

4. BASIC RESPONSES

Jump raises - minors	1C/D-3 level C/D=<6pts 5 card raise;
Jump raises - Majors	Bergen & Jacoby; 1H 3H =<6pts 4+cards; 1H/S-2NT = Strong Enq
Jump shifts after minor opening	2H/S= weak <6 hcp; 1C-2D/1D-3C = 6-9 pts 5 card raise
Jump shifts after Major opening	1H-2S/1S-3H = 3+ raise 10-11 pts; 3C/D=4+ raise 6-9/10-11pts
Responses to strong 2 suit open.	2C+. Ctrl's, 2NT=4 ctrl's; DOPI & ROPI steps
Responses to 2NT opening	Puppet & Transfers 2NT-3C-3D-4D=MM; 2NT-3S=5S&4H

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	A=Att; K=Count, Overl & Internal	
Four or more with an honour	4th highest	
From 4 small	2nd highest (inc in partners suit)	
From 3 cards (no honour)	MUD	
In partner's suit	MUD (top if support shown)	
Discards	reverse att; McKenny if obvious	
Count	reverse count	
Signal on partner's lead:	reverse att; rev count; McK	
Signal on declarer's lead:	high low in trumps if ruff on	
Notes	Count only if still useful to partner	

6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/>	when?
Slam Notes	Minorwood; 5NT Specific Kings		
Cue Bids <input checked="" type="checkbox"/>			
Asking Bids <input checked="" type="checkbox"/>	Long Suit Trials		

7. OTHER CONVENTIONS

3 way checkback 11+hcp	(1 suit) p(p) 2NT=18-20
Cue Raises	(1 suit) p(p) x then cheapest NT=15-17
Long suit trials	DOPI & ROPI
Splinters	
Lebensohl	

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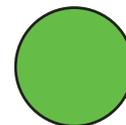
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	16179	Jeanette Abrams
& Names:	20524	Margaret Foster
Basic System:	Standard (18/11/2019)	
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 card; 11+ hcp	1♥ 5 card; 11+ hcp	
1♦ 3 card; 11+ hcp	1♠ 5 card; 11+ hcp	
1NT 15-17 hcp; balanced, may have a 5 card suit	may contain 5 card Major	<input checked="" type="checkbox"/>
1NT Responses 2♣ Lavings; for Strength & 5 card suits		
2♦ Transfer to H	2♠ Transfer to C	
2♥ Transfer to S	2NT Transfer to D	
other 3 level=Slam interest => Cue if 3+ & not min; 4C/D weak long H/S; super accepts		
2♣ GF inc bal 24-25=2NT rebid or 9 playing tricks or 3 loser hand w good suit		
2♦ Weak 2 in H/S or 22-23 bal; => p/c or 2NT enq => 3NT/ 3C/D =min H/S 3H/S=S/H max		
2♥ 5/5+ in H & Other 6-10 => Suit=p/c or 2NT enq => nat or 3H=H&S weak; 3S=H&S max		
2♠ 5/5+ in S & minor 6-10 => Suit=p/c or 2NT enq => natural		
2NT 20-21 hcp bal=>Puppet	3NT 6H & 5S 9-12 hcp	
other		

