

## 4. BASIC RESPONSES

Jump raises - minors	Preempt	Other: <b>Inverted</b> 2m:10+ / Jump-other-m: 7-9 / Jump: 0-6
Jump raises - Majors	Preempt	Other: <b>Bergen Raises</b> 4m: <i>Splinter</i>
Jump shifts after minor opening	Jump-other-m: Fit 7-9 / Jumps (0)3-6 Natural	
Jump shifts after Major opening	<b>Bergen</b> 3♣:7-9 / 3♦:10-12 / 3NT: 13-15 4(3)33, oM=3, 11-12	
Responses to strong 2 suit open.	2♦ Negative or Waiting / others: 5+ good quality suit and 8+ points	
Responses to 2NT opening	3♣ Stayman / 3♦:♥ / 3♥:♠ / 3♠: minors / 4♣:♥/4♦:♠	

## 5. PLAY CONVENTIONS Show priorities

	Versus <b>Suit</b> (or both)	Versus <b>NoTrump</b> (if different)
<b>Leads</b> Sequences:	Overlead All (K from AK doublet)	All the Same
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	{Sometimes J from Jxx}
In partner's suit	same	same
<b>Discards</b>	Low Encourage	
<b>Count</b>	Low-High = Even	
<b>Signal</b> on partner's lead:	Low Encourage	same
<b>Signal</b> on declarer's lead:	Reverse Count	
<b>Notes</b>	Natural Suit Preference where applicable (including singleton in dummy vs Suit)	

## 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?	4-suit Kickback
<b>Slam Notes</b>	Show <b>Specific</b> Kings. Q Ask (Trump suit = No, Show Kings if Yes)		
Cue Bids <input checked="" type="checkbox"/>	First Round		
Asking Bids <input checked="" type="checkbox"/>	Stopper Asking below 3NT, Control Showing (or Cue Raise) above 3NT		

## 7. OTHER CONVENTIONS

Jacoby Raises	3-Way Checkback
Inverted Minors	Fourth-Suit GF
Splinters (not 1♠: 4♥)	Fit Showing Jumps by Passed Hand
Natural and Last Train Game Tries	Support X / XX (compulsory < 2-suit)
Weak Raises, Cue Raises and Giorgio 2♣	Georgeout After Reverses
	SA-Texas after 1NT Opening / Overcall <b>and</b> 2NT

[www.abf.com.au](http://www.abf.com.au)

PDF Form Rev. 13F21 by RoL

MyRev. **November 2019**

Copyright © ABF 2013

Exclusion Keycard: 0, 1, 1+Q, 2, 2+Q

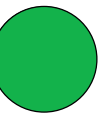
Smolen @3-level after 1NT & 2NT

Kickback: 4♠ over ♥s, 4♥ over ♦, 4♦ over ♣ are Keycard

Mini-Multi: 4♣ 'transfer ME' 4♦: YOU play 4♥/♠ to play



**AUSTRALIAN BRIDGE  
FEDERATION INC.**



## STANDARD SYSTEM CARD

ABF Nos.	695221	<b>Vanessa Brown</b>
& Names:	737331	<b>Ella Jacob</b>
Basic System:	<b>Standard</b>	
Brown Sticker <input type="checkbox"/>	<b>Classification:</b>	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+♣	1♥ 5+♥	
1♦ 3+♦	1♠ 5+♠	
1NT 15 - 17	may contain 5 card Major <input checked="" type="checkbox"/>	
<b>1NT Responses</b>	2♣ Simple Stayman	Other:
2♦ → ♥	2♠ → ♣ / 3♣: <i>Superaccept</i>	
2♥ → ♠	2NT → ♦ (or both minors) / 3♦: <i>Superaccept</i>	
other 3♣: Minors GF / 3♦: Asks 5c M / 3M : 6-card M slam try / 4m : Transfer to M / 4M to play		
2♣ Game Force	2♦: <i>Negative or Waiting</i>	
2♦ <b>Mini-Multi Weak 2 in a Major (0) 4-7</b>	4th: 2♦/2♥/2♠ <i>Natural</i> , 10 - 14	
2♥ Weak 2 in ♥ 8-10		
2♠ Weak 2 in ♠ 8-10	2NT: <i>Feature Ask, repeat suit with minimum</i>	
2NT 20 - 22 <b>4-way SA Texas</b>	3NT Gambling in a minor	
other 4m opening: Destructive Natural, not happy to play 3NT		

