

4. BASIC RESPONSES

Jump raises - minors	Preempt, 3-6 HCP, 5+ cards
Jump raises - Majors	Preempt, 0-5 HCP, 4+ cards
Jump shifts after minor opening	Over 1♣, weak Maj transfers. 1♣ - 2S = raise, Natural over 1♦
Jump shifts after Major opening	3♣/3♦ Bergen; 1♥-2♠ & 1♠-3♥ are nat, goodish 6+c, (7-10)
Responses to strong 2 suit open.	2♦=waiting; 2M and 3m =6+ card self suffic'nt suit(1 loser max)
Responses to 2NT opening	3♣ Puppet Stayman; 3♦/3♥=♥/♠; 3♠=44+m; 4♣/♦=Minorwood

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	A/Q-Attitude, K-Count, see note	A/Q-attitude,K-count or unblock
Four or more with an honour	3rd/low	Attitude leads
From 4 small	3rd	2nd
From 3 cards (no honour)	3rd	Top
In partner's suit	3rd (can be top if raised suit)	
Discards	Count, McKenney, see note	
Count	Reverse present count	
Signal on partner's lead:	reverse attitude, then count	
Signal on declarer's lead:	Count, Reverse Smith Peter (vs NT)	
Notes Frequent McKenny suit preference when count known or giving ruff.		
Overlead QJ/J10/109 but choose card with AK/KQ depending on signal desired.		
First discard only - use odd=enouraging, even=McKenny.		

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 3041 4♣ Gerber when? never

Slam Notes Kickback, Minorwood

Cue Bids 1st/2nd equal

Asking Bids Control Asks; Minorwood

7. OTHER CONVENTIONS

Step Blackout (after Opener's reverse).	DOPI / ROPI
Cue Raises.	Leaping Michaels & non-Leaping Michaels
Support X & XX.	Last Train game & slam tries.
artificial shortage showing bids.	1X-1Y, 1Z then 2-way Checkback
Unnecessary jumps are splinters.	Smolen Tfrs after 1NT - 2♣, 2♦

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If our artif overcall is X'd: P=nat; XX=bid step then pass.

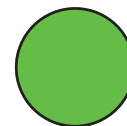
2NT response over our X= scrambling in some cases.

They pen X SWINE (direct X) and SPASH (X in passout seat)

Gazilli over 1M-1NT



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	864951	David Gue
& Names:	177938	Jon Hunt (SABA 2860)
Basic System:	2/1=GF unless 1) 2♣ limit raise, 2) responders rebid of 3m	
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 HCP, 3+	1♥	11-20 HCP, 5+
1♦	11-20, (3)4+, usually open 1♦ with 44m	1♠	11-20 HCP, 5+
1NT	15-17 HCP		may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ Simple Stayman (then crisscross GF raise of 2M response)

2♦ Transf ♥, super accept all 4+support 2♠ Transf ♣, then new suit shows shortage

2♥ Transf ♠, super accept all 4+support 2NT Transf ♦, then new suit shows shortage

other system on after X

2♣	GF or 23+ BAL
2♦	1st, 2nd seats - Weak, <11 HCP, 4+♥ & 4+♠, 3rd: weak 2♦, 4th Seat: 10-14 good 6+♦
2♥	Weak, 6-10 HCP, 5+♥ NV / 6+♥ V. 4th Seat: 10-14 good 6+♥
2♠	Weak, 6-10 HCP, 5+♠ NV / 6+♠ V. 4th Seat: 10-14 good 6+♠
2NT	20-22 HCP, BAL
3NT	4-level pre-empt in a minor
other	4m= Max 1 loser Major Pre-empt, 4M= Major pre-empt 4NT = both minors, preemptive

2. PRE-ALERTS

2♦ opening.	Inverted minors (unless PH or in comp)
Transfers over 1♣ opening	Opening 2/3 bids in 1st seat, Fav vul can be quite light
- also over 1♦ (X)	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Cheapest Jump=next 2 suits, other jumps = weak
Responsive doubles through	4♥	Unusual NT	either ♥ & ♣ or ♠ & ♦, 5-5, wide range
1NT overcall - immediate	15-18 BAL	Immediate cue of minor	Next 2 suits up, 5-5, wide range
1NT overcall - re-opening	12-14 BAL	Immediate cue of Major	Next 2 suits up, 5-5, wide range
Over weak twos C T/O X; Leaping Michaels		Over opening threes TO X, Leaping/Non-leaping Michaels	
opponent's 1NT	X= penalty, 15+HCP; 2♣= 5(4)/4+ Majors; 2♦ = single suited Major,		2M = M5 and m4/5

