round control. Re-cuing a shortage always shows a void.		
Asking Bids <input type="checkbox"/>			

7. OTHER CONVENTIONS

Switch Bids in competition	XYZ in competition
If the other major and other minor are on the same level, we often switch them.	Transfer Advances
1m (1♥/1♠) 2♠ = BAL invite+	Transfers after 1M (X) and (1y) 1M (X)
(1♣)2♦, (1♦)2♣, 3♠ and 4m PRE's are light	(2/3♠) 4m = m + ♥
www.abf.com.au	(1m) 2m = Natural
PDF Form Rev. 17K21 by RoL	(1m) 2♥ = 5♥ 5♠ NF
MyRev.	(1m) 3m = 5♥ 5♠ great hand
Copyright © ABF 2017	1m (2M) 2NT = cue raise. 1M (2y) 2NT = GF 3+M.



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	804517	Jamie Thompson
& Names:	925160	Matthew Smith
Basic System:	2/1 with transfers over our short 1♣ opening	
Brown Sticker <input type="checkbox"/>	Classification:	Green <input type="checkbox"/> Blue <input type="checkbox"/> Red <input checked="" type="checkbox"/> Yellow <input type="checkbox"/>

1. OPENING BIDS

Describe strength, minimum length, or specific meaning		Canape <input type="checkbox"/>
1♣	2+♣ 11+HCP. Clubs or BAL.	1♥ 5+♥ without 4♠ if min. (4+♥ in 3rd)
1♦	4+♦ (semi)-unbalanced	1♠ 5+♠ (4+♠ in 3rd)
1NT	(14) 15 - 17 but 8 - 12 (semi)-BAL when 1st/2nd FAV	may contain 5 card Major <input checked="" type="checkbox"/>
1NT Responses	2♣ simple stayman	
2♦	5+♥ (GF major(s) if mini)	2♠ Range ask or 6+♠ (to play if mini)
2♥	5+♠ (to play if mini)	2NT 5-card Major ask or (31)(54) (GF m)
other	3♣ = 6+♦. 4♣ = majors. 4♦ = 6+♥. 4♥ = 6+♠ (3m/4m = NAT NF if mini)	
2♣	20 - 21 BAL or any GF	
2♦	18 - 19 (20) BAL	
2♥	Flannery = 4♠ 5-6♥ 11-15 HCP	
2♠	6♠s 5-10 HCP. Can be (4)5♠s and very weak when favourable.	
2NT	22 - 23 BAL	3NT 5♠ 6♥
other		

2. PRE-ALERTS

Mini-1NT 8 - 12 (semi)-BAL 1st/2nd FAV	(1m) 2♥ = both majors
2♦ = 18 - 19 BAL	
2♥ = Flannery	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak. But 2♥ = 5♥+5♠
Responsive doubles through	4♦	Unusual NT	(m): LUBS (M): oM+♦
1NT overcall - immediate	15 - 18	Immediate cue of minor	NAT
1NT overcall - re-opening	(m)11-14 (M)13-16	Immediate cue of Major	oM+♠
Over weak twos	Better-minor Lebensohl	Over opening threes	NAT but (3♠) 4m=Michaels
Over opponent's 1NT	X = Penalty.	2♣ = (54) Majors.	
2♦ = 5+♥.	2♥ = 5+♠	2♠ = 4♠ + 5m	2NT = 4♥ + 6m

