

#### 4. BASIC RESPONSES

|                                  |  |
|----------------------------------|--|
| Jump raises - minors             | Weak 0-5/6   |
| Jump raises - Majors             | Weak 0-5/6   |
| Jump shifts after minor opening  | 2S = 6+S 0-5/6; 2H - Game Invite, no 4 Major               |
| Jump shifts after Major opening  | 1S:3m = 5H and 5m GF; 1S:3H and 1H:2S = GF 5/5+ minors     |
| Responses to strong 2 suit open. | 2D:2S = Puppet to 2NT, 2C:2D = negative or waiting         |
| Responses to 2NT opening         | 3C = 5 card stayman, 3D/H = transfers, 3S = FG both minors |

#### 5. PLAY CONVENTIONS

Show priorities

|                                   | Versus <b>Suit</b> (or both)   | Versus <b>NoTrump</b> (if different) |
|-----------------------------------|--|--------------------------------------|
| <b>Leads</b> Sequences:           | Overlead   |                                      |
| Four or more with an honour       | 3/5  | Reverse Attitude                     |
| From 4 small                      | 3rd  | Reverse Attitude                     |
| From 3 cards (no honour)          | 3rd  | Reverse Attitude                     |
| In partner's suit                 | 3rd  |                                      |
| <b>Discards</b>                   | Odd = E, Even = SP   |                                      |
| <b>Count</b>                      | reverse  |                                      |
| <b>Signal</b> on partner's lead:  | low encourage  |                                      |
| <b>Signal</b> on declarer's lead: | reverse count or suit preference   |                                      |
| <b>Notes</b>                      | Reverse Smith Peter; suit preference if primary signal pointless and with subsequent Cards |                                      |

#### 6. SLAM CONVENTIONS

|   |   |  |
|---|---|--|
| 4NT: Blackwood <input type="checkbox"/>         | RKCB 0/3, 1/4   | 4♣ Gerber <input checked="" type="checkbox"/> when? jump support minor |
| <b>Slam Notes</b>                               | Exclusion RKCB  |  |
| Cue Bids <input checked="" type="checkbox"/>    | 1st or 2nd round control; denial cues in many sequences |  |
| Asking Bids <input checked="" type="checkbox"/> | after reply to RKCB                                     |  |

#### 7. OTHER CONVENTIONS

|   |                               |
|---|-------------------------------|
| 1C:2H artificial limit raise in Clubs   | 1C: 3NT 18-19 bal             |
| 1D; 2H artificial, invite with Cs or Ds | 1x:3x = pre-emptive           |
| 1C/D:2nt = 15-17 bal no 5 Major         | 1H/S: 2nt = 4+ raise 6-13 pts |
| 1H:3C/D = FG, fitshowing strong m       | 2D:2NT/3C/D/H = transfers     |

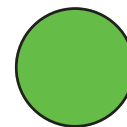
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## AUSTRALIAN BRIDGE FEDERATION INC.



#### STANDARD SYSTEM CARD

|  |                                    |  |
|--|------------------------------------|--|
| ABF Nos.                               | 33642                              | Ron Klinger  |
| & Names:                               | 148911                             | Ian Thomson  |
| Basic System:                          | Standard, 5 Card Major, Strong 1NT |  |
| 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♣ 9-21 pts, 3+   | 1♥ 9-21 pts 5+(4)        |                                     |
| 1♦ 9-21 pts 3+  | 1♠ 9-21 pts 5+(4)        |                                     |
| 1NT 15-17 (22-24 Banzai Pts -A=4,K=4,Q=3,J=2,10=1)            | may contain 5 card Major | <input checked="" type="checkbox"/> |
| <b>1NT Responses</b> 2♣ extended Stayman, asks for 5 card M   |                          |                                     |
| 2♦ Transfer to ♥  | 2♠ Transfer to ♣         |                                     |
| 2♥ Transfer to ♠  | 2NT Transfer to 1D       |                                     |
| other   |                          |                                     |
| 2♣ 23+ balanced or GF or 9 Playing Tricks                     |                          |                                     |
| 2♦ 18-20 Balanced   |                          |                                     |
| 2♥ Weak 6-10 6 Hearts; 1st seat fav can be weaker and 5 cards |                          |                                     |
| 2♠ Weak 6-10 6 Spades; 1st seat fav can be weaker and 5 cards |                          |                                     |
| 2NT (20)21-22 balanced  | 3NT Specific Ace ask     |                                     |
| other   |                          |                                     |

