4. BASIC RESPONSES Jump raises - minors 1 - 3 = ART 8-10 4441; 1 - 3 = to playJump raises - Majors To play, preemptive 1♣-2x = ART; 1♦-3♣ = ♣+♦; 1♦-2M = 5♠ 4+♥ NF/INV Jump shifts after minor opening 1M-3♣ = bal GF with 3M; 1M-3♦ = INV; oM = GF suit setting Jump shifts after Major opening Responses to strong 2 suit open. Responses to 2NT opening Simple stayman, transfers, 3♠ = minors 5. PLAY CONVENTIONS **Show priorities** Versus NoTrump Versus Suit (or both) (if different) Sequences: Overlead (1) Overlead (1) (2) Leads Four or more with an honour 4th 4th From 4 small 2nd 2nd 2nd From 3 cards (no honour) 2nd Low unless supported with xxx Low unless supported with xxx In partner's suit Low encourage Low encourage Discards Low-high = even, original Low-high = even, original Count Low encourage Low encourage **Signal** on partner's lead: Signal on declarer's lead: Count, suit preference Notes (1) A att K count vs 5+ level or preempts (2) Can underlead for unblock 6. SLAM CONVENTIONS **RKCB 1430** 4♣ Gerber 4NT: Blackwood when? Slam Notes Exclusion = 0/1/1+Q/2/2+Q; with void make response at 6-level Cue Bids X 1st/2nd Asking Bids 7. OTHER CONVENTIONS Cue raises Long suit game tries Drury Lasker asker Fischer ask Minor asker Support X + XX 2NT in competition is rarely natural Delayed DONT over 1x-1y-1NT when NV Cuebids can be choice of game in comp 5NT is always pick a slam www.abf.com.au PDF Form Rev. 17K21 by RoL MyRev. Copyright © ABF 2017



AUSTRALIAN BRIDGE FEDERATION INC.



	STA	NDARD	SYST	TEM (CAR	D	
ABF Nos. 7	11470 S	Sophie Ashto	n				
& Names: 70	01815 L	auren Travis	3				
Basic System: Pr	recision						
Brown Sticker	Classific	cation: Gree	en 🔙	Blue	X	Red	Yellow
		1. OPE	NING	BIDS	3		
Describe strength, r	minimum lenç	gth, or specific	meaning				Canape
1♣ 16+ ART			1♥ 1	0-15, 5-	+♥		
1♦ 10-15, 2+♦			1 1	0-15, 5-	+♠		
1NT 14-16 (1st/2	nd), 15-17 ((3rd/4th)				may contain 5	card Major X
1NT Responses 2♣	Simple St	ayman					
2♦ ♥			2♠	Puppet	to 2N7	Γ	
2♥ ♠			2NT	Invite			
other $3x = short$	tage						
2♣ 10-15, 6+♣, 0	can have 4M	1					
2 10-15, 3 suite	ed, short 🔷 (4414, 4405,	4315, 341	5)			
2♥ Weak, streng	th/length de	pends on vu	ıl and pos	ition			
2♠ Weak, streng	th/length de	pends on vu	ıl and pos	ition			
2NT 19+-21 (1st/	2nd), 20-21	(3rd/4th)	3NT	Solid su	ıit + A/k	(1st/2nd)	, to play (3/4)
other							
		2. PR	E-ALE				
HCP are a guide	•		Ligh	t action			
Respond on all h	ands when	favourable					
	3. COI	MPETITIV	E BIDS	OVE	RCAL	LS	
Negative doubles through	h 4♠	Jump overcalls	Interme	diate			
Responsive doubles thro	ugh 4♠	Unusual N	LUBS				
1NT overcall - immediate	15-18		Immediate cue	of minor	∀ +♠		
1NT overcall - re-opening	14-16		Immediate cue	of Major	oM+m	1	
Over weak twos Lebe	ensohl		Over open	ng threes	Natura	al	
Over opponent's 1NT	X = penalty	, 2♣ = ♥+♠,	2 ♦ = sing	e suited	l M, 2!N	M = M+m	

