

4. BASIC RESPONSES

Jump raises - minors	Preempt	Other: 3-bad 6 hcp
Jump raises - Majors	Preempt	Other: 3- bad 6 hcp
Jump shifts after minor opening	1m-2M=6cM 3-6 hcp. 1♣-2♦/1♦-3♣ = 6-9 5+♣/5+♦	
Jump shifts after Major opening	1♥-2♠/1♠-3♥ = limit 3c raise, 1M-3♣/3♦ = 4c raise 6-9/10-12	
Responses to strong 2 suit open.	2D neg or waiting, else Natural Positive (3 controls)	
Responses to 2NT opening	3♥enquiry- 3♠/3NT=min/max. 3♠ nat F1, 4m nat (after 3♥ Minorwood)	

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead,A or Q-ATT, K-Count	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	as above	
Discards	Low Encourage	
Count	Low-High = Even	
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:	Reverse original count	
Notes	The 10 is not regarded as an honour.	
	Lead of 9 promises the 10 and no higher hnr, or is from shortage	

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
Slam Notes	Minorwood	
Cue Bids <input checked="" type="checkbox"/>	First or second controls up the line	
Asking Bids <input type="checkbox"/>		

7. OTHER CONVENTIONS

Jacoby	Lebensohl
Puppet Stayman after 2NT rebid after 2♣/2♦	Support X/XX
mini splinters by opener only	cue raise with values
long suit trials	DOPI/ROPI
Blackout (2S = <8hcp)	4NT opening: specific ace ask

3rd suit FG after 1m opening and 2m simple rebid

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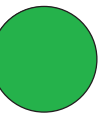
PDF Form Rev. 13F21 by RoL

MyRev. 20Jan14

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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	283861	Terri Kay
& Names:	143502	Kitty Muntz
Basic System:	Std 15-17NT	
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 <input type="checkbox"/>
1♣ 11-20HCP 3+	1♥ 11-20HCP 5+	
1♦ 11-20HCP 3+	1♠ 11-20HCP 5+	
1NT 15-17HCP	may contain 5 card Major <input type="checkbox"/>	
1NT Responses		
2♣ simple Stayman	Other: 5 Card Range Ask	
2♦ TRF to ♥, superacc with 4	2♠ TRF to ♣, 3♣ is superacc	
2♥ TRF to ♠, superacc with 4	2NT TRF to ♦, 3D is superacc	
other 4♣TRF to ♥, 4♦TRF to ♠		
2♣ 23+ HCP BAL, or GF		
2♦ <11HCP 6+ ♥ or ♠ or 20-22 Balanced		
2♥ <11HCP 5+♥ and 5+ another suit		
2♠ <11HCP 5+♠-5+ ♣ or ♦		
2NT <11HCP 5+-5+Minors, 3♥ asks min/max	3NT any solid 7+suit, no outside A or K	
other		