#### 2. PRE-ALERTS

|  |                                |
|--|--------------------------------|
| 1st seat Fav - light opening (1NT 14-16) | 1h/1s : 2c = Art, game invites |
| Transfer responses to !C                 | 1C/1D ; = support and GF       |
| 1H/S : 2D Art Game Force                 | 1S :3C/D = 5Hand 5 minor GF    |

#### 3. COMPETITIVE BIDS / OVERCALLS

|                            |   |                        |  |
|----------------------------|---|------------------------|--|
| Negative doubles through   | 4S  | Jump overcalls         | Cheapest = next two suits, others intermediate |
| Responsive doubles through | 3S  | Unusual NT             | Two non touching                               |
| 1NT overcall - immediate   | 15-18   | Immediate cue of minor | next two suits                                 |
| 1NT overcall - re-opening  | 11-14   | Immediate cue of Major | next two suits                                 |
| Over weak twos             | X=T/O leaping Micheals  | Over opening threes    | X = T/O, non-leaping Micheals                  |
| Over opponent's 1NT        | 2C = D or Majors or Minors; 2D = S or H or C 1 suiter, 2M =5+M, 4+ minc |                        |  |

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

|   |                          |                         |
|---|--------------------------|-------------------------|
| 1♣ 1♦ 4+ hearts   | 2♦ GF 4+ Clubs           | 3♦ FG splinter          |
| 1♥ 4+ Spades  | 2♥ G/invite 4+Clubs      | 3♥ FG Spliter           |
| 1♠ 4+ Diamonds  | 2♠ 6+ Spades 0-5/6 pts   | 3♠ FG Splinter          |
| 1NT 6-9(10) no 4M   | 2NT 15-17 Bal 4333/4432  | 3NT 18-19 Bal 4+C       |
| 2♣ 6-9 (10) 5+ clubs  | 3♣ Pre-emptive           | 4♣ Pre-emptive          |
| other   |                          |                         |
| 1♦ 1♥ 4+ Hearts   | 2♥ G/Invite 4+ C or 4+ D | 3♥ FG Splinter          |
| 1♠ 4+ Spades  | 2♠ 6+ spades 0-5/6 pts   | 3♠ FG Splinter          |
| 1NT 6-9 (10) No 4 M   | 2NT 15-17 Bal 4333/4432  | 3NT 18-19 bal 4+D       |
| 2♣ FG 4+ Clubs  | 3♣ 4+D 6-9pts            | 4♣ FG splinter          |
| 2♦ FG 4+ Diamonds   | 3♦ Pre-emptive           | 4♦ Pre-emptive          |
| other   |                          |                         |
| 1♥ 1♠ 4+Spades 1RF  | 2♥ 6-9 pts 3 Hearts      | 3♦ FG 3+H, 5+ Daimonds  |
| 1NT 6-9(10) NF  | 2♠ FG 5/5+ Minors        | 3♥ Pre-emptive          |
| 2♣ Art G/Invite   | 2NT 6-13 pts 4+Hearts    | 3♠ FG Splinter          |
| 2♦ Artficial GF   | 3♣ FG 3+H, 4+ Clubs      | 3NT FG Diamond Splinter |
| other 4C = FG Splinter 4D = no Ds, 5+H                                    |                          |                         |
| 1♠ 1NT 6-9(10)  | 2♠ 6-9 pts 3 Spades      | 3♥ FG 5/5+ Minors       |
| 2♣ Art, G/Invite  | 2NT 6-13 pts 4+ Spades   | 3♠ Pre-emptive          |
| 2♦ Art, GF  | 3♣ FG 5+H 5+C            | 3NT FG H splinter       |
| 2♥ FG 5+ H  | 3♦ FG 5+H, 5+D           | 4♣ FG C splinter        |
| other 4D= FG D splinter, 4H= natural to play                              |                          |                         |
| 1NT 3♣ Submarine Splinter   | 3♠ Submarine Splinter    | 4♦ Transfer to Spades   |
| 3♦ Submarine Splinter   | 3NT To Play              | 4♥ To Play              |
| 3♥ Submarine Splinter   | 4♣ Transfer to Hearts    | 4♠ To Play              |
| other   |                          |                         |
| 2♣ 2♦ negative or waiting   | 2NT 10+ pts Bal          | 3♥ only long strong H   |
| 2♥ 5+ H FG  | 3♣ 5+Clubs FG            | 3♠ only long strong S   |
| 2♠ 5+ S FG  | 3♦ 5+ D FG               | 3NT Not Used            |
| other 2C;2d, 2H = art GF- 2S second negative                              |                          |                         |
| 2♦ 2♥ 4+H NF  | 3♣ Transfer to Diamonds  | 3♠ 5/5+ Minors FG       |
| 2♠ Puppet to 2NT  | 3♦ Transfer to Hearts    | 3NT sets S, starts cue  |
| 2NT Transfer to Clubs   | 3♥ Transfer to Spades    | 4♣ Transfer to 4H       |
| other 4D= transfer to S; 4H = 5/5 Mpass/correct; 4S=5/5 Majors slam value |                          |                         |