## 2. PRE-ALERTS

Weak Jump Direct Raises (0) 4 - 6	Cue by Advancer might not promise a fit (Liam)
Weak Jump Raises in Competition (0) 4 - 9	
2♦ Mini-Multi	

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak
Responsive doubles through	4♥	Unusual NT	5/5 Lowest Unbid Suits
1NT overcall - immediate	15 - 18	Immediate cue of minor	5/5 Majors, usually weak
1NT overcall - re-opening	<sup>(10)</sup> 11 - 14	Immediate cue of Major	5/5 Other and a minor
Over weak twos X = T/O, Natural		Over opening threes	Natural
Over opponent's 1NT	<b>Modified Cappelletti</b> X: Penalties 2♣: 5+/4+ Majors / 2♦: One Major		
2♥: ♥ and a minor / 2♠: ♠ and a minor / 2NT: minors			
2NT: <i>Enquiry, Bid unknown suit or better suit with minimum</i>			

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♦, Forcing	2♦ 5+♣, 7-9, criss-cross	3♦ <sup>(6)</sup> 7♦, 3-6
1♥ 4+♥, Forcing	2♥ 6♥, 3-6	3♥ 7♥, 3-6
1♠ 4+♠, Forcing	2♠ 6♠, 3-6	3♠ 7♠, 3-6
1NT <sup>(5)</sup> 6 - 10	2NT 11-12	3NT 13-15 <sup>(16)</sup>
2♣ 5+♣, 10+, <b>Forcing</b>	3♣ 5+♣, 0-6, <b>Weak</b>	4♣ Pre-emptive
other 4M: to Play		
1♦ 1♥ 4+♥, Forcing	2♥ 6♥, 3-6	3♥ 7♥, 3-6
1♠ 4+♠, Forcing	2♠ 6♠, 3-6	3♠ 7♠, 3-6
1NT <sup>(5)</sup> 6 - 10	2NT 11-12	3NT 13-15 <sup>(16)</sup>
2♣ 4+♣, 10+, Forcing	3♣ <sup>(4)</sup> 5+♦, 7-9, criss-cross	4♣
2♦ <sup>(4)</sup> 5+♦, 10+, <b>Forcing</b>	3♦ <sup>(4)</sup> 5+♦, 0-6, <b>Weak</b>	4♦ Pre-emptive
other 4M: To Play		
1♥ 1♠ 4+♠, Forcing	2♥ 3 <sup>(4)</sup> ♥, 6 - 9	3♦ 4+♥, 10 - 12
1NT <sup>(5)</sup> 6 - 10	2♠ 3♥, 10 - 12	3♥ 4+♥, 0 - 6
2♣ 4+♣, 10+, Forcing	2NT 4+♥, 13+	3♠ Spinter
2♦ 4+♦, 10+, Forcing	3♣ 4+♥, 7 - 9	3NT (3♥)334, 13 - 15
other 4♣/4♦: Splinter / 4♥: Pre-emptive Raise / 4♠: <b>To Play</b> 5♥: FU5H		
1♠ 1NT <sup>(5)</sup> 6 - 10	2♠ 3 <sup>(4)</sup> ♠, 6 - 9	3♥ 3♠, 10 - 12
2♣ 4+♣, 10+, Forcing	2NT 4+♠, 13+	3♠ 4+♠, 0 - 6
2♦ 4+♦, 10+, Forcing	3♣ 4+♠, 7 - 9	3NT (3♠)334, 13 - 15
2♥ 5+♥, 10+, Forcing	3♦ 4+♠, 10 - 12	4♣ Splinter
other 4♦: Splinter / 4♥: <b>To Play</b> / 4♠: Pre-emptive Raise		
1NT 3♣ 5/4 Minors, Game+	3♠ 6+♠, Game+	4♦ Transfer to ♠
3♦ Asks 5 cd Major	3NT To Play	4♥ To Play
3♥ 6+♥, Game+	4♣ Transfer to ♥	4♠ To Play
other We use 4♣/♦ Transfers over interference		
2♣ 2♦ Most Hands	2NT No	3♥
2♥ 5+♥, good suit, 8+	3♣ 5+♣, good suit, 8+	3♠
2♠ 5+♠, good suit, 8+	3♦ 5+♦, good suit, 8+	3NT
other		
2♦ 2♥ Pass or Correct	3♣ Natural, Non Forcing	3♠ Pass or Correct
2♠ Pass or Correct	3♦ Natural, Non Forcing	3NT To Play
2NT Artificial Enquiry, Inv+	3♥ Pass or Correct	4♣ Transfer ME to your suit
other 4♦: Bid your suit - YOU play      4♥: <b>To Play</b> / 4♠: <b>To Play</b>		

