4. BASIC RESPONSES

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

	Versus Suit (or both)	Versus	NoTrump	(if different)
Leads 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			
Discards	Odd=ENC, Even=McKenney			
Count	Low-High = Even			
Signal on partner's lead:	Low Encourage			
Signal on declarer's lead:	Count			
Notes K - Count; A - At	titude			

6. SLAM CONVENTIONS RKCB 1430 4♣ Gerber X when? Over 1NT

Slam Notes

1st/2nd Control Bids Cue Bids X

Asking Bids

4NT: Blackwood

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 **Bertha Dembo** & Names: 137782 Franci Halmos Basic System: Standard Classification: Green X Red Yellow Blue Brown Sticker **1. OPENING BIDS** Describe strength, minimum length, or specific meaning Canape 1♣ 11+, 3+♣ 1♥ 11+, 5♥ 1♦ 11+, 3+♦ 1♠ 11+, 5♠ may contain 5 card Major 1NT 15-17 1NT Responses 24 Puppet Stayman 2 **Heart** Transfer 2 A Club Transfer 2NT • Diamond Transfer 2 Spade Transfer other Minor Transfer: Step Bid Shows Doubleton 24 Any Game Force Either Major, 6♥/6♠, 5-10 OR 20-22 NT 2 Hearts & Another, 5+/5+, 5-10 2 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 overcal	ls Weak					
Responsive doubles through	4♥	Unusual N	T Lowest 2 Unbid,	5+/5+, 5-10				
1NT overcall - immediate 1	15-18		Immediate cue of minor	Top & Bottom Unbid, 5+/5+, 5-10				
1NT overcall - re-opening 1	0-14		Immediate cue of Major	Top & Bottom Unbid, 5+/5+, 5-10				
Over weak twos 2NT = 15	5-18, T/O =	= X + LEB	Over opening threes	3NT = 15-18, T/O = X				
Over opponent's 1NT Multi Landy								
X = Values, $2 = Majors 5 + 4 +$, $2 = Either Major 6 v or 6 =$								
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♥	1♥ 6+4 H		Splinter 10-12 or 16+		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 stoppe	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 stoppe	rs up	o 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	34	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								
24 20	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	2♠ H interest 3		Natural forcing		8-10 4H and 4S			
2NT	15+ inquiry	Correctable	4					
other	Ogust: 3C strong H; 3D	stro	ng S; 3H/S weak 6 card	H/S				
Notes B	lackout: 2S second bid b	by re	sponder = 6-7 points, aft	er de	eclarer'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* 2A pass or correct 3 ● 3NT To play 2NT 15+ 3* 4* Correctable 3* 3* 4* To play other 3* 3* 4* 2* 2NT 15+ 3* 3* 4* 3* 3* 4* Correctable 3* Pass or correct 3* 4* To play 3* Pass or correct 3* 4* To play 3* To play 3* Forcing 4* Minorwood 3* To play 3* To play 3* To play 3* To play 3* To play 3* To play 3* To play 3* To play 3* To play 3* Forcing 0* Minorwood 4* To play 3* Forcing 0* Minorwood 4* To play 3* Forcing 0* Minorwood 4* To play 3* Forcing One round To game Game force X Unusual NT: Its out								
3♣ 3♠ 4♥ To play aher aher aher aher 2♠ 2NT 15+ 3♥ 4♣ aher aher aher aher ah aher aher aher ah aher <	2♥	2	pass or correct	3♦		3	3NT	To play
other 2♠ 2NT 15+ 3♥ 4♣ Correctable 3♠ Pass or correct 3♠ 3NT To play 4♠ To play 3● 3NT To play 4♠ To play aher 3NT To play 4♠ Minorwood 3● To play 3♠ Forcing 4♠ Minorwood 3● To play 3NT To play 4♥ To play 3● Forcing 4♣ Minorwood 4♠ To play 3● Forcing 4♣ Minorwood 4♠ To play 3● Forcing 0eround To game Game force Unusual NT: Itsuit Forcing One round To game Game force Image: Second Se	2NT 15+		15+	3♥		2	4	Correctable
2A 2NT 15+ 3V 4A Correctable 3A Pass or correct 3A 4V To play 3A SNT To play 4A To play other To play 3A Forcing 4A Minorwood 3A To play 3A Forcing 4A Minorwood 3A To play SNT To play 4A To play 3A To play SNT To play 4A To play 3V Forcing AA Minorwood AA To play 3V Forcing AA Minorwood AA To play 3V Forcing One round To game Game force X Unusual NT: Unusual NT: 44 Minorwood AA Minorwood One round To game Game force X NT Checkback Defence to Opening Twos X 16+ 2NT 16-19 Multi 2 X 16+ 2NT 16-19 Contraction Multi 2 X 16+ 2NT 16-19 Contraction Colspan="2">Colspan="2"Colspan="2"Colspan="2"Colspan="2"Colspan="2"Colspan="2"Colsp		3♣		3♠		2	4♥	To play
3♣ Pass or correct 3▲ 4♥ 3● 3NT To play 4▲ To play a● To play 3▲ Forcing 4● Minorwood 3● To play 3NT To play 4♥ To play 3● Forcing 4● Minorwood 4♠ To play 3● Forcing 4● Minorwood 4♠ To play 3● Forcing 4● Minorwood 4♠ To play 3● Forcing 0 4● Minorwood 3● Forcing 0 4● To play 3● Forcing 0 4● Minorwood a● Minorwood 4♠ To play 3● Forcing 0 a+ Minorwood 4♠ To play 3● To game Game force A+ Priorities: 2 Way Checkback Defence to Opening Twos X 16+ 2NT 16-19 Multi 2● X 16+ 2NT 16-19 RCO style 2-s Other 2-s Other 2-s Defence Defence (1♠): Disco Image: Second		other						