Notes

|  |                              |                        |
|--|------------------------------|------------------------|
| 2♥ 2♠ Natural 1RF                            | 3♦ Natural 1 RF              | 3NT To Play            |
| 2NT Ogust inquiry                            | 3♥ Not forcing, not inviting | 4♣ Splinter            |
| 3♣ Natural 1 RF                              | 3♠ splinter                  | 4♥ To Play             |
| other Over first in hand fav 2H, new suit NF |                              |                        |
| 2♠ 2NT Ogust inquiry                         | 3♥ Natural 1RF               | 4♣ Splinter            |
| 3♣ Natural 1 RF                              | 3♠ not forcing, not inviting | 4♥ Splinter            |
| 3♦ Natural 1RF                               | 3NT To Play                  | 4♠ To Play             |
| other Over dirst in hand fav 2S, new suit NF |                              |                        |
| 2NT 3♣ 5 card Stayman                        | 3♠ FG both Minors            | 4♦ Natural 6+ Diamonds |
| 3♦ Transfer to H                             | 3NT To Play                  | 4♥ 5-5 Majors P/C      |
| 3♥ Transfer to S                             | 4♣ Natural 6+ Clubs          | 4♠ 5-5 Majors Slam Inv |
| other  |                              |                        |

## 9. CONVENTIONS

**Unusual NT:** two non touching suits, 5/5+

**4th Suit Forcing** One round  Game force

**NT Checkback**  Priorities: 2C = Diamonds or game invite, 2D = any FG

**Defence to 3NT opening** 4C = majors, 4 D = majors longer D

**Defence to Opening Twos** X = T/O 2NT = 15-18, leaping Micheals

Multi 2♦ 2H/S = takeout of that suit, X= one M suut overcall; 2nt =15-18

RCO style 2-s XXX = T/O, Values and then penalties

Other 2-s x = T/O

**Defence** X= Clubs, INT/2C/2D = 2 suiters odd colour rank

to

**strong** as above but one level higher

1♣ / 2♣

**Over 1NT Interference** Lebensohl and Transfers

**Lebensohl - other uses** After we X a weak 2

**Take out of 4 level pre-empts** 4♣/4♦ X = T/O

4♥ X=T/O, 4NT = Minors 4♠ X= T/O, 4NT = 2- Suiter

## 10. OTHER NOTES

Light Openings 1st seat fav

Opener's 2NT jump rebids are not 18-20 balanced

After we open 1C/D/H (double) redouble = 4+ in next suit

1H (x) 1S = one or both minors

After major agreed as trumps, 3NT = forcing as pivot for further cues