2. PRE-ALERTS

Support X/XX	Bergen Raises
Change of Suit F	AQ for att K for count throughout
NO mini-splinters by Responder to opening bid	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak
Responsive doubles through	4♥	Unusual NT	2 lowest unbid suits, weak or strong
1NT overcall - immediate	15-18HCP	Immediate cue of minor	♠'s and another weak or strong
1NT overcall - re-opening	11-14HCP	Immediate cue of Major	5+/5+ OM+m weak or strong
Over weak twos	X T/O + LEB; 2NT:15-18HCP	Over opening threes	X for T/O
Over opponent's 1NT	Multi-Landy: 2C majors, 2D 6cM, 2M M+m, 3m natural		
Over weak NT	X=penalty. Over strong NT X = 4cM+longer minor		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+HCP 4+♦	2♦ 7-10HCP 5+♣	3♦ SPL 10-14 HCP
1♥ 5+HCP 4+♥	2♥ 6+♥, 4-bad 7HCP	3♥ SPL 10-14 HCP
1♠ 5+HCP 4+♠	2♠ 6+♠, 4- bad 7HCP	3♠ SPL 10-14 HCP
1NT 6-10HCP	2NT 10-12HCP no 4cM	3NT 13-15HCP BAL no 4cM
2♣ 10+HCP 5+♣	3♣ Premptive 5+♣, 3-6hcp	4♣ Premptive 5+♣, no 4cM
other		
1♦ 1♥ 5+HCP 4+	2♥ 6+♥, 4-7HCP	3♥ SPL10-14 HCP
1♠ 5+HCP 4+	2♠ 6+♠, 4-7HCP	3♠ SPL10-14 HCP
1NT 6-10 HCP	2NT (10)11-12HCP no 4 M	3NT 13-15HCP no 4 M
2♣ GF 5+♣	3♣ 7-10 HCP 5+♦	4♣ splinter
2♦ 10+HCP 5+♦, no 4 M	3♦ Premptive 5+♦, no 4 M	4♦ Premptive 5+♦, no 4 M
other		
1♥ 1♠ 5+HCP 4+♠	2♥ 5-10 HCP 3♥ (or 4333)	3♦ (9)10-12 HCP 4+♥
1NT 5-11HCP	2♠ 3♥ 10-12	3♥ PRE 4+♥, 3-bad 6
2♣ ♣, good 10+hcp	2NT GF raise, 4+ SUPP	3♠ SPL
2♦ ♦, good 10+hcp	3♣ 6-9 HCP 4+♥	3NT 12-15HCP, BAL, 3♥ NF
other 4♣ and 4♦ SPL 10-14HCP		
1♠ 1NT 5-11HCP	2♠ 5-10 HCP 3♠ (or 4333)	3♥ 3♠ 10-12
2♣ ♣, good 10+hcp	2NT GF raise, 4+ SUPP	3♠ PRE 4+♠, 3- bad 6
2♦ ♦, good 10+hcp	3♣ 6-9 HCP 4+♠	3NT 12-15HCP, BAL, 3♠ NF
2♥ 10+HCP 5+♥	3♦ (9)10-12 HCP 4+♠	4♣ SPL 10-14HCP
other 4♦ and 4♥ SPL 10-14HCP		
1NT 3♣ 6+♣, slam interest	3♠ 6+♠, slam interest	4♦ 6+S no slam interest
3♦ 6+♦, slam interest	3NT to play	4♥ to play
3♥ 6+♥, slam interest	4♣ 6+H no slam interest	4♠ to play
other		
2♣ 2♦ < 3 controls	2NT 3+ ctrls, bal. 3♣ Baron	3♥ unused
2♥ natural, 3+ controls	3♣ natural, 3+ controls	3♠ unused
2♠ natural, 3+ controls	3♦ natural, 3+ controls	3NT unused
other		
2♦ 2♥ P/C	3♣ natural, inv	3♠ P/C (shows 4+♥, 3♠)
2♠ P/C (shows at least 3♥)	3♦ natural, inv	3NT 4/4 M no slam opp 20-22
2NT Strong enquiry	3♥ P/C (at least 3/3 in M)	4♣
other responder does not exceed 3NT in case opener has 20-22 balanced		

Notes

2♥ 2♠ P/C	3♦ P/C	3NT to play
2NT Strong enquiry	3♥ To Play (4+♥)	4♣ P/C
3♣ P/C	3♠ Splinter agreeing ♥	4♥ P/C
other 4♦ P/C, 4♠ P/C		
2♠ 2NT Strong enquiry	3♥ Nat F1, raise with dblton	4♣ P/C
3♣ P/C	3♠ To Play, 4+♠	4♥ P/C
3♦ P/C	3NT to play	4♠ P/C
other		
2NT 3♣ To Play	3♠ Nat F1 (raise with dblton)	4♦ RKCB
3♦ To Play	3NT to play	4♥ to play
3♥ asks min/max: 3♠/3NT	4♣ RKCB	4♠ to play
other		

9. CONVENTIONS

Unusual NT: ms over 1M	after 1m shows lower suits
4th Suit Forcing One round <input type="checkbox"/>	Game force <input checked="" type="checkbox"/>
NT Checkback <input checked="" type="checkbox"/>	Priorities: After 1NT rebid. 2♣ forces 2♦, then invit. 2♦ GF
Defence to 3NT opening	DBL=values, 4♣ T/O better ♥, 4♦ T/O better ♠,
Defence to Opening Twos	X=15+, NAT overcalls, 2NT=15-18 with Puppet STAY and TRF
Multi 2♦	X=15+with LEB, NAT 2 level overcalls 3M = stopper ask
RCO style 2-s	X=15+with LEB, NAT overcalls
Other 2-s	X=15+, 2 anchor T/O, NAT overcalls

Defence 1♣ : X=majors, NT=minors, rest natural
to
strong 2♣ : 2NT=undeclared 2-suiter
♣

Over 1NT Interference lebensohl
Lebensohl - other uses over weak 2s, and opps' raise of opener's suit
Take out of 4 level pre-empts 4♣/4♦ X
4♥ X 4♠ 4NT

10. OTHER NOTES

VTP style doubles throughout when 1st dbl shows values eg after dbl of weak NT
1M(2NT) 3♣/3♦ show ♥/♠ forcing. 3M and 3 other M NF.
After Puppet Stayman and 3D reply: 4C=both majors
In Minorwood sequence 5m and 4NT are signoffs
After multi 2 interference and opener's dbl showing big hand Lebensohl applies