4. BASIC RESPONSES Jump raises - minors 6-9 Jump raises - Majors 4-7, 4 card SUPP 3♣= 8-9, 4 card SUPP, 3♦=10-11, 4 card SUPP Jump shifts after minor opening 11-12, 3 Card SUPP Jump shifts after Major opening Responses to strong 2 suit open. Responses to 2NT opening Puppet and TRF **5. PLAY CONVENTIONS Show priorities** Versus Suit (or both) Versus **NoTrump** (if different) **Leads** Sequences: Overlead All 4th highest Four or more with an honour 2nd highest From 4 small Middle From 3 cards (no honour) As above In partner's suit Odd=ENCRG, Even=McKenney Discards Low-High = Even Count **Signal** on partner's lead: Low Encourage Signal on declarer's lead: Rev Count **Notes** 6. SLAM CONVENTIONS **RKCB 1430** 4♣ Gerber 4NT: Blackwood when? **Slam Notes** Cue Bids X Asking Bids 7. OTHER CONVENTIONS www.abf.com.au PDF Form Rev. 17K21 by RoL MyRev. Copyright © ABF 2017



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos & Name Basic Sys Brown St	es: 1 stem: 2			olds reen X		Blue [Red	Yellow
1. OPENING BIDS Describe strength, minimum length, or specific meaning Canape									
1♣ 11+ HCP, 2+♣ 1 11+ HCP, 5+♥									
_	HCP, 3+			1	1♠ 11+ HCP, 5+♠				
1NT 14	-17				_			may contain (card Major
1NT Resp	ponses 2	5 card N	/lajor enquiry	/					
2	Transfer	٧			2♠	TRF 🏚			
2	TRF 🏚				2NT	TRF ♦			
other									
2♣ Aco	l 2, 22+ E	BAL, or any	game force)					
2 Wea	ak, 7-10 l	HCP, 6 ♦							
2♥ Wea	ak, 7-10 l	HCP, 6 ♥							
2♠ NV=	= Weak, 6	6-11 HCP,	5(6) ★ (Not N	/lax 6 ♠)	, Vu	I= Weak	, 6-11	HCP, 6 ♠ ,	
2NT 20-	-22			3	NT	Good M	pree	mpt	
other									
			2. PF	RE-A	LE	RTS			
		3. CO	DMPETITI	VE BII	DS.	/ OVE	RCAL	LLS	
Negative do	oubles throug	h 4♠	Jump overc	alls We	ak				
Responsive	doubles thro	ough 4♠	Unusual	NT 2N	T= 5	5+ ♠ or O	M & 5	+other pre	emptive
1NT overca	II - immediate	15-18		Immedia	ate cu	e of minor	4♠ &	longer low	er premptive
1NT overcall - re-opening 15-18 Im					nediate cue of Major 4OM & longer lower			ower	
Over weak twos DBL T/O					over opening threes DBL T/O				
Over opponent's 1NT 2♣= Majors									

8. RESPONSES TO OPENING BIDS Describe strength, minimum length, or specific meaning

				,	minimum length, or specific	,	9
1♣	1 🄷	5+ HCP,	4+•	2	9-10, 6♦	3◆	SPL
	1♥	5+ HCP,	4+♥	2	9-10, 6♥	3♥	SPL
	1	5+ HCP,	4+♠	2♠	9-10, 6♠	3♠	SPL
	1NT	5-10 HCP, 4+4	∳/ ♦	2NT	13-15 no M	3NT	3334, 16-17
	2♣	10+ HCP, 4+♣		3♣	6-9, 5+♣	4♣	preempt
	other						
1 🍁	1♥	5+ HCP,	4+♥	2	9-10, 6♥	3 💙	SPL
	1♠	5+ HCP,	4+♠	2♠	9-10, 6♠	3♠	SPL
	1NT	5-10 HCP, 4+4	▶/ ♦	2NT	13-15 no M	3NT	3343, 16-17
	2♣	2/1 GF		3 -	10-11, 6+♣	4♣	SPL
	2	10+ HCP, 4+◆		3	6-9, 5+♦	4	preempt
	other						
1 💙	1♠	5+ HCP,	4+♠	2 💙	8-10, 3♥	3 🄷	10-11, 4♥
	1NT	F1, 5 -11(12)		2	11-12, 3♥	3	4-7, 4♥
	2♣	2/1 GF		2NT	12+, 4+♥	3♠	SPL
	2	2/1 GF		3♣	8-9, 4♥	3NT	33(43), 16-17
	other						
1♠	1NT	F1, 5 -11(12)		2♠	8-10, 3♠	3 💙	11-12, 34
		2/1 GF		2NT	12+, 4+♠	3♠	4-7, 4♠
	2	2/1 GF		3 -	8-9, 4♠	3NT	33(43), 16-17
	2	2/1 GF		3	10-11, 4♠	4♣	SPL
	other						
1NT	3♣	Good 6+ suit n	f	3 ♠	Good 6+ suit nf	4	TRF to ♠
	3	Good 6+ suit n	f	3NT	to play	4	to play
	3	Good 6+ suit n	f	4♣	TRF to ♥	4	to play
	other						
2♣	2	0-3 or 10+		2NT	7-9 TRF to ♣	3 💙	7-9 TRF to ♠
	2	any 4-6		3 -	7-9 TRF to ♦	3 ♠	
	2	7-9 TRF to NT		3	7-9 TRF to ♥	3NT	
	other						
2	2	constructive bu	ıt nf	3♣	constructive but nf	3♠	GF♠
		constructive bu		_	preempt		to play
	2NT	Invite +			GF ♥	4♣	
	other						
Note	26						

Notes

_								
2♥ 2♠	constructive but nf	3	constructive but nf	3NT	to play			
2NT	Invite +	3 Y	preempt	4♣				
3♣	constructive but nf	3♠	GF♠	4	to play			
other								
2 ♠ 2NT	Invite +	3 \	constructive but nf	4♣				
3♣	constructive but nf	3♠	preempt	4	to play			
3◆	constructive but nf	3NT	to play	4	to play			
other								
2NT 3♣	puppet	3♠	TRF ♣ slam try	4				
3◆	TRF	3NT	to play	4				
3♥	TRF	4♣	TRF ♦ slam try	4				
other								
9. CONVENTIONS								
Unusual NT:								
4th Suit Forcing One round Game force X								
NT Checkback Priorities:								
Defence to 3NT opening								
Performed to Opening Tures 2NT - (16-18)								

17.7								
9. CONVENTIONS								
Unusual NT:								
4th Suit Forcing One round	Game force X							
NT Checkback Priorities:								
Defence to 3NT opening								
Defence to Opening Twos 2NT = (16-18)								
Multi 2♦ 2NT = (16-18), DBL STR								
RCO style 2-s								
Other 2-s								
Defence (1♣) : DBL= Good Hand, All suits obstrictive, 1NT= 2 suits	not ♠							
to								
strong (2♣) : Obstructive lead directing	?♣) : Obstructive lead directing							
1♣/2♣ 4♠ & longer lower premptive								
Over 1NT Interference T/O DBL's								
Lebensohl - other uses Yes								
Take out of 4 level pre-empts 4♣/4♦ DBL T/O								
4♥ DBL T/O 4♠ DBL T/O								
10. OTHER NOTES								