

## 4. BASIC RESPONSES

Jump raises - minors	Inverted: 6-9, 5+ cards
Jump raises - Majors	Forcing: 15+, 3+ cards
Jump shifts after minor opening	Splinter: 0-1 cards, 5+ card support
Jump shifts after Major opening	Splinter: 0-1 cards, 4+ card support
Responses to strong 2 suit open.	2♦ = ART* 5+; 2♥ = ART* 0-4; 2NT/2♠/3♣/3♦ = 5+Suit 5-8 (2NT=5+♥)
Responses to 2NT opening	(2NT = Minors 5+/5+) 3♣/♦ To Play; 3♥/♠ Natural Forcing

## 5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	Ssx Xx xXx Hx hxX	
<b>Discards</b>	Odd=ENC, Even=McKenney	
<b>Count</b>	Low-High = Even	
<b>Signal</b> on partner's lead:	Low Encourage	
<b>Signal</b> on declarer's lead:	Count	
<b>Notes</b>	K - Count; A - Attitude	

## 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input checked="" type="checkbox"/> when?	Over 1NT
<b>Slam Notes</b>			
Cue Bids <input checked="" type="checkbox"/>	1st/2nd Control Bids		
Asking Bids <input type="checkbox"/>			

## 7. OTHER CONVENTIONS

2 Way Checkback	Fit Showing Jumps In Competition
4th Suit Force With Range	Lebensohl
Blackout	Minorwood
Ghestem	DOPI and ROPI

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# AUSTRALIAN BRIDGE FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	539309	<b>Bertha Dembo</b>
& Names:	137782	<b>Franci Halmos</b>
Basic System:	<b>Standard</b>	
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 ☐

1♣ 11+, 3+♣	1♥ 11+, 5♥
1♦ 11+, 3+♦	1♠ 11+, 5♠

1NT 15-17 may contain 5 card Major ☒

1NT Responses	2♣ Puppet Stayman
2♦ ♥ Heart Transfer	2♠ ♣ Club Transfer
2♥ ♠ Spade Transfer	2NT ♦ Diamond Transfer
other	Minor Transfer: Step Bid Shows Doubleton

2♣	Any Game Force	
2♦	Either Major, 6♥/6♠, 5-10 <b>OR</b> 20-22 NT	
2♥	Hearts & Another, 5+/5+, 5-10	
2♠	Spades & Minor, 5+/5+, 5-10	
2NT	Diamonds & Clubs, 5+/5+, 5-10	3NT Gambling: Long Minor
other		

## 2. PRE-ALERTS


## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak	
Responsive doubles through	4♥	Unusual NT	Lowest 2 Unbid, 5+/5+, 5-10	
1NT overcall - immediate	15-18	Immediate cue of minor	Top & Bottom Unbid, 5+/5+, 5-10	
1NT overcall - re-opening	10-14	Immediate cue of Major	Top & Bottom Unbid, 5+/5+, 5-10	
Over weak twos	2NT = 15-18, T/O = X + LEB		Over opening threes	3NT = 15-18, T/O = X
Over opponent's 1NT	<u>Multi Landy</u>			
X = Values, 2♣ = Majors 5+/4+, 2♦ = Either Major 6♥ or 6♠,				
2♥ = ♥ & minor 5+/5+, 2♠ = ♠ & minor 5+/5+, 2NT = ♦ & ♣ 5+/5+				