**Notes** After 2♦ Interference below 3NT, 4♣/4♦/4♥/4♠ still apply.

1NT: 3♣: Minors: then 3♦ asks shortage, 3♥/3♠ show 5 cards, 3NT= good stoppers.

1NT: 2NT is either Diamonds or Weak both minors, Opener uses 3♦ as 'prefers Diamonds'

2♥ 2♠ Natural, Forcing	3♦ Natural, Forcing	3NT To Play
2NT Artificial Enquiry, Inv+	3♥ Pre-emptive	4♣
3♣ Natural, Forcing	3♠	4♥ To Play
other 5♥: FU5H		
2♠ 2NT Artificial Enquiry, Inv+	3♥ Natural, Forcing	4♣
3♣ Natural, Forcing	3♠	4♥ To Play
3♦ Natural, Forcing	3NT To Play	4♠ To Play
other		
2NT 3♣ Simple Stayman	3♠ minors, Game+	4♦ → ♠
3♦ Transfer to ♥	3NT To Play	4♥ → ♣ 4NT and 5min NAT
3♥ Transfer to ♠	4♣ → ♥	4♠ → ♦ & other bid is KC
other <b>4-Way SA-Texas after 2NT</b>		

## 9. CONVENTIONS

<b>Unusual NT:</b>	Lower 2 unbid suits	Weak or Very Strong
<b>4th Suit Forcing</b>	One round <input type="checkbox"/>	Game force <input checked="" type="checkbox"/>
<b>NT Checkback</b>	<input checked="" type="checkbox"/>	Priorities: 3-Card Support for Major, 4-card Majors, 5-card minors
<b>Defence to 3NT opening</b>	and 2NT <b>Modified Cappelletti (rare: Forgettable)</b>	
<b>Defence to Opening Twos</b>	X: Takeout and all bids Natural	
Multi 2♦	1 <sup>st</sup> X: 16+, 2 <sup>nd</sup> X: Takeout, 3 <sup>rd</sup> X: Penalties	
RCO style 2-s	Direct Overcalls sound / Jump Overcalls are Very Strong	
Other 2-s	Pass with many 11 - 15	

<b>Defence</b>	1♣ : X: 16+ "This could be our hand"
<b>to</b>	1NT: 5/4minors 2-level Modified Cappelletti, 2NT 5/5 minors
<b>strong</b>	1-level and 3-level suit bids are Natural <b>After 1♣ &amp; 1♠ P 1♦, 1NT is a Giorgio Raise</b>
<b>♣</b>	2♣ : X: Both Majors, 2NT: Both minors

**Over 1NT Interference** lebensohl      2NT: Weak with a suit lower than overcall

**Lebensohl - other uses**

<b>Take out of 4 level pre-empts</b>	4♣/4♦	X: Takeout
4♥	X: Takeout	4♠ X: Good hand / 4NT: Takeout

## 10. OTHER NOTES

If we open and they X, then XX shows 10+points and no fit. All further X are Penalties

If they X our 1NT. Pass: To Play / Bids: Natural and weak / XX Suggests running

**After 1NT: 3♣: 3♦ asks shortage/ 3M shows a 5card suit /3NT to play /4m sets minor**