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

	Describe stre	ngth,	minimum length, or specific	c mea	aning
1♣ 1♦	0-7, any	2	8-10, BAL, no 5M	3◆	8-10, 4414
1♥	8+, 5+♠	2	11-13, BAL	3	8-10, 4144
1 🛧	8+, 5+♥	2♠	14+, BAL	3♠	8-10, 1444
1NT	8+, 5+♣ (1)	2NT	11+, (4441)	3NT	Solid suit
2♣	8+, 5+ ♦ (1)	3♣	8-10, 4441	4♣	
other					
1♦ 1♥	Natural	2	5 ♠ 4+♥, NF	3 💙	Splinter, (54) minors
1♠	Natural	2♠	5 ♠ 4+♥, INV	3 ♠	Splinter, (54) minors
1NT	Natural	2NT	INV, ~12 HCP	3NT	To play
2♣	2+ ♣ , F1	3♣	♣+♦ , NF	4♣	To play
2	5+♦, F1	3	To play	4	To play
other					
1♥ 1♠	Natural	2	7-11	3 🄷	ART INV, 3+♥
1NT	Natural	2	GF, sets ♠	3	Preemptive
2♣	2+♣, F1	2NT	GF, 4+♥	3 ♠	Splinter
2	Natural, F1	3♣	GF, bal, 3♥, sugg 3NT	3NT	3♥, offer to play
other					
1 ♠ 1NT	Natural	2♠	7-11	3 💙	GF, sets ♥
2♣	2+♣, F1	2NT	GF, 4+ ♠	3♠	Preemptive
2	Natural, F1	3 -	GF, bal, 3♠, sugg 3NT	3NT	3♠, offer to play
2	Natural, F1	3◆	ART INV, 3+♠	4♣	Splinter
other	4♦/♥ = splinter				
1NT 3♣	Shortage	3	1444/14(35)	4	*
3◆	Shortage	3NT	To play	4	Y
3♥	Shortage	4 ♣	V	4	•
other					
2♣ 2♦	ART inquiry	2NT	NAT INV	3♥	6 ∀ , F
2	5+♥, F1	3♣	To play	3 ♠	6♠, F
2	5+ ♠ , F1	3	6+ ♦ , F	3NT	To play
other					
other	To play	3♣	To play	3♠	To play, can be raise
other 2♦ 2♥	To play To play	_	To play INV		
other 2♦ 2♥ 2♠	To play To play ART inquiry	3	To play INV To play, can be raised	3NT	To play, can be raised To play To play, can be raised