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ 4 D	2♦ Splinter 10-12 or 16+	3♦ Splinter 12-15
1♥ 6+ 4 H	2♥ Splinter 10-12 or 16+	3♥ Splinter 12-15
1♠ 6+ 4 S	2♠ Splinter 10-12 or 16+	3♠ Splinter 12-15
1NT 8-10 points	2NT 10-12 points support	3NT 12-15 support
2♣ GF 5C no major	3♣ 5 clubs LTT	4♣ Minorwood
other After 1C- 2C, bid stoppers up the line		
1♦ 1♥ 6+ 4H	2♥ Splinter 10-12 or 16+	3♥ Splinter 12-15
1♠ 6+ 4S	2♠ Splinter 10-12 or 16+	3♠ Splinter 12-15
1NT 8-10 points	2NT 10-12 with support	3NT 12-15 with support
2♣ 10+ 4C	3♣ Splinter 10-12 or 16+	4♣
2♦ GF 5D no major	3♦ 5D LTT	4♦ Minorwood
other After 1D-2D, bid stoppers up the line		
1♥ 1♠ 6+ 4S	2♥ 6-9 3H	3♦ Splinter 10-12 or 16+
1NT 6-9 points	2♠ Splinter 10-12 or 16+	3♥ 15+ 4H
2♣ 10+ 4C	2NT 10-12 support	3♠ Splinter 13-15
2♦ 10+ 4D	3♣ Splinter 10-12 or 16+	3NT 13-15 points 3H
other After 2NT resp, trial bid		
1♠ 1NT 6-9 points	2♠ 6-9 points	3♥ Splinter 10-12 or 16+
2♣ 10+ 4C	2NT 10-12 support	3♠ 15+ 4S
2♦ 10+ 4D	3♣ Splinter 10-12 or 16+	3NT 13-15 3S
2♥ 10+ 5H	3♦ Splinter 10-12 or 16+	4♣ Splinter 12-15
other After 2NT resp, trial bid; 4H is a splinter 12-15		
1NT 3♣ Slam try	3♠ Slam try	4♦ 5/5 Majors
3♦ Slam try	3NT To play	4♥ To play
3♥ Slam try	4♣ Gerber	4♠ To play
other		
2♣ 2♦ 5+	2NT 5-8, 5H	3♥
2♥ 0-4	3♣ 5-8. 5C	3♠
2♠ 5-8, 5S	3♦ 5-8, 5D	3NT
other After 2D resp, 2nd bid: 2NT 5-8, Suit 9+		
2♦ 2♥ Pass or correct	3♣ Natural forcing	3♠ Correctable
2♠ H interest	3♦ Natural forcing	3NT 8-10 4H and 4S
2NT 15+ inquiry	3♥ Correctable	4♣
other Ogust: 3C strong H; 3D strong S; 3H/S weak 6 card H/S		

**Notes** Blackout: 2S second bid by responder = 6-7 points, after declarer's reverse  
 Blackwood: 5NT response to 4NT= 2 Key cards and a void  
 6 card suit bid=1/3 with void below trump suit; 6 trump suit bid has higher void.

2♥ 2♠ pass or correct	3♦	3NT To play
2NT 15+	3♥	4♣ Correctable
3♣	3♠	4♥ To play
other		
2♠ 2NT 15+	3♥	4♣ Correctable
3♣ Pass or correct	3♠	4♥
3♦	3NT To play	4♠ To play
other		
2NT 3♣ To play	3♠ Forcing	4♦ Minorwood
3♦ To play	3NT To play	4♥ To play
3♥ Forcing	4♣ Minorwood	4♠ To play
other		

## 9. CONVENTIONS

Unusual NT:

4th Suit Forcing

One round ☐

To game

Game force ☒

NT Checkback

☐

Priorities: 2 Way Checkback

Defence to 3NT opening

Defence to Opening Twos X 16+ 2NT 16-19

Multi 2♦ X 16+ 2NT 16-19

RCO style 2-s

Other 2-s

Defence (1♣) : Disco

to DBL majors NT minors; 2C black suits; 2D reds; 2H= H+ S; 2S= S+D

strong (2♣) :

1♣ / 2♣

Over 1NT Interference

Lebensohl - other uses

Take out of 4 level pre-empts

4♣/4♦

Take out

4♥ Take out

4♠

DBL penalty; 4NT T/O

## 10. OTHER NOTES

After DBL of NT Swine: xx single suit; pass with touching suits; suit bid non touching 2 sts  
 After 1H/S resp 3H/S, cue bid 9+ strong) or weak bid 4H/S.

3NT cue bid shows A or K, but not both, in trump suit. Bypass of 3NT may have both A+ K

Over transfer over 1C by opps, Bid of opps' transfer suit is takeout with other maj

X of responder's bid is that suit eg 1C-1D (H), X is D, 1H is T/O with S