

## 4. BASIC RESPONSES

Jump raises - minors	pre-emptive
Jump raises - Majors	pre-emptive
Jump shifts after minor opening	Weak 6+ card Maj
Jump shifts after Major opening	3C=4+major 6-9 3D = 4+maj 9+ pts 3H/S = 3Maj 10+pts
Responses to strong 2 suit open.	2D 0=4pts 2H=9+pts 2Sp 5-8 pts no good suit
Responses to 2NT opening	puppet stayman transfers 4NT= quantitative

## 5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	overlead if AK then lead A	4th or Journalist type lead
Four or more with an honour	smallest	smallest
From 4 small	second highest	2nd highest
From 3 cards (no honour)	middle	middle
In partner's suit	top	
<b>Discards</b>	low encourage	
<b>Count</b>	reverse count	
<b>Signal</b> on partner's lead:	King=count Ace = Attitude	
<b>Signal</b> on declarer's lead:	reverse count	
<b>Notes</b> if singleton in dummy - suit preference		
Journalist lead = KQ10xx lead Q asks P to drop Jack	KJ109xx lead 10	

## 6. SLAM CONVENTIONS

4♣ Gerber <input checked="" type="checkbox"/>	after 1nt opening
4NT: Blackwood <input checked="" type="checkbox"/> RKCB 14/30	
Asking Bids <input checked="" type="checkbox"/> Cue Bids <input checked="" type="checkbox"/>	
Minorwood	
Jump to 6any - asks P to bid 7 with 2nd round control in that suit	

## 7. OTHER CONVENTIONS

Leaping Michaels / Jacoby/splinters	2 way check back
XYZ- 3 suits bid 2D=GF 2c forces 2D	2 way Drury
4th suit GF	Inverted Minors
Dopi/Ropi / Exclusion Blackwood	
(2D) 2H = short in H X=short in Sp	(2D) 2Sp=natural

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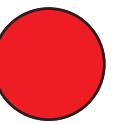
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AUSTRALIAN BRIDGE  
FEDERATION LTD.

## STANDARD SYSTEM CARD



ABF Nos.	586821	Sybil Hurwitz
& Names:	569925	Monica Ginsberg
Basic System:	Standard	
Brown Sticker	<input type="checkbox"/>	Classification: Green <input type="checkbox"/> Blue <input type="checkbox"/> Red <input checked="" type="checkbox"/> Yellow <input type="checkbox"/>

## 1. OPENING BIDS

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

### 1NT Responses 2♣ simple stayman

2♦ Transfer to hearts	2♠ Transfer to clubs
2♥ Transfer to Spades	2NT Transfer to Diamonds
(Dbl) same	other Super Accept

2♣ Game Force 3 losers 2D <5pts 2Sp 5-8 pts 2H 9+ pts 2NT rebid 23-24 puppet	
2♦ Long 6 card Major - < opening	
2♥ Hearts and another 5/4 5/5 < opening 2NT enquiry	
2♠ Spades and a minor 5/4 5/5 < opening 2NT enquiry	
2NT 20-22	3NT gambling NT solid minor
other Namyats 4clubs transfer to H 4 diamonds transfer to spades	

## 2. PRE-ALERTS

Transfers over 1 club opening	Bergen on over 1 Sp overcall and double
inverted minors / support double	(1NT strong) = 4 major and 5 minor
4C/4D long H/SP with outside Ace	(1NT weak) = pts plus penalty

## 3. COMPETITIVE BIDS / OVERCALLS

Doubles Support Double / Balancing/ Lead Directing	Negative DBL thru 4Sp
	Responsive DBL thru
Jump overcalls weak	Unusual NT minors/ lower and a Major
1NT overcall: (immediate) 15-18	(re-opening) 10-14
Immediate cue: (minor) 1C/2C Nat 1C/2D Majors 5/5 (Major) other Major and a minor 5/4 5/5	
<b>Over:</b> Weak Twos dbt/o 2N15-18 leaping M Opening Threes double - t/o 3NT 15-18	
Opponent's transfers double - lead directing	
Opponent's 1NT 2clubs - MM 2D =long Maj 2H =H and m 2S = Sp and m 2NT mm	
If weak NT double = penalty equal values- if strong NT double =4M and 5minor	