Notes (1) 1♣- 1NT/2♣ usually not 8-10 5332

2
3♣ NAT, NF nv / F vul other 2♣ 2NT Inquiry 3♣ NAT, NF nv / F vul 3♣ To play 3♣ NAT, NF nv / F vul 3♣ To play 3♣ NAT, NF nv / F vul 3♠ To play 4♣ To play other 2NT 3♣ Simple Stayman 3♠ Minors 3♣ NAT, mild slam try 3♣ NAT, NF nv / F vul 3♣ NAT, NF nv / F vul 4♣ NAT, mild slam try NAT, mild slam try 4♣ NAT, mild slam try 5♣ NAT, mild slam try 5♠ NAT,
other 2♠ 2NT Inquiry 3♣ NAT, NF nv / F vul 3♠ To play 4♣ To play 3♠ NAT, NF nv / F vul 3♠ To play 4♠ To play 5♠ NAT, NF nv / F vul 3NT To play 5♠ NAT, mild slam try 5♠ V 3NT To play 5♠ NAT, mild slam try 6♠ NAT, mild slam try 7♠ NAT, mild slam try 7♠ NAT, mild slam try 8♠ NAT, mild slam try 8♠ NAT, mild slam try 9♠ CONVENTIONS Inusual NT: Lower unbid suits Ith Suit Forcing One round Game force X Inusual NT: Lower unbid suits Ith Suit Forcing One round Same force X Inusual NT: Lower unbid suits Inusual NT: Lower unbid suits Ith Suit Forcing One round Same force X Inusual NT: Lower unbid suits Inusual NT: Lower unbid suits Ith Suit Forcing One round Same force X Inusual NT: Lower unbid suits Inusual NT: Lower unbid suits Ith Suit Forcing One round Same force X Inusual NT: Lower unbid suits Inusual NT: Lower unbid suits Ith Suit Forcing One round Same force X Inusual NT: Lower unbid suits Inusual NT: Lower unbid suit
2.♠ 2NT Inquiry 3.♣ NAT, NF nv / F vul 3.♠ To play 3.♣ NAT, NF nv / F vul 3.♠ To play 4.♣ To play 4.♣ To play 4.♣ To play 4.♣ NAT, mild slam try 4.♣ NAT, mild slam try 3.♣ Simple Stayman 3.♣ Minors 3.♣ NAT, mild slam try 3.♣ NAT, mild slam try 4.♣ NAT
NAT, NF nv / F vul 3 ↑ NAT, NF nv / F vul 3NT To play 4 ↑ NAT, mild slam try 3 ↑ ↑ NAT, mild slam try 4 ↑ NAT, mild slam try 4 ↑ NAT, mild slam try 4 ↑ NAT, mild slam try 6 ↑ NAT, mild slam try 7 ↑ NAT, mild slam try 8 ↑ NAT, mild slam try 9 ↑ CONVENTIONS Inusual NT: Lower unbid suits Inusua
NAT, NF nv / F vul other 2NT 3♣ Simple Stayman 3♠ Minors 3♠ NAT, mild slam try 3♦ ♀ 3NT To play 3♣ NAT, mild slam try 3♥ ANAT, mild slam try NAT, mild slam try NAT
other 2NT 3♣ Simple Stayman 3♠ Minors 3NT To play 3♥ NAT, mild slam try 3♥ NAT, mild slam try 4♠ NAT, mild slam try 4♠ NAT, mild slam try 4♠ NAT, mild slam try 6AT, mild slam try 7 NAT, mild slam try 8 NAT, mild slam try 8 NAT, mild slam try 9. CONVENTIONS Inusual NT: Lower unbid suits 8 NAT, mild slam try 8 NAT, mild slam try 9 NAT, mild slam try 8 NAT, mild slam try 9 NAT, mild s
Simple Stayman 3♠ Minors 3♠ NAT, mild slam try 3♥ ANAT, mild slam try 4♠ NAT, mild slam try 5. CONVENTIONS Unusual NT: Lower unbid suits Ith Suit Forcing One round Game force X IT Checkback X Priorities: 2-way, up the line Defence to 3NT opening 4♠ = takeout; 4♦ = takeout, longer ♠; X = values Defence to Opening Twos Multi 2♠ XXX RCO style 2-s Defence (1♠): Natural,;X = ♥+♠; 1NT = ♣+♦; weak jumps to strong (2♠): Natural
3♦ ♥ 3NT To play 3NT To play 4♣ NAT, mild slam try other 9. CONVENTIONS Inusual NT: Lower unbid suits Ith Suit Forcing One round Game force X IT Checkback X Priorities: 2-way, up the line Defence to 3NT opening 4♣ = takeout; 4♦ = takeout, longer ♠; X = values Defence to Opening Twos Multi 2♠ XXX RCO style 2-s Other 2-s Defence (1♣): Natural,;X = ♥+♠; 1NT = ♣+♦; weak jumps to strong (2♠): Natural
NAT, mild slam try other ## NAT, mild slam try ## Same force X
Survival NT: Lower unbid suits Survival NT: Lower unbid suits Game force X
9. CONVENTIONS Inusual NT: Lower unbid suits Ith Suit Forcing One round Game force X NT Checkback X Priorities: 2-way, up the line Defence to 3NT opening 4♣ = takeout; 4♦ = takeout, longer ♠; X = values Defence to Opening Twos Multi 2♠ XXX RCO style 2-s XXX Other 2-s Defence (1♣): Natural,;X = ♥+♠; 1NT = ♣+♦; weak jumps to strong (2♣): Natural
Inusual NT: Lower unbid suits Ith Suit Forcing One round Game force X NT Checkback X Priorities: 2-way, up the line Defence to 3NT opening 4♣ = takeout; 4♦ = takeout, longer ♠; X = values Defence to Opening Twos Multi 2♠ XXX RCO style 2-s XXX Other 2-s Defence (1♣): Natural,;X = ♥+♠; 1NT = ♣+♦; weak jumps to strong (2♣): Natural
Ath Suit Forcing One round
NT Checkback X Priorities: 2-way, up the line Defence to 3NT opening 4♣ = takeout; 4♦ = takeout, longer ♠; X = values Defence to Opening Twos Multi 2♠ XXX RCO style 2-s XXX Other 2-s Defence (1♣): Natural,;X = ♥+♠; 1NT = ♣+♦; weak jumps to strong (2♣): Natural
NT Checkback X Priorities: 2-way, up the line Defence to 3NT opening 4♣ = takeout; 4♦ = takeout, longer ♠; X = values Defence to Opening Twos Multi 2♠ XXX RCO style 2-s XXX Other 2-s Defence (1♣): Natural,;X = ♥+♠; 1NT = ♣+♦; weak jumps to strong (2♣): Natural
Defence to 3NT opening 4♣ = takeout; 4♦ = takeout, longer ♠; X = values Defence to Opening Twos Multi 2♠ XXX RCO style 2-s XXX Other 2-s Defence (1♣): Natural,;X = ♥+♠; 1NT = ♣+♦; weak jumps to strong (2♣): Natural
Defence to Opening Twos Multi 2
Multi 2
RCO style 2-s XXX Other 2-s Defence (1♣): Natural,;X = ♥+♠; 1NT = ♣+♦; weak jumps to strong (2♣): Natural
Other 2-s Defence (1♣): Natural,;X = ♥+♠; 1NT = ♣+♦; weak jumps to strong (2♣): Natural
Defence (1♣): Natural,;X = ♥+♠; 1NT = ♣+♦; weak jumps to strong (2♣): Natural
to strong (2♣): Natural
strong (2♣) : Natural
•
14/24
Over 1NT Interference Lebensohl
Lebensohl - other uses Over weak 2s, after limited opening overcalled at 2 level
Take out of 4 level pre-empts 4♣/4♦ X
4 ♥ X
10. OTHER NOTES