

## 4. BASIC RESPONSES

Jump raises - minors	1♦-3♦ weak
Jump raises - Majors	limit
Jump shifts after minor opening	1♦ - 2♥/♠ 5-7HCP 6 card suit
Jump shifts after Major opening	various, see inside
Responses to strong 2 suit open.	N/A
Responses to 2NT opening	puppet Stayman, transfers, 3♠ = 5♠ + 4♥

## 5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	<b>underlead</b>	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	bottom	
In partner's suit		
<b>Discards</b>	high encouraging	
<b>Count</b>	reverse	
<b>Signal</b> on partner's lead:	low encouraging	
<b>Signal</b> on declarer's lead:	N/A	
<b>Notes</b>		

## 6. SLAM CONVENTIONS

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

## 7. OTHER CONVENTIONS

asking bids	
lebensohl and rubensohl	
1♥/♠: 3♣ = trump ask	

[www.abf.com.au](http://www.abf.com.au)

PDF Form Rev. 21E29 by RoL

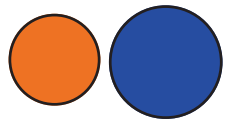
MyRev. **MAY 2024**

Copyright © ABF 2021



**AUSTRALIAN BRIDGE  
FEDERATION LTD.**

## STANDARD SYSTEM CARD



ABF Nos.	88005	<b>AGNES KEMPTHORNE</b>	QCBC 42
& Names:	95524	<b>BARRY KEMPTHORNE</b>	QCBC 43

Basic System:	<b>PRECISION</b>
Brown Sticker	<input checked="" type="checkbox"/>
Classification:	Green <input type="checkbox"/> Blue <input checked="" type="checkbox"/> Red <input type="checkbox"/> Yellow <input type="checkbox"/>

## 1. OPENING BIDS

1♣	16+ HCP, 0	1♥	11-16 HCP, 5
1♦	11-16 HCP, 1	1♠	11-16 HCP, 5
1NT	11-13 HCP balanced, but 14-16 HCP in 3rd position		may contain 5 card Major <input type="checkbox"/>

1NT Responses	2♣ simple Stayman		
2♦	transfer to ♥	2♠	transfer to ♣ / ♦
2♥	transfer to ♠	2NT	invitational
(Dbl)	other 3-level, natural slam try		

2♣	11-15 HCP, 5♣ + 4♥ / ♠ or longer ♣		
2♦	5-9 HCP 6♥ or ♠, or 19-20 HCP balanced		
2♥	11-13 HCP, 4♠ + 5/6♥. 2NT shape inquiry		
2♠	5-9 HCP, 5♠ + 5 other (but in 4th seat 11-13 HCP with 6♣). 2NT inquiry		
2NT	21-22 HCP, balanced	3NT	specific ace ask
other			

## 2. PRE-ALERTS

transfer 3-level pre-empts	
----------------------------	--

## 3. COMPETITIVE BIDS / OVERCALLS

Doubles	Negative DBL thru	4♥	
	Responsive DBL thru	4♥	
Jump overcalls	weak	Unusual NT	any two unbid suits
1NT overcall: (immediate)	15-18 HCP	(re-opening)	15-18 HCP
Immediate cue: (minor)	(1♣): 2♣ natural, (1♦): 2♦ takeout, short ♦s	(Major)	4 other major + longer minor
<b>Over:</b> Weak Twos	DBL	Opening Threes	DBL
Opponent's transfers			
Opponent's 1NT	<b>WEAK:</b> SPLASH - that suit + higher at least 5-4 either way		
<b>STRONG:</b> DONT	(as above but DBL single-suited)		

