

4. BASIC RESPONSES

Jump raises - minors	1♣-3♣=<6, 5+♣; 1♦-3♦=5-7, 4+♦; 1♦-3♣=4+D, 8-11
Jump raises - Majors	0-6hcp, 4+M
Jump shifts after minor opening	1♣-2♦:wk multi; 1♣-2♥=5♠+4♥, 7-9 10+; 9-12; 1♣-2♠=5+♣ 6-9
Jump shifts after Major opening	1♥-2♠=3♥, 10-12; 1♠-3♥=10-12, 3♠
Responses to strong 2 suit open.	Features (A=2, K=1): 2♦=0-1 2♥=2 2♠=A+K 2NT=3Ks etc
Responses to 2NT opening	3♣/♦ NF, 3♥/♠ INV, 3NT pass with minors, 4♣ GF

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A-attitude, K-count	
Four or more with an honour	4ths	
From 4 small	2nd highest	
From 3 cards (no honour)	MUD	MUD or high
In partner's suit	top of nothing	
Discards	odds enc, even Lavinthal	
Count	reverse	
Signal on partner's lead:	low enc	
Signal on declarer's lead:	rev count	
Notes		

6. SLAM CONVENTIONS

4♣ Gerber	<input type="checkbox"/>
4NT: Blackwood	<input checked="" type="checkbox"/> RKCB 1430
Asking Bids	<input checked="" type="checkbox"/> Cue Bids <input checked="" type="checkbox"/>
Kickback	

7. OTHER CONVENTIONS

support X/XX	2-way checkback
Smolen	leaping Michaels
trial bids	inverted minors
3SF, 4SF	bad NT avoidance
splinters	

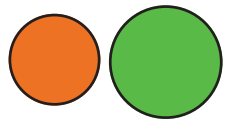
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unusual NT
 Michaels cue bid
 TRASH



AUSTRALIAN BRIDGE
 FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos.	34169	Bal Krishan
& Names:	31641	Philip Timmins
Basic System:	15-18 NT with transfers	
Brown Sticker	<input checked="" 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, min.length, or specific meaning Canapé

1♣ 2+, 11	1♥ 5+, 11
1♦ 4+, 11	1♠ 5+, 11
1NT 15-18	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses	2♣ simple stayman
2♦ transfer	2♠ transfer to ♣ and R/P
2♥ transfer	2NT transfer to ♦
(Dbl) system ON	other 3♣=♣+♦ inv 3♦=♣+♦, GF 3♥/♠=BNTA

2♣ GF or 23-4/27-8 bal	
2♦ 6♥/♠ 4-10 or 21-2/25-6 bal	
2♥ ♥ + mi, usu 5/5, 5-10	
2♠ ♠ + mi, usu 5/5, 5-10	
2NT majors or minors, 5-10(NV) 8-13(V)	3NT Kabel ace ask
other 3♣=♦ pre-empt, 3♦=M pre-empt, 3♥=♥+♣, 3♠=♠+♦, 4♣=♣+♠, 4♦=♦+♥-8-13	

2. PRE-ALERTS

t/o X multi (♥+♠/mi/weak bal/str distribl)	
high level opening bids	
minor O/C=5+mi + 4M	

