4. BASIC RESPONSES Jump raises - minors 10-12 raise Jump raises - Majors Preemptive Weak jump shift ~3-7 hcp Jump shifts after minor opening Jump shifts after Major opening Bergen Responses to strong 2 suit open. 2D=waiting 3C=simple stayman, transfers (only majors) Responses to 2NT opening **Show priorities 5. PLAY CONVENTIONS** Versus Suit (or both) Versus NoTrump (if different) Sequences: Overlead. A=Att K=Count Overlead Leads 4th 4th Four or more with an honour From 4 small 2nd 2nd MUD MUD From 3 cards (no honour) In partner's suit nat nat **Discards** Low encourage Low encourage Reverse if given Reverse if given Count Signal on partner's lead: Low encourage Low encourage Signal on declarer's lead: Sometimes count. **Notes** 6. SLAM CONVENTIONS **RKCB 1430** 4♣ Gerber X when? Never 4NT: Blackwood **Slam Notes** Cue Bids X 1st/2nd round control (A or K, singleton or void). Asking Bids 7. OTHER CONVENTIONS www.abf.com.au PDF Form Rev. 17D23 by RoL MyRev. Copyright © ABF 2017



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	VIC YO		John Mai, ⁻						ni Fu	ller	
& Names:	AL		Rebecca C	-				,			
Basic System:					,,		9				
Brown Sticker		Classific	cation: G	reen	X	Blue		Red		Yellow	
			1. OF			BIDS	<u> </u>			_	
Describe stren	ngth, min	imum len								Canape	
1♣ 3+, 12+hcp						1♥ 5+, 12+hcp					
1♦ 3+, 12+hcp						1♠ 5+, 12+hcp					
1NT 15-17 b	al				may contain 5				in 5 ca	rd Major	
1NT Responses	s 2 4 S	Stayman									
2 ♦ Hear		-			2	Clubs					
2♥ Spades					2NT	2NT Diamonds					
other											
2♣ GF or 23	3+bal										
2 ♦ weak 6-9	9(10) 6+	⊦ diamon	ds								
2 ♥ weak 6-9	9(10) 6+	hearts									
2♠ weak 6-9	9(10) 6+	spades									
2NT 20-22 b	al				3NT	Gamblir	ng - S	olid mind	or		
other											
			2. PI	RE-	ALE	RTS					
		3. CO	MPETITI	VE E	BIDS A	OVE	RCA	LLS			
Negative doubles	through	4H	Jump over	calls V	Veak						
Responsive double	es through	4H	Unusual	NT L	UBS						
1NT overcall - imn	nediate	15-18		Imme	ediate cue	e of minor	Majo	ors 5+/5+			
1NT overcall - re-c	pening	12-14		Imme	ediate cue	e of Major	oM+	m 5+/5+			
Over weak twos	X=T/O			0	ver openi	ng threes	X=T	/O			
Over opponent's 1	NT X=	penaltie	s, 2C=Maj	ors, 2l	NT=Mi	nors					

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

		Describe strei	ngtn,	minimum length, or specific	mea	aning
1 4 1	•	4+, 6+hcp	2	weak	3◆	splinter
1	Y	4+, 6+hcp	2	weak	3 Y	splinter
1	•	4+, 6+hcp	2♠	weak	3 ♠	splinter
1	INT	6-9 hcp	2NT	10-12 bal	3NT	To Play
2	2	6-9 hcp, 5+C	3 -	10-12 hcp, 5+C	4 ♣	preemptive
0	ther					
1 1	Y	4+, 6+hcp	2	weak	3 💙	splinter
1	•	4+, 6+hcp	2	weak	3 ♠	splinter
1	INT	6-9 hcp	2NT	10-12 bal	3NT	To Play
2	2	10+hcp, 4+C	3 ♣	splinter	4 ♣	splinter
2	2	6-9 hcp, 5+D	3	10-12 hcp, 5+D	4	preemptive
O ^t	ther					
1♥ 1	A	4+, 6+hcp	2	6-9 hcp, 3H	3 🄷	10-12 hcp, 4+H
1	INT	6-9 hcp	2	10-12 hcp, 3H	3 Y	0-5 hcp, 4+H
2	4	10+hcp, 4+C	2NT	GF, 4+H	3 ♠	splinter
2	2	10+hcp, 4+D	3 ♣	6-9 hcp, 4+H	3NT	To Play
0	ther					
1 🛧 1	INT	6-9 hcp	2♠	6-9 hcp, 3S	3 💙	10-12 hcp, 3S
2	2	10+hcp, 4+C	2NT	GF, 4+S	3 ♠	0-5 hcp, 4+S
2	2	10+hcp, 4+D	3 -	6-9 hcp, 4+S	3NT	To Play
2	2	10+hcp, 4+H	3	10-12 hcp, 4+S	4 ♣	splinter
0	ther					
1NT 3	3	natural slam try	3♠	natural slam try	4	n/a
3	3	natural slam try	3NT	To Play	4 ♥	To Play
3	3	natural slam try	4 ♣	n/a	4	To Play
0	ther					
2 4 2	2	waiting	2NT	8-11 bal	3 💙	n/a
2	2	8+hcp, 5+H	3 -	8+hcp, 5+C	3 ♠	n/a
2	2	8+hcp, 5+S	3	8+hcp, 5+D	3NT	n/a
0	ther					
2 2	2	natural F1	3♣	natural F1	3	n/a
		natural F1		preemptive raise		To Play
2	2NT	ogust		n/a		n/a
0	ther					
Notes						

Notes

2♥ 2♠	natural F1	3.	natural F1	3NT	To Play			
	ogust	•	preemptive raise		n/a			
	natural F1		n/a	4	To Play			
other								
2 ♠ 2NT	ogust	3 💙	natural F1	4♣	n/a			
	natural F1	3 ♠	preemptive raise	4	To Play			
3◆	natural F1	3NT	To Play	4	To Play			
other								
2NT 3♣	simple stayman	3	n/a	4	n/a			
3◆	transfer	3NT	To Play	4	To Play			
3♥	transfer	4♣	n/a	4	To Play			
other								
	9	<u>. C</u>	ONVENTIONS					
Unusual NT: LUBS								
4th Suit Forcing One round Game force X								
NT Checkback X Priorities: Two way checkback								
Defence to 3NT opening								
Defence to Opening Twos								
Mu l ti 2								
RCO stv	style 2-s X=values							
	2-s X=values							
Defence (1♣): X=Majors, 1NT=Minors, 2C=Nat								

Over 1NT Interference

strong (2♣) : Same

to

14/24

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ T/O
4♥ T/O 4♠ Values

10. OTHER NOTES