

#### 4. BASIC RESPONSES

Jump raises - minors	Preempt	Other:
Jump raises - Majors	Preempt	Other:
Jump shifts after minor opening	Mini Splinter	
Jump shifts after Major opening	Mini Splinter	
Responses to strong 2 suit open.	2♦ waiting; 2♥ less than 4 points	
Responses to 2NT opening	4NT game in either minor; 4 minor is minorwood	

#### 5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead All	Overlead All
Four or more with an honour	4th highest	4th highest
From 4 small	2nd highest	2nd highest
From 3 cards (no honour)	Middle	Middle
In partner's suit	top or bottom depend if raised	same
<b>Discards</b>	Low Encourage	Low Encourage
<b>Count</b>	Low-High = Even	Low-High = Even
<b>Signal</b> on partner's lead:	reverse attitude	reverse attitude
<b>Signal</b> on declarer's lead:	reverse count	

**Notes** with 3 small in partners overcalled or implied suit lead small if not supported,  
 Don't have to give count in all situations; 10 is an honour; lead of 9 shows 8 or doubleton  
 If they splinter X says lead next higher suit;

#### 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input checked="" type="checkbox"/>	when? after 1NT opening
<b>Slam Notes</b>	DOPI/ROPI, Exclusion B/W resp 3041; after Q Ask & yes - kings up the line		
Cue Bids <input checked="" type="checkbox"/>	first and seconds; if they x our cue then xx shows cue in next suit up the line		
Asking Bids <input type="checkbox"/>			

#### 7. OTHER CONVENTIONS

voidwood - 5NT even & void, bid at 6 level odd	After interference over our 1M of 2NT:
After multi 2♦ - 2NT rebid - 3♣ puppet, 3♦♥ tfr	3♣ invite in M; 3♦ invite in other M
3♠T