2. PRE-ALERTS

Bergen raises on after x or 1S o'call	
Support x & xx	
1M (x) 2NT = Jacoby w 3+ card support	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4H	Jump overcalls	weak/intermed
Responsive doubles through	4H	Unusual NT	Lower unbid suits
1NT overcall - immediate	15-18 sys on	Immediate cue of minor	Michaels both Majors 5+/5+
1NT overcall - re-opening	11-14 Stayman etc	Immediate cue of Major	Michaels- Other M & a minor
Over weak twos	x, 2NT 15-18 sys on; jump 6	Over opening threes	x
Over opponent's 1NT	v WEAK NT : x=penalty 2C=MM, 2D=M, 2H/S= H/S & minor 2N=mm		
	v STRONG NT: x = long minor; 2C=MM, 2D=M, H/S= H/S & minor 2N=mm		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+D, 5+ hcp	2♦ 6-9 pts, 5+C	3♦ DbleJump=Splinter 5+C
1♥ 4+H, 5+ hcp	2♥ 2-5 pts 6+H	3♥ Splinter; 5+C, GF
1♠ 4+ S, 5+ hcp	2♠ 2-5 pts 6+S	3♠ Splinter, 5+C, GF
1NT 6-9 hcp, no 4cd Major	2NT 10-11 pts, no 4 card M	3NT 13-15 no 4cd Major
2♣ 10+hcp 5+C=>stopper	3♣ <6pts 5+Clubs	4♣ Minorwood
other 4H/S to play		
1♦ 1♥ 4+H, 5+ hcp	2♥ 2-5 pts 6+H	3♥ Splinter; 5+D, GF
1♠ 4+ S, 5+ hcp	2♠ 2-5 pts 6+S	3♠ Splinter; 5+D, GF
1NT 6-9 hcp, no 4cd Major	2NT 10-11 pts, no 4 card M	3NT 13-15 no 4cd Major
2♣ 10+hcp; usually 4+C	3♣ 6-9 pts, 5+D	4♣ Splinter; 5+D, GF
2♦ 10+hcp 5+D=>stopper	3♦ 6pts 5+ Diamonds	4♦ Minorwood
other 4H/S to play		
1♥ 1♠ 4+ S, 5+ hcp	2♥ 6-9 pts, 3 card raise	3♦ 10-11 4+ support
1NT 6-9 hcp, no 4cd Spades	2♠ 3 card raise 10-11 pts	3♥ 0-5pts 4+H
2♣ 10+ pts, 4+C	2NT 12+hcp 4+H =>shortge	3♠ Splinter 4+H & sng/void
2♦ 10+ pts, 4+D	3♣ 6-9pts 4+H 3D invite	3NT 13-15 bal, 3cdH, no4S
other 4C/D=Splinter (Splinters 10-13 hcp)		
1♠ 1NT 6-9 hcp; no raise	2♠ 6-9 pts, 3 card raise	3♥ 3 card raise 10-11 pts
2♣ 10+ pts, 4+C	2NT 2+hcp 4+S, =>shortge	3♠ 0-5pts 4+S
2♦ 10+ pts, 4+D	3♣ 6-9pts 4+S; -3D=G invit	3NT 13-15 bal, 3rd support
2♥ 10+ pts, 4+H	3♦ 10-11 4+ support	4♣ Splinter
other 4D/H Splinter: (Splinters 10-13 hcp)		
1NT 3♣ 6crdC; slam int=>Cue	3♠ 6crdS; slam int=>Cue	4♦ SAT to S, 6 card weak
3♦ 6crdD; slam int=>Cue	3NT To play	4♥ To play
3♥ 6crdH; slam int=>Cue	4♣ SAT to H, 6 card weak	4♠ To play
other		
2♣ 2♦ 0-1 Control	2NT 4 Controls	3♥ 7 card suit no Ace/K
2♥ 2 Controls	3♣ 5 Controls	3♠ 7 card suit no Ace/K
2♠ 3 Controls	3♦	3NT
other DOPI & ROPI steps after interference		
2♦ 2♥ Pass or Correct	3♣ To play; good long suit	3♠
2♠ Pass or Correct 3+H	3♦ To play; good long suit	3NT not used
2NT Game Interest Enquiry	3♥ Pass/Correct 3+H&S	4♣
other		

Notes * 3 way checkback: 1D-1S-1NT-(1) 2C=>2D; or (2) 2D=GF; (3) 2NT=> 3C

* 1C-1S-2S-2NT is query re 3 or 4 card raise

2♥ 2♠ Pass or Correct	3♦ To play	3NT To play
2NT Game Interest Enquiry	3♥ Pre-emptive	4♣
3♣ To play	3♠ To Play	4♥ To play
other		
2♠ 2NT Game Interest Enquiry	3♥ To play	4♣
3♣ Pass or Correct	3♠ Pre-emptive	4♥
3♦ To play	3NT To play	4♠ To play
other		
2NT 3♣ Puppet Stayman	3♠ 5S & 4 H	4♦ Minorwood in D
3♦ Transfer to H	3NT To play	4♥ To play
3♥ Transfer to S	4♣ Minorwood in C	4♠ To play
other Same with 2C/D then rebid 2NT		

9. CONVENTIONS

Unusual NT: Lower unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: Responders Major; forcing to 2NT

Defence to 3NT opening x = 16+ pts; 4C takeout w longer H; 4D takout w longer S

Defence to Opening Twos

Multi 2♦ X=16+, Overcall good suit (near opening); Jump w 6card suit & full opening

RCO style 2-s As above

Other 2-s If weak & nat, X=takeout & 11+, suit inc jump (see below)

Defence (1♣) : Modified Hamilton; X=MM, 1D=M, 1H/S=Suit + a minor

to

strong (2♣) :

1♣ / 2♣

Over 1NT Interference Lebensohl

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X, 4NT = minors 4♠ 4NT= any 2 suiter

10. OTHER NOTES

* Defence to 1C w transfers: X= good holding in suit, 1 level bid of their suit=takeout, the suit at 2 level = Michaels

* Leaping Michaels (2H)-4D= 5D&5S good hand, 4NT=mm5+/5+ good hand

* Over penalty x of our 1NT, XX asks for 2C then p/c, 2D/H sys on; 2C =weak no 5 card suit and looking for a fit

* Super Accepts: 3suit=4&min; 2NT=3&max; new suit=4&max

* 1NT / 2C x / =no club stopper & => responder xx reask; opener bid includes C stopper