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+ H 5+ HCP	2♦ 8-10 pts 5+ clubs	3♦ splinter 5 clubs
1♥ 4+ S 5+ HCP	2♥ Weak 6+ Hearts	3♥ splinter 5 clubs
1♠ no 4 card Maj	2♠ Weak 6+ Spades	3♠ splinter 5 clubs
1NT 11-12 HCP no 4 Maj	2NT not used	3NT to play no 4 M
2♣ 5 clubs 11HCP no 4 M	3♣ weak long clubs 0-5	4♣ Preemptive
other		
1♦ 1♥ 4+ H 5+ pts	2♥ Weak 6+ H 0-5pts	3♥ Splinter GF
1♠ 4+ Sp 5+ Pts	2♠ Weak 6+ Sp 0-5 pts	3♠ Splinter GF
1NT 6-9 no M	2NT not used	3NT To play no 4 M
2♣ 10+ pts 4+ clubs	3♣ 8-10 pts 4+ D	4♣ splinter
2♦ 11+ pts no 4 M	3♦ Weak 0-5 4+ D	4♦ Preemptive
other		
1♥ 1♠ 4+Sp 6-9	2♥ 5-9 pts 3 card support	3♦ 10/11 4+ card support
1NT no 3 H 6-9 pts	2♠ 10/11 pts 3 H	3♥ Weak 0-5 4+ H
2♣ 10+ pts 4+ clubs	2NT 4H opening hand	3♠ splinter 4H
2♦ 10+ pts 4+ D	3♣ 6-9 pts 4H	3NT opening flat with 3H
other		
1♠ 1NT 6-9 pts no 3 Sp	2♠ 5-9 3 Sp	3♥ 10/11 pts 3Sp
2♣ 10/11 pts 4+ clubs	2NT opening hand 4Sp	3♠ Weak 0-5 4 Sp
2♦ 10-11 pts 4+ D	3♣ 6-9 pts 4 Sp	3NT opening flat with 3Sp
2♥ 10-11 pts 3 Sp	3♦ 10/11 pts 4+ Sp	4♣ not used
other		
1NT 3♣ ask for 5 Maj puppet	3♠ singleton 3 other M	4♦ trans to H
3♦ slam interest in mm	3NT to play	4♥ Trans to Sp
3♥ Singleton 3 other M	4♣ Gerber ace ask	4♠ not used
other		
2♣ 2♦ 0-5 pts	2NT not used	3♥ not used
2♥ 9+ pts	3♣ not used	3♠ not used
2♠ 5-8 pts no good suit	3♦ not used	3NT not used
other		
2♦ 2♥ Por C	3♣ to play	3♠ P or C preemptive
2♠ P or C prefer H	3♦ to play	3NT to play
2NT enquiry	3♥ Preemptive p or C	4♣ trans me to your suit
other 2D - 4D . bid your suit		

### Notes

2D 2NT enquiry ... 3C = strong in H 3D = strong in Sp 3H/S weaker

2♥ 2♠ Pass or correct	3♦ not used	3NT to play
2NT enquiry other suit	3♥ barrage	4♣ not used
3♣ not used	3♠ not used	4♥ to play
other		
2♠ 2NT enquiry other suit	3♥ not used	4♣ not used
3♣ not used	3♠ barrage	4♥ to play
3♦ not used	3NT to play	4♠ to play
other		
2NT 3♣ asks for 5 Maj puppet	3♠ both minors	4♦ transfer to Sp
3♦ trans to H	3NT 5 Sp and 4 H	4♥ trans to clubs
3♥ trans to Sp	4♣ not used	4♠ trans to Diamonds
other		

## 9. CONVENTIONS

**Unusual NT:** (Maj) 2NT 5/5 mm (minor) 2NT=other minor and a major

**4th Suit Forcing** One round  Game force

**NT Checkback**  Priorities: two way 2D=GF 2C forces 2D invitational

**Defence to 3NT opening** 4clubs longer H 4D longer Sp

**Defence to Opening Twos**

Multi 2♦ 16+ with stoppers bid 2N or double 16+ pts

RCO style 2-s x=16 pts suit bid = suit n opening hand jump overcall=6 card suit opening h

Other 2-s if artificial x =16+ If natural x take out opening hand

**Defence** x=both M 5/5 5/4 1D=longM 1H=H+m 5/5 5/4 1S=S+m5/5 5/4 1N mm 5/5/ 5/4

to

**strong** lead directing

1♣ / 2♣

**Over 1NT Interference** dble = penalty any other bid weak to play

**Lebensohl - other uses**

**Take out of 4 level pre-empts** 4♣/4♦ dble take out

4♥ 4N minors

4♠ double penalty 4N minors

## 10. OTHER NOTES

Gerber Ace ask 4D=0/4 4H=1 4Sp=2 4N=3

1Sp (x) 2H = max raise to 2Sp 1Sp(x)2Sp - min raise

1H/S (2NT) 3clubs limit or better 3D other maj 3H/S weak 4+ 3other maj weak long

(1any) 1Maj overcall (any) 2NT =4 support and outside values 8=9 pts or cue raise

opener with 3 support and 10 pts

(1any) pass (1any) 1NT indicates at least 5/5 in unbid suits