

4. BASIC RESPONSES

Jump raises - minors	Preemptive
Jump raises - Majors	9-10, 4+ support
Jump shifts after minor opening	1C: Transfer; 1D: 3-8, 6+ suit
Jump shifts after Major opening	3C/D: 11-12, 6+ suit, non forcing
Responses to strong 2 suit open.	N/A
Responses to 2NT opening	3C/D: To play

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead	A/Q for att; K for count
Four or more with an honour	4th	
From 4 small	2nd	
From 3 cards (no honour)	2nd	
In partner's suit	High= no honour	
Discards	First: Odd=enc; Even=suit pref	
Count	Reverse present count	
Signal on partner's lead:	Low encourage	
Signal on declarer's lead:	Reverse count	
Notes		

6. SLAM CONVENTIONS 4♣ Gerber

4NT: Blackwood <input type="checkbox"/>	RKCB	14/30
Asking Bids <input type="checkbox"/>	Cue Bids <input type="checkbox"/>	Cue 1st or 2nd

7. OTHER CONVENTIONS

Negative free bids at 2 level	Fit showing jumps in competition
Good bad 2NT in competition	2 step blackout
Cue raises	DOPI
Splinters	Leaping/Nonleaping Michaels

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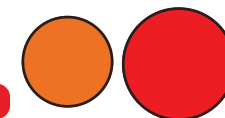
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**AUSTRALIAN BRIDGE
FEDERATION INC.**

STANDARD SYSTEM CARD



ABF Nos.	157627	David Hoffman
& Names:	343341	David Wawn
Basic System:		
Brown Sticker <input checked="" type="checkbox"/>	Classification:	Green <input type="checkbox"/> Blue <input type="checkbox"/> Red <input checked="" type="checkbox"/> Yellow <input type="checkbox"/>

1. OPENING BIDS

Describe strength, minimum length, or specific meaning		Canapé <input type="checkbox"/>
1♣ 11- , 0, forcing	1♥ 11-22, 5	
1♦ 11- , 2	1♠ 11-22, 5	
1NT 15-18	may contain 5 card Major <input checked="" type="checkbox"/>	

1NT Responses 2♣ Puppet to 2D	
2♦ Transfer to H	2♠ Range probe
2♥ Transfer to S	2NT Transfer to C
(Dbl)	other

2♣ 6-10, 4+4+ in majors; or 8PT in a minor	
2♦ 6-10, 6+ major	
2♥ 6-10, 5+5+ color	
2♠ 6-10, 5+5+ odd	
2NT 6-10, 5+5+ minors	3NT Good major preempt
other	

2. PRE-ALERTS

1C-1D-1H: may be ART	1M-2C: ART GF
1H-2D and 1S-2H; 5-12, 3 support	1C: May be 0 cards
1S-2D: 5-12, 5+ hearts	1D: May be 2 cards

3. COMPETITIVE BIDS / OVERCALLS

Jump overcalls	Intermediate	Unusual NT	Lower suits
1NT overcall: (immediate)	15-18 (FOC)	(re-opening)	11-14 (FOC)
Immediate cue: (minor)	Spades + other	(Major)	Other major + minor
Over: Weak Twos	X: TO (Lebensohl)	Opening Threes	X: TO
Opponent's 1NT Toxic: X=Clubs, or both reds; 2C=Diams, or majors; etc)			

Doubles 123 doubles	Negative DBL thru	4H
	Responsive DBL thru	4H

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ Any 0-4; or 5- diamonds 1♥ 5-, 4+ 1♠ 5-, 4+ 1NT 5-10, bal 2♣ 5-10, 3+ support other	2♦ 3-6 or strong, 6+ hearts 2♥ 3-6 or strong, 6+ spades 2♠ 11-12, 4+ clubs 2NT 11-12, bal 3♣ Preemptive 3♦ 3-6 or strong, 6+ spades 3♥ 13-15, bal, weak spades 3♠ 11-12, 4+ clubs 3NT 11-12, bal 4♣	3♦ 13-15, bal, weak hearts 3♥ 13-15, bal, weak spades 3♠ 13-15, bal, weak diams 3NT 13-15, bal 4♣
1♦ 1♥ 5-, 4+ hearts 1♠ 5-, 4+ spades 1NT 5-10, bal 2♣ 13-, 5+ clubs 2♦ 13-, 5+ diams other	2♥ 3-8, 6+ hearts 2♠ 3-8, 6+ spades 2NT 11-12, bal 3♣ 11-12, 5+ diams 3♦ Preemptive	3♥ Splinter 3♠ Splinter 3NT 13-15, bal 4♣ 4♦
1♥ 1♠ 5-, 4+ spades 1NT 5-10, bal 2♣ ART game force 2♦ 5-12, 3 hearts other	2♥ 5-8, 4 hearts 2♠ 3-8, 6+spades 2NT 11-12, bal 3♣ 11-12, 6+ clubs	3♦ 11-12, 6+ diams 3♥ 9-10, 4 hearts 3♠ Splinter 3NT 11-12, 4 hearts, bal
1♠ 1NT 5-10, bal 2♣ ART game force 2♦ 5-12, 5+ hearts 2♥ 5-12, 3 spades other	2♠ 5-8, 4 spades 2NT 11-12, bal 3♣ 11-12, 6+ clubs 3♦ 11-12, 6+ diams	3♥ Mini splinter 3♠ 11-12, 4 spades 3NT 11-12, 4 spades, bal 4♣ Splinter
1NT 3♣ 5+clubs, 4+diams, slaps 3♦ 31 or 13 majors, GF 3♥ 1444, GF other	3♠ 4144, GF 3NT To play 4♣ 6 magor 3/3 hon	4♦ 7 major, 3/3 hon 4♥ To play 4♠ To play
2♣ 2♦ no choice 2♥ To play 2♠ To play other	2NT Ask 3♣ Natural, INV 3♦ Natural, INV	3♥ Preemptive 3♠ Preemptive 3NT To play
2♦ 2♥ P/C 2♠ P/C 2NT Ask other 4D: Bid suit	3♣ Natural, INV 3♦ Natural, INV 3♥ P/C	3♠ P/C 3NT To play 4♣ Transfer me into suit

Notes

2♥ 2♠ P/C 2NT Ask 3♣ P/C other	3♦ P/C 3♥ 3♠	3NT 4♣ 4♥
2♠ 2NT Ask 3♣ P/C 3♦ P/C other	3♥ P/C 3♠ 3NT	4♣ 4♥ 4♠
2NT 3♣ To play 3♦ To play 3♥ Natural, forcing other	3♠ Natural, forcing 3NT To play 4♣ Preemptive	4♦ Preemptive 4♥ To play 4♠ To play

9. CONVENTIONS

Unusual NT: Lower suits

4th Suit Forcing One round Forcing to game Game force

NT Checkback Priorities: 1X-1Y-1Z

Defence to 3NT opening

Defence to Opening Twos X: TO

Multi 2♦ X: Overcall in a major; 2H/S: TO of suit bid

RCO style 2-s

Other 2-s

Defence (1♣) : Wonderbids at 1 level (either have bid, or other suits)
to Toxic from 1NT
strong (2♣) : Toxic
1♣ / 2♣

Over 1NT Interference X: Penalties; Bids: Nonforcing

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦

4♥ 4♠

10. OTHER NOTES

1C-1D-1H: 4 hearts, 5 clubs; or ART GF. Then 1S: 2nd negative

1M-2C-2D: Art minimum