## 4. BASIC RESPONSES Jump raises - minors Inverted: 6-9 HCP, 5+ cards Jump raises - Majors Preempt 3-5HCP, 4+ cards Jump shifts after minor opening Natural and weak 1H-2S, 1S-3H criss cross raise 3 cd; 3C 9-11 4cd; 3D 6-8 cd Jump shifts after Major opening Responses to strong 2 suit open. 2D = 0-3 or 10+HCP, 2H = 4-6 HCP 2S = 7-9HCP Better minor Responses to 2NT opening 5. PLAY CONVENTIONS Versus Suit Versus **NoTrump** (if different) (or both) Show priorities **Leads** Sequences: Overlead all Four or more with an honour 4th highest 2nd highest From 4 small Middle From 3 cards (no honour) As above In partner's suit odd ENCRG even McKenny **Discards** High-Low = Even Count low ENCRG **Signal** on partner's lead: **Signal** on declarer's lead: **Natural Count** Notes Journalist leads 6. SLAM CONVENTIONS 44 Gerber 4NT: Blackwood RKCB 4130 Asking Bids X Cue Bids X 7. OTHER CONVENTIONS Crowhurst (checkback) Michaels Inverted minors Cue Raises Jacoby Toxic Reverse Bergen Sandwich 1NT 5-5 DOPI X=0 P=1 keycard 5H=2 5S=2+ Q Lebensohl www.abf.com.au Wenceslas PDF Form Rev. 21E29 by RoL Journalist leads MyRev. 5/2023 **Splinters** Copyright © ABF 2021



## AUSTRALIAN BRIDGE FEDERATION LTD.



STANDARD SYSTEM CARD ABF Nos. Lesley Gunson 340669 & Names: 226025 Di Hawke Basic System: Standard Classification: Green X Red Blue Brown Sticker Yellow 1. OPENING BIDS Describe strength, min.length, or specific meaning Canapé 1♣ 3+ 11-20 HCP 1♥ 5+ 11-20 HCP 1 ◆ 3+ 11-20 HCP **★** 5+ 11-20 HCP **1NT** 15-18 HCP may contain 5 card Major **1NT Responses** 2♣ 5 card Major enquiry 2 Transfer ♥ 2♠ Transfer C 2NT Transfer D 2♥ Transfer ♠ other Super accepts for majors (DbI) 2 8+ tricks or 23+ HCP Bal 2♦ 6 card major 6-10 HCP or 21-22 Bal 2♥ 5+H & 5/4 NV (any other suit) <11 2♠ 5+♠ & 5/4 NV in either minor <11 **3NT** Gambling, solid minor, no side A or K **2NT** minors: 5+♣&5+♦ 6-9 HCP other 2. PRE-ALERTS Bergen (reverse) Inverted minors 1 level overcalls may be 4 card Support doubles Blackout after ptn'sREV,sup=8+, oth bid=<8 Lebensohl in various situations 3. COMPETITIVE BIDS / OVERCALLS Doubles Negative DBL thru 3 S Support Doubles and Redoubles Responsive DBL thru 2 S Jump overcalls weak Unusual NT Lower 2 unbid suits (re-opening) 10-12 1NT overcall: (immediate) 15-18 Immediate cue: (minor) Both Majors (Major) Other Major and a minor Over: Weak Twos 2NT 15-18, T/O X with LEB Opening Threes X T/O Opponent's transfers Double = Lead-Directing (after strong NT opening) Opponent's 1NT TOXIC = (2C = long D (or 5-5 Maj), 2D (long H or 5-5 blks), 2H, (long S or 2S (long C or 5-5 reds), 2NT (5-5 non touching)