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 0-6 (7) HCP	2♦ 7+ HCP, 5	3♦ 7-13HCP, red singleton*
1♥ 7+ HCP, 5	2♥ 4-6 HCP, 6	3♥ 14+ HCP, ♠ singleton*
1♠ 7+ HCP, 5	2♠ 4-6 HCP, 6	3♠ 14+ HCP, ♣ singleton*
1NT 7-13 HCP, balanced	2NT 14+ HCP, balanced	3NT solid 7-card suit
2♣ 7+ HCP, 5	3♣ 7-13HCP, black singleton*	4♣ and 4♦, other 4-4-4-1 hands
other * 4-4-4-1 shape		+
1♦ 1♥ 6+ HCP, 4	2♥ 5-7 HCP, 6 ♥s	3♥ 5-7 HCP, 7 ♥s
1♠ 6+ HCP, 4	2♠ 5-7 HCP, 6 ♠s	3♠ 5-7 HCP, 7 ♠s
1NT 7-10 HCP	2NT 11-12 HCP, 3-3-4-3	3NT 13-15 HCP, 3-3-4-3
2♣ 11+ HCP, 4+ ♣s	3♣ 7-9 HCP, 6 ♣s	4♣ N/A
2♦ 11+ HCP, 5+ ♦s	3♦ 7-9 HCP, 6 ♦s	4♦ sets ♦s, then cues
other		
1♥ 1♠ 5 ♠s	2♥ single raise, 3+ ♥s	3♦ limit raise + 5+ ♦s
1NT 7-10 HCP	2♠ N/A	3♥ limit raise
2♣ 11+ HCP, 4+ ♣s	2NT 16+ HCP, balanced	3♠ N/A
2♦ 11+ HCP, 4+ ♦s	3♣ trump ask	3NT 13-15 HCP, 4-card ♥s
other 4♣: ♥ game + 5+ ♣s		
1♠ 1NT 7-10 HCP	2♠ single raise, 3+ ♠s	3♥ limit ♠ raise + 5+ ♥s
2♣ 11+ HCP, 4+ ♣s	2NT 16+ HCP, balanced	3♠ limit raise
2♦ 11+ HCP, 4+ ♦s	3♣ trump ask	3NT 13-15 HCP, 4-card ♠s
2♥ 10+ HCP, 5+ ♥s	3♦ limit ♠ raise + 5+ ♦s	4♣ ♠ game + 5+ ♣s
other		
1NT 3♣ slam try in ♣s	3♠ slam try in ♠s	4♦ N/A
3♦ slam try in ♦s	3NT to play	4♥ to play
3♥ slam try in ♥s	4♣ Gerber	4♠ to play
other		
2♣ 2♦ relay	2NT 11-12 HCP, invitational	3♥ game force with ♥s
2♥ 7-10 HCP, 5+, NF	3♣ single ♣ raise, 3+ ♣s	3♠ game force with ♠s
2♠ 7-10 HCP, 5+, NF	3♦ game force with ♦s	3NT to play
other		
2♦ 2♥ pass/correct if weak2, 2NT if not	3♣ NF	3♠ pass/correct
2♠ relay, 3+ ♥s	3♦ NF	3NT to play
2NT strong inquiry	3♥ pass/correct	4♣ N/A
other		

Notes

2♥ 2♠ to play	3♦ to play, NF	3NT to play
2NT shape inquiry	3♥ NF	4♣ N/A
3♣ to play. NF	3♠ NF	4♥ to play
other 4♠: to play		
2♠ 2NT 2nd suit query	3♥ to play, NF	4♣ N/A
3♣ to play, NF	3♠ to play, NF	4♥ to play
3♦ to play, NF	3NT to play	4♠ to play
other		
2NT 3♣ puppet Stayman	3♠ 4♥s + 5♠s	4♦ N/A
3♦ transfer to ♥s	3NT to play	4♥ to play
3♥ transfer to ♠s	4♣ Gerber	4♠ to play
other		

## 9. CONVENTIONS

**Unusual NT:** \_\_\_\_\_

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

**NT Checkback**  Priorities: \_\_\_\_\_

**Defence to 3NT opening** \_\_\_\_\_

**Defence to Opening Twos** \_\_\_\_\_

Multi 2♦ DBL \_\_\_\_\_

RCO style 2-s DBL \_\_\_\_\_

Other 2-s DBL \_\_\_\_\_

**Defence** (1♣): DBL both majors, NT both minors

to \_\_\_\_\_

**strong** (2♣): \_\_\_\_\_

1♣/2♣ natural

**Over 1NT Interference** lebensohl and rubensohl \_\_\_\_\_

**Lebensohl - other uses** after (weak 2): DBL:(PASS): \_\_\_\_\_

**Take out of 4 level pre-empts** 4♣/4♦ DBL \_\_\_\_\_

4♥ DBL \_\_\_\_\_ 4♠ 4NT 2 places to play \_\_\_\_\_

## 10. OTHER NOTES

1♥:1♠ shows 5-card suit \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_