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+ HCP, 4+♥	2♦ 3-6 HCP, 6+♥, weak	3♦ 13-14 HCP, splinter
1♥ 5+ HCP, 4+♠	2♥ 3-6 HCP, 6+♠, weak	3♥ 13-14 HCP, splinter
1♠ 5+ HCP, 4+♦	2♠ 7-9 HCP, 5+♣, no 4M	3♠ 13-14 HCP, splinter
1NT 6-11 HCP, nat	2NT 11-12HCP, bal, ♦ only	3NT 13-15 HCP, bal, ♦ only
2♣ 10+ HCP, 4+♣, no M	3♣ 3-6 HCP, 5+♣	4♣ preempt
other Passed hand: 2♣=5-8, 2♦=9-11		
1♦ 1♥ 5+ HCP, 4+♥	2♥ 3-6 HCP, 6+♥, weak	3♥ 13-14 HCP, splinter
1♠ 5+ HCP, 4+♠	2♠ 3-6 HCP, 6+♠, weak	3♠ 13-14 HCP, splinter
1NT 6-11 HCP, nat	2NT 11-12 HCP, bal, ♣ only	3NT 13-15 HCP, bal, only ♣
2♣ 12+HCP, 4+♣, GF.	3♣ 7-9 HCP, 4+♦, no M	4♣ 13-14 HCP, splinter
2♦ 10+ HCP, 4+♦, no M	3♦ 3-6 HCP, 5+♦, no M	4♦ preempt
other Passed hand: 2♦=5-8, 3♣=9-11		
1♥ 1♠ 5+ HCP, 4+♠	2♥ 5-10 HCP, 3♥	3♦ 10-12 HCP, 4+♥
1NT 6-11 HCP, nat	2♠ 7-10 HCP, 6+♠	3♥ 0-5 HCP, 4+♥
2♣ 10+, 3way(PH:9-11, 3♥)	2NT 12+HCP, GF, 4+♥	3♠ 10-14 HCP, splinter
2♦ 12+, 5+♦, GF	3♣ 6-9 HCP, 4+♥	3NT 13-15 HCP, bal, 3♥
other 4♣/4♦= 10-14 HCP splinter; 4♠= RKBW		
1♠ 1NT 6-11 HCP, nat	2♠ 5-10 HCP, 3♠	3♥ 7-10HCP, 6+♥
2♣ 10+, 3way(PH:9-11, 3♠)	2NT 12+ HCP, GF, 4+♠	3♠ 0-5 HCP, 4+♠
2♦ 12+ HCP, 5+♦, GF	3♣ 6-9 HCP, 4+♠	3NT 13-15 HCP, bal, 3♠
2♥ 11+ HCP, 5+♥, GF	3♦ 10-12 HCP, 4+♠	4♣ 10-14 HCP, splinter
other 4♦/4♥= minimum splinter; 4NT=RKBW		
1NT 3♣ minors 55+, FG	3♠ 13(45) FG	4♦ Texas Transfer to 4♠
3♦ 5cd Major ask	3NT To Play	4♥ nat, TP, distributional
3♥ 31(45) FG	4♣ Texas Transfer to 4♥	4♠ nat, TP, distributional
other 4NT= quantitative. After Texas Transfer play Kickback RKBW		
2♣ 2♦ waiting	2NT not used	3♥
2♥ nat, 1 loser max suit	3♣ nat, 1 loser max suit	3♠
2♠ nat, 1 loser max suit	3♦ nat, 1 loser max suit	3NT
other 2♣-2♦-2♥=forces 2♠, then: 2NT=bal 25+; anything else includes long ♥s.		
2♦ 2♥ TP	3♣ nat, NF	3♠ TP, as is 4♠
2♠ TP	3♦ nat, NF	3NT TP
2NT inv+, Enquiry	3♥ TP, as is 4♥	4♣ good 6+ suit, GF
other After any response to 2NT enquiry, 4♣/♦ sets ♥/♠ (then can Kickback)		

Notes After 1M-2M-NS = long/help suit gametry

Respond 1M to 1♣ with M4 & 4(5)♦ unless inv+.

Tend to bid 1m - 1X, 1NT with all balanced hands (may contain a Major)

2♥ 2♠ nat, NF	3♦ nat, NF	3NT TP
2NT inv+, ask for shortage	3♥ pre-emptive, Inv opp 6c ds	4♣ good 6+ suit, GF
3♣ nat, NF	3♠ nat, GF	4♥ TP
other 4♦ = good 6+ suit, FG 4♠=Kickback. Must bid 3♠ first if wanting to play 4♠.		
2♠ 2NT inv+, ask for shortage	3♥ nat, NF	4♣ good 6+ suit, GF
3♣ nat, NF	3♠ pre-emptive, Inv opp 6c ds	4♥ TP
3♦ nat, NF	3NT TP	4♠ TP
other 4♦ = good 6+ suit, FG 4NT=RKBW		
2NT 3♣ Puppet Stayman	3♠ minors Stayman, 44m	4♦ Natural, minorwood
3♦ Transfer to ♥	3NT TP	4♥ Nat., mild slam try
3♥ Transfer to ♠	4♣ Natural, Minorwood	4♠ Nat., mild slam try
other 4NT=quantitative		

9. CONVENTIONS

Unusual NT: either ♥ & ♣ or ♠ & ♦, 5-5+, wide range

4th Suit Forcing One round Game force

NT Checkback Priorities: 2♣=force 2♦ then next is inv; 2♦=art, GF; 2NT=force 3♣

Defence to 3NT opening CTP X; over gambling, 4♣ for majors.

Defence to Opening Twos CTP X; T/O X of nat 2's; Leaping Michaels

Multi 2♦ CTP X; Leaping Michaels

RCO style 2-s CTP X; Leaping Michaels

Other 2-s Over nat 2's: T/O X; Leaping Michaels; Michaels over nat 2♦

Defence 1♣ : 1Suit = suit bid or the other suits, 1NT and above = TWERB

to

strong 2♣ : X=Majors; 2NT=minors

♣

Over 1NT Interference Lebensohl

Lebensohl - other uses Over (2x) X (p)

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

4♥ X=T/O ; 4NT= Nat 4♠ X=values; 4NT=T/O

10. OTHER NOTES

CTP X (1st=cards/2nd=Takeout/3rd=Penalty) when they open/overcall weak & artificial (1m) - 3m=natural intermediate jump (good 6c suit, 11-15HCP). Over short minor (<=3)

Inverted minor does not apply if passed hand or opps overcall - limit raises apply.

After 1m - 2m, step = artificial minimum

After 1M-2NT- 3♣=any 11-14; 3♦=16+, bal; 3♥/3♠/3NT=15+, L/M/H shortage.

After opp overcall, fit showing jumps

After our overcall, non-jump NS is NF except at 3 level (but must raise with 3+ support)