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♥	2♦ 5♥ 5♠ GF	3♦ VOID
1♥ 4+♠	2♥ 4♥ 5♠ 6-9	3♥ VOID
1♠ weak no 4M or GF♦	2♠ 4♥ 5♠ 10-11	3♠ VOID
1NT 11 HCP can have 4M	2NT GF BAL	3NT
2♣ GF	3♣ 6+♣ invite	4♣
other		
1♦ 1♥ 4+♥	2♥ 4♥ 5♠ 6-9	3♥ VOID
1♠ 4+♠	2♠ 4♥ 5♠ 10-11	3♠ VOID
1NT 6-11 no major	2NT GF BAL	3NT
2♣ GF	3♣ 4+♦ invite	4♣ VOID
2♦ GF	3♦ 4+♦ 6-9	4♦
other		
1♥ 1♠ artificial: 4-11 <5♠	2♥ 6-9 HCP 3-4♥	3♦ 5♦ (3)4♥ invite+
1NT 5+♠ forcing	2♠ 4♥ any SPL or INV	3♥ 4♥ 6-9 HCP
2♣ artificial GF	2NT 4♥ GF	3♠ minor VOID
2♦ GF♦ or 3-card ♥ invite	3♣ 5♠ (3)4♥ invite+	3NT spade VOID
other 4m = Fit Jump		
1♠ 1NT (semi)-forcing	2♠ 6-9 HCP 3-4♠	3♥ any SPL
2♣ artificial GF	2NT GF 4♠	3♠ 4♠ 6-9
2♦ 5+♥	3♣ 6+♥	3NT heart VOID
2♥ GF♦ or 3-card ♠ invite	3♦ 4♠ INV or bad GF	4♣ VOID
other 4♦ = VOID. 4♥ = always natural		
1NT 3♣ 6+♦ (3M spl. 4M=56)	3♠ SPL, 5-5 minors	4♦ 6+♥
3♦ 5♥ 5♠ GF	3NT	4♥ 6+♠
3♥ SPL, 5-5 minors	4♣ 5♠ 6♥	4♠
other		
2♣ 2♦ waiting	2NT weak both minors	3♥
2♥ to play opposite 20-21	3♣ to play opposite 20-21	3♠
2♠ to play opposite 20-21	3♦ to play opposite 20-21	3NT
other		
2♦ 2♥ 5+♠	3♣ natural NF	3♠ SPL, both minors
2♠ transfer to 2NT	3♦ 5♥ 5♠	3NT
2NT weak scramble	3♥ SPL, both minors	4♣ 5♠ 6♥
other 4♦ = 6+♥. 4♥ = 6+♠. 2♦ 2♠ 2NT... 3♣ stayman. 3♦ = 5+♥. 3♥ = 5+♠		

Notes mini-1NT responses: 2♣ stayman. 2M = NAT to play. 3m = NAT to play.

2♦ puppets 2♥ = any GF Major(s)

2NT puppets 3♣ = any GF minor(s)

2♥ 2♠ to play	3♦ natural NF	3NT to play
2NT shortage ask	3♥ invitaional	4♣
3♣ natural NF	3♠ invitational	4♥
other		
2♠ 2NT shortage ask	3♥ 5+♣	4♣ ♠ keycard
3♣ 5+♥	3♠ wide-ranging	4♥ to play
3♦ 5+♦	3NT	4♠
other		
2NT 3♣ simple stayman	3♠ minor(s)	4♦ 6+♥
3♦ 5+♥	3NT	4♥ 6+♠
3♥ 5+♠	4♣ 5♥ 5♠	4♠
other		

9. CONVENTIONS

Unusual NT: (minor) 2NT = LUBS. (Major) 2NT = oM + ♦

4th Suit Forcing One round Game force

NT Checkback Priorities: 3-card support over 4oM. Showing if

Defence to 3NT opening X = values. 4♣ = 5♥ 5♠.

Defence to Opening Twos

Multi 2♦ X = 13-15 BAL or any 16+HCP

RCO style 2-s same

Other 2-s 2NT minors: 3♣ = ♥. 3♦ = ♠. 3M = good 6 card suit. 4m = 5♥ 5♠.

Defence X = 5♥ 5♠

to 1NT = 4♣ 4♦

strong

1♣ / 2♣ (2♣) : same

Over 1NT Interference 2NT+ = Transfers

Lebensohl - other uses (2M) X (P) 2NT = scramble or weak. 3♣ = wide ranging

Take out of 4 level pre-empts 4♣/4♦

4♥ 4♠

10. OTHER NOTES

Support X and XX (even throught a (1NT) bid). 2♣ Drury

Equal Level Conversion in many situations. Good-Bad 2NT

(Splinter) X = lead directional for the "lower" suit.

(Splinter) X = Natural suit, sacrifice offer when we are favourable.

1NT 2♣ (2♦) ... opener switches their major responses. Smolen also switched.

1NT 2♣ (X) P XX re-stayman ... opener switches their major responses. Smolen also.