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

	Describe stre	igui,	minimum length, or specific	, ,,,,,,,	armig
1♣ 1♦	4+, 5+HCP	2	6, <5HCP	3	
1♥	4+, 5+HCP	2	6, <5HCP	<b>3</b>	
1♠	4+, 5+HCP	2	6, < 5HCP	3 <b>♠</b>	
1NT	5-10HCP no Major	2NT	11-12HCP bal	3NT	13-15HCP
2♣	5+,10+HCP	3 <b>-</b>	5+, 5-9HCP	4	
other					
1♦ 1♥	4+, 5+HCP	2	6+, <6HCP	3 💙	
1♠	4+, 5+HCP	2	6+, <6HCP	3 <b>♠</b>	
1NT	5-10HCP	2NT	11-12HCP Bal	3NT	13-15HCP
2♣	5, 10+HCP	3 <b>-</b>	7+, <6HCP	4	
2	5, 10+HCP	3	5+, 5-9HCP	4	
other					
1♥ 1♠	5-9HCP	2	3, 5-9HCP	3	4, 6-8HCP
1NT	5-9HCP	2	3,limit raise	<b>3</b>	4, 3-5HCP
2♣	4+, 10+HCP	2NT	Jacoby	3 <b>♠</b>	Splinter G/F
2	4+, 10+HCP	3 <b>-</b>	4, 9-11HCP	3NT	13-15HCP
other					
1 <b>♠</b> 1NT	5-9HCP	2	3,5-9HCP	3 💙	3, limit raise
2♣	4+, 10+HCP	2NT	Jacoby	3 <b>♠</b>	4, 3-5HCP
2	4+, 10+HCP	3 <b>-</b>	4, 9-11HCP	3NT	To Play
2♥	5+, 10+HCP	3	4, 6-8HCP	4	Splinter, (7loser)
other					
1NT 3♣	6+, Slam interest	3	6+, 6 Loser slam inter	4	
3◆	6+, Slam interest	3NT	To play	<b>4</b>	To play
3♥	6+, slam interest	4		4	To Play
other					
2♣ 2♦	0-3HCP or 10+	2NT	Not Used	3 <b>Y</b>	
2	4-6HCP	3 <b>-</b>	6, strong	3 <b>♠</b>	
2♠	7-9HCP	3	6, strong	3NT	
other					
2♦ 2♥	Pass or correct	3♣	Nat N/F	3♠	
2♠	If H values go to 3	3			To play
	Strong ask	3		4	
	4H/S pass or correct				
Notes					

**Notes** 

2♥ 2♠ F	Pass or correct NF	3	Nat NF	3NT	To Play			
2NT S	Strong ask	3 <b>Y</b>	3+ H's <open g="" td="" values<=""><th>4</th><td>Not Used</td></open>	4	Not Used			
3♣ 1	Nat NF	3 <b>♠</b>	Good Suit GF	<b>4</b>	To Play			
other								
2♠ 2NT 5	Strong ask	3 <b>Y</b>	Nat NF	4	Not Used			
3 <b>♣</b> F	Pass or correct NF	3	Pre-emptive	<b>4</b>	Not Used			
3 <b>♦</b> F	Pass or Correct NF	3NT	To Play	4	To Play			
other								
2NT 3♣ 7	Го Ріау	3	6S, G/F	4				
3♦ 7	Го Play	3NT	To Play	4 <b>\</b>				
3♥ 6	6H G/F	4		4				
other 5	5 Clubs/Diamonds To I	Play						
9. CONVENTIONS								
Unusual NT: Lower 2 unbid suits								
4th Suit Forcing One round Game force X								
NT Checkback X Priorities: 3 card Major support, or 4 card up the line								
Defence to 3NT opening X=penalty, 4 Hearts or Spades To play								
	o Opening Twos	·	·					
Multi 2♦ X=15unbal or 19+Bal HCP or wk long suit, 2NT=16-18, bal (puppet stmn								
RCO style 2	2-s As above	applies)3NT =22-24, suit bid natural						
Other 2-s	As above							
Defence to 1C strong, X=4-4 majors 1D=single suit1H=H & a minor, 1S=S & a minor								
to	1NT= both majors, 2 level bids natural							
strong	to 2C strong same as above but up one level							
14/24								
	Interference Lebenso	ohl						
-	I - other uses Over v							

4♥ X=Take out

4♠ X=Penalty, 4NT=Take out

## 10. OTHER NOTES

Responders bid after a jump overcall-X=3card support & 6-9HCP

Responders 2nd bid after openers jump bid to 2NT, 3C = Crowhurst

Truscott raises after X in a major only

Cue bids for good raise of overcall

Double of 3NT means ptnr wants a S lead if no suit bid or dummy's 2nd bid