3 3NT To play 4A To play other 3 To play 3A Forcing 4A Minorwood 3 To play 3NT To play 4V To play 3 To play 3NT To play 4V To play 3 Forcing 4A Minorwood 4A To play 3 Forcing 0NT To play 4V To play 3 Forcing One round To game Game force NT Checkback Priorities: 2 Way Checkback Defence Image: Strong Game force Nulti 2 X 16+ 2NT 16-19 Koto Edit Strong Game force Strong 1 / 2 Image: Strong	2♠	2NT	15+	3♥		2	4	Correctable
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 3♥ Forcing 0her 1 0ther 9. CONVENTIONS 1 Unusual NT: 4th Suit Forcing One round □ To game Game force X NT Checkback Priorities: 2 Way Checkback Defence to 3NT opening Defence to Opening Twos X 16+ 2NT 16-19 Image: Store		3♣	Pass or correct	3♠		2	4♥	
2NT 3♣ To play 3♠ Forcing 4♠ Minorwood 3♠ To play 3NT To play 4♥ To play 3♥ Forcing 4♣ Minorwood 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 Opening Twos X 16+ 2NT 16-19 Multi 2● X 16+ 2NT 16-19 BC ostyle 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 Image: Strong Take out of 4 level pre-empts 4♣/4♠ Take out		3�		3NT	To play	2	4	To play
3 To play 3NT To play 4 To play 3 Forcing 4 Minorwood 4 To play 3 Forcing 4 Minorwood 4 To play 3 To play 4 Minorwood 4 To play 3 Forcing 0 4 Minorwood 4 4 To play 4 Minorwood 4 To play 3 Forcing 0 4 Minorwood 4 4 N To play 4 Minorwood 4 4 Minorwood 4 To play 4 To play 4 Minorwood 4 To play 4 4 4 Minorwood 4 To play 4 4		other						
3 Forcing 4♣ Minorwood 4♠ To play other 9. CONVENTIONS Unusual NT: 4th Suit Forcing One round ☐ To game Game force X Att Suit Forcing One round ☐ To game Game force X NT Checkback ☐ Priorities: 2 Way Checkback 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	2NT	3♣	To play	3♠	Forcing	2	4�	Minorwood
OPENDING 9. CONVENTIONS Unusual NT: 4th Suit Forcing One round To game Game force Image: Convertion of the second of the s								
9. CONVENTIONS Unusual NT: 4th Suit Forcing One round ☐ To game Game force X 4th Suit Forcing One round ☐ To game Game force X 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		3♥	Forcing	4	Minorwoo	d 4	4	To play
Unusual NT: 4th Suit Forcing One round To game Game force X Ath Suit Forcing One round To game Game force X 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 K Multi 2 X 16+ 2NT 16-19 K RCO style 2-s Other 2-s Come 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+ Cover 1NT Interference Lebensohl - other uses 4♣/4 Take out		other						
4th Suit Forcing One round ☐ To game Game force X 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 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 ◆ Image: Strong Strong Over 1NT Interference Lebensohl - other uses Take out of 4 level pre-empts 4 ◆/4 ◆			9	. C	ONVE	NTIONS		
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 Other 2-s Defence 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 4♣/4● Take out	Unu	sual	NT:					
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 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 4♣/4● Take out of 4 level pre-empts 4♣/4●	4th	Suit	Forcing One round		To game			Game force X
Defence to Opening Twos X 16+ 2NT 16-19 Multi 2● X 16+ 2NT 16-19 RCO style 2-s	NT	Chec	kback Priorities:	2 W	ay Checkb	ack		
Multi 2◆ X 16+ 2NT 16-19 RCO style 2-s	Def	ence	to 3NT opening					
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 Take out 4♣/4♠ Take out	Def	ence	to Opening Twos X 16	+ 2N	T 16-19			
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	Mu	lti 2🔶	X 16+ 2NT 16-19					
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 Take out of 4 level pre-empts 4♣/4♠	RC	O sty	le 2-s					
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 Take out of 4 level pre-empts 4♣/4♠	Oth	ner 2-:	S					
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1♣ / 2♣ Over 1NT Interference Lebensohl - other uses Take out of 4 level pre-empts 4♣/4◆ Take out	to DBL majors NT minors; 2C black suits; 2D reds; 2H= H+ S; 2S= S+D							+ S; 2S= S+D
Over 1NT Interference Lebensohl - other uses Take out of 4 level pre-empts 4♣/4◆ Take out								
Lebensohl - other uses Take out of 4 level pre-empts 4♣/4◆ Take out								
Take out of 4 level pre-empts 4♣/4♦ Take out								
	Take out of 4 level pre-empts 4%/4 Take out							
			Take out				1N1	T 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