3. COMPETITIVE BIDS / OVERCALLS

Doubles t/o X multi (♥+♠/mi/weak bal/str distribl)	Negative DBL thru	3♠
support X & XX	Responsive DBL thru	3♥
Jump overcalls weak (NV), intermed (V)	Unusual NT	♣ + ♦ or Omi + Ma
1NT overcall: (immediate) 15-18 bal	(re-opening)	bal, 11-14 bal
Immediate cue: (minor) 1♣-2♣-Ms, 1♦-2♦=Ms	(Major)	1M-2M=OM+mi
Over: Weak Twos X=16+	Opening Threes	t/o
Opponent's transfers X=OM+♣, M=OM+♦; (1C)-P-(1S)-X = 4/4 ♥/♠		
Opponent's 1NT X=4M+5+mi; 2C=Ms; 2D=6♥/♠; 2♥/♠=5♥/♠ + 5mi; 2NT = ♣+♦ 5/5		
Over weak NT, X=penalty		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+, 4+♥	2♦ multi, 6♥/♠, 4-10	3♦ SPL, 10-14
1♥ 5+, 4+♠	2♥ 5S + 4H, 7-9	3♥ SPL, 10-14
1♠ 5+, no 4M or weak ♦	2♠ 5+♣, 6-9	3♠ SPL, 10-14
1NT 11-12	2NT =1444, 10+	3NT 13-15, likely =33(34)
2♣ 5+♣, 10+, no4M	3♣ 5+♣, <6, no 4M	4♣ minorwood
other		
1♦ 1♥ 5+, 4+♥	2♥ 6+♥, 4-10	3♥ SPL for ♦, 10-14
1♠ 5+, 4+♠	2♠ 6+♠, 4-10	3♠ SPL for ♦, 10-14
1NT 5-10, no 4M	2NT 11-12 bal	3NT 13-15, likely =33(34)
2♣ 10+ with 4+♣	3♣ 8-11, 4+♦	4♣ SPL for ♦, 10-14
2♦ 4+♦, 12+, no 4M	3♦ 5-7, 4+♦	4♦ minorwood
other		
1♥ 1♠ 5+, 4+♠	2♥ 6-9, 3♥	3♦ 7-9, 4♥
1NT 5-11(or bad 12)	2♠ 3♥, 10-12	3♥ 4+♥, 0-6
2♣ GF, nat ♣ or bal	2NT 4♥, GF	3♠ SPL for H
2♦ 4+D, denies 3♥	3♣ 10-12, 3♥	3NT 13-15, =3433
other 4♣/♦=SPL for H		
1♠ 1NT 5-11(or bad 12)	2♠ 6-9, 3+♠	3♥ 10-12, 3♠
2♣ GF, nat ♣ or bal	2NT 4♠, GF	3♠ 4+♠, 0-6
2♦ 4+D, denies 3♠	3♣ 10+, 4♠	3NT 13-15, =4333
2♥ GF, 5+♥, denies 3♠	3♦ 7-9, 4♠	4♣
other		
1NT 3♣ 5/5 ♣/♦, NF	3♠ 1-2♠, 3♥, pts for game	4♦ minorwood
3♦ 5/5 ♣/♦, GF	3NT to play	4♥ to play, no SI
3♥ 1-2♥, 3♠, pts for game	4♣ minorwood	4♠ to play, no SI
other 4NT: ace ask; 5C=0, 5D=1 etc		
2♣ 2♦ features: 0-1	2NT 3: Kx3	3♥ 6
2♥ 2	3♣ 4	3♠ 7
2♠ 3: A + K	3♦ 5	3NT 8
other responder bids NT c/o supp or feature/trump suit with supp		
2♦ 2♥ <16, 0-2♥, P/C	3♣ 5+♥, asks for ♥ count	3♠ 3♠ + 4♥, <16
2♠ <16, 3♥, <3♠, P/C	3♦ 5+♠, asks for ♠ count	3NT 4/4 ♥/♠, 5-7
2NT range & strength enq	3♥ 3♥ + 3♠, <16	4♣ 4/4 ♥/♠, 8-10
other 4♦ = 4/4 ♥/♠, 11-13		

Notes

2♥ 2♠ nat, NF	3♦ 6+D, tolerance for ♥	3NT to play
2NT 15+, enquiry	3♥ pre-emptive	4♣ P/C
3♣ P/C	3♠ 6-7♠, F(V), NF(NV)	4♥ to play
other		
2♠ 2NT 15+ enquiry	3♥ 6-7♥, F(V) NF(NV)	4♣ P/C
3♣ P/C	3♠ pre-emptive	4♥ P/C
3♦ 6♦, tolerance for ♠	3NT to play	4♠ to play
other		
2NT 3♣ minors	3♠ ♠ + mi, INV	4♦ N/A
3♦ minor pref	3NT str bal, pass if minors	4♥ N/A
3♥ ♥ + mi, INV	4♣ str Ms or mis, GI, SI	4♠ N/A
other		

9. CONVENTIONS

Unusual NT: 5/5 ♣+♦ or Omi+M, 5-10 or 16+

4th Suit Forcing One round at 1-level (GF if 2-level or higher)

Game force

NT Checkback Priorities: majors, support

Defence to 3NT opening X=pen

Defence to Opening Twos X=16+

Multi 2♦ X=13-15 bal or 19+unbal; P→X=t/o, P→NT=♣+♦, 2M=nat, 2NT=16-18

RCO style 2-s

Other 2-s

Defence (str 1♣): X=♦ or ♥+♠, 1♦=♥ or ♠+♣, 1♥=♠ or ♣+♦, 1♠=♦+♠, 1NT=♣ or ♦+♥
to
strong (2♣): as after (1♣) at 2-level
1♣/2♣

Over 1NT Interference Lebensohl

Lebensohl - other uses after opps weak 2: eg (2♠)-X-(P)-2NT(wk)-(P)-3♣ (correctable)

Take out of 4 level pre-empts 4♣/4♦ X=t/o to Ms, 4Omi = Omi + M

4♥ X=t/o, 2-3 places to play

4♠ X=optional penalty, 2 places to play

10. OTHER NOTES

Defence to 2-suited opening bids: over 2NT: 2mi = shortest mi, 2M=shortest M, X=pen

over 3♣: X=t/o, 3NT to play, 3♦=♣ + M, 3M=nat

over 3♦: X=♦, 3M=shorter M, 3NT=♣+♦

over 3♥: X=16+ with Leb, 3♠/4♦=nat, 3NT to play

over 3♠: X=16+ with Leb, 3NT=♥+♣, 4♣/♥=nat

over 4♣: X=16+ with Leb, 4♠=nat, pass then X=pen

over 4♦: X=16+ with Leb, 4♠=nat, pass then X=pen