

4. BASIC RESPONSES

Jump raises - minors	Inverted	Other: 5-9 hcpts; 5+raise
Jump raises - Majors	Preempt	Other: 4-6 hcpts; 4+raise
Jump shifts after minor opening	Natural strong at 2-level; GF splinters at 3-level	
Jump shifts after Major opening	Bergen (3♣ = 10-11; 3♦ = 7-9 hcpts); Major jumps = 3-card limit raise	
Responses to strong 2 suit open.	After 2♣: 2♦ = waiting; suit = 5c+ to 2 top hons; 2NT = 8-10 bal.	
Responses to 2NT opening	3♣ = puppet Stayman; 3♦/3♥ = transfers; 3♠ = minors; 4m = natural	

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All	Overlead All
Four or more with an honour	4th highest	4th highest
From 4 small	2nd highest	2nd highest
From 3 cards (no honour)	Middle	highest
In partner's suit	low from an Hon (or 3-small)	low from an Hon (or 3 small)
Discards	High = encouraging	High = Encouraging
Count	High-Low = Even	High-Low = Even
Signal on partner's lead:	High = Encouraging	High = Encouraging
Signal on declarer's lead:	Natural count	
Notes	At 5+ level or after a pre-empt: A for Attitude & King for Count	

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 3041 4♣ Gerber when? After 1NT & after 1/2NT rebid

Slam Notes m/wood after minor suit agreement

Cue Bids First or second round control

Asking Bids

7. OTHER CONVENTIONS

Support doubles	Lebensohl
Cue raises in competition	4th suit = artificial GF
2-over-1 = natural; promises another bid	Jacoby 2NT (14+) over 1M
Michaels = any range	Inverted minor raises (F to 3m)
Natural NF 1NT over 1M	Drury (2♦; 2M = sign-off); Bergen by Passed H.

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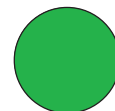
Most artificial bids are off in competition after 1m

Jumps in comp. & by Passed hand = F/SJ's

Leaping Michaels after 2♦ (nat or multi); 2M and 3♣



AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	7765	Peter Buchen
& Names:	232637	Avi Kanetkar
Basic System:	Standard 5c Majors & weak twos	
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

1♣	11-20; 3+	1♥	11-20; 5+
1♦	11-20; 3+	1♠	11-20; 5+
1NT	15-17	may contain 5 card Major <input checked="" type="checkbox"/>	

1NT Responses	2♣ Simple Stayman	Other:
2♦	Transfer to Hearts	2♠ Transfer to Clubs
2♥	Transfer to Spades	2NT Transfer to Diamonds
other Super-accept after Trf to (1) M: 2NT=max; 3M=min; (2) m: step = max & fit; 3m = min		

2♣	Game Force		
2♦	Weak two 6-10 hcpts		
2♥	Weak two 6-10 hcpts		
2♠	Weak two 6-10 hcpts		
2NT	20-22 balanced	3NT	6♥'s & 5♠'s about min Opening strength
other			

2. PRE-ALERTS

3NT = 6♥'s & 5♠'s	
Point ranges only a guide	
Opener often raise Responder's 1M on 3c fit	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	Weak
Responsive doubles through	4♠	Unusual NT	Two-lower suits
1NT overcall - immediate	15-18	Immediate cue of minor	Michaels (any range); M-M
1NT overcall - re-opening	10/11-14	Immediate cue of Major	Michaels (any range); OM-m
Over weak twos	X = T/O	Over opening threes	X = T/O
Over opponent's 1NT	X = strong (start of CTP); 2♣ = any 1-suiter; 2♦ = 1-Major; 2M = 5M & 4+m;		
2NT = minors (or freaky two)			
CTP: 1st X = cards; 2nd X = T/O; 3rd X = penalty			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ natural	2♦ natural strong	3♦ GF splinter
1♥ natural	2♥ natural strong	3♥ GF splinter
1♠ natural	2♠ natural strong	3♠ GF splinter
1NT 6-10 no Major	2NT 11-12 no Major	3NT 13-15 no Major
2♣ inverted 10+ hcpts	3♣ inverted 5-9 hcpts	4♣ pre-emptive
other		
1♦ 1♥ natural	2♥ natural strong	3♥ GF splinter
1♠ natural	2♠ natural strong	3♠ GF splinter
1NT 6-10 no Major	2NT 11-12 no Major	3NT 13-15 no Major
2♣ natural 10+ hcpts	3♣ natural strong	4♣ GF splinter
2♦ inverted 10+hcpts	3♦ inverted 5-9 hcpts	4♦ pre-emptive
other		
1♥ 1♠ natural	2♥ 6-9 hcpts 3-card raise	3♦ 7-9 hcpts 4-card raise
1NT natural NF	2♠ 10-11 hcpts 3-card raise	3♥ 4-6 hcpts 4-card raise
2♣ natural 10+ hcpts	2NT Jacoby 4+raise 14+ hcpts	3♠ GF splinter
2♦ natural 10+ hcpts	3♣ 10-12 hcpts 4-card raise	3NT 12-14 hcpts bal. 4+raise
other 4♣/4♦ = GF splinters		
1♠ 1NT natural NF	2♠ 6-9 hcpts 3-card raise	3♥ 10-11 hcpts 3-card raise
2♣ natural 10+ hcpts	2NT Jacoby 4+raise 14+ hcpts	3♠ 4-6 hcpts 4-card raise
2♦ natural 10+ hcpts	3♣ 10-11 hcpts 4-card raise	3NT 12-14 hcpts bal. 4+raise
2♥ natural 10+ hcpts	3♦ 7-9 hcpts 4-card raise	4♣ GF splinter
other 4♦/4♥ = GF splinters		
1NT 3♣ natural slam interest	3♠ natural slam interest	4♦
3♦ natural slam interest	3NT to play	4♥ to play
3♥ natural slam interest	4♣ Gerber	4♠ to play
other 2♣ = simple Stayman (possibly junk Stayman)		
2♣ 2♦ waiting	2NT 8-10 balanced	3♥ semi-solid suit
2♥ Natural; 2+top hors	3♣ Natural; 2+top hors	3♠ semi-solid suit
2♠ Natural; 2+top hors	3♦ Natural; 2+top hors	3NT
other		
2♦ 2♥ Nat forcing	3♣ Nat forcing	3♠ Nat GF
2♠ Nat forcing	3♦ pre-emptive	3NT to play
2NT Strong enquiry	3♥ Nat GF	4♣ natural forcing
other After 2NT: new suit = shortage & sound; 3♦i= min; 3NT = max balanced		

Notes

2♥ 2♠ natural forcing	3♦ natural forcing	3NT to play
2NT Strong enquiry	3♥ pre-emptive	4♣ natural forcing
3♣ natural forcing	3♠ natural GF	4♥ to play
other		
2♠ 2NT Strong enquiry	3♥ natural forcing	4♣ natural forcing
3♣ natural forcing	3♠ pre-emptive	4♥ to play
3♦ natural forcing	3NT to play	4♠ to play
other		
2NT 3♣ Puppet Stayman	3♠ GF both minors	4♦ natural GF
3♦ transfer to Hearts	3NT to play	4♥ to play
3♥ transfer to Spades	4♣ natural GF	4♠ to play
other		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 2♣ = invitation + (then 2♦ =min); 2NT = GF (forces 3♣)

Defence to 3NT opening 4♣ = Majors; other suits natural; X = strong balanced

Defence to Opening Twos X = T/O

Multi 2♦ X = 15+ unbal; 2NT = 15-18; suits = natural; Pass then X = T/O 12-15 hcpts

RCO style 2-s as above (CTP applies)

Other 2-s

Defence X = Majors; 1NT = minors; other natural

to

strong 2♣ : natural overcalls

♣

Over 1NT Interference lebensohl

Lebensohl - other uses After (2M)-X ; (1NT)-X-(2M); (1A)-1NT-(2M)

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

4♥ X = T/O

4♠ X = T/O

10. OTHER NOTES

1. After inverted minors: 2NT = forcing; 3m = sign-off
2. Bergen raises off incompetition (except after a double)
3. 4♣/4♦ openings = Natural pre-empts
4. Blackout after Opener's reverse: simple raise of any bid suit
5. 1m-1M:2M-2NT = artificial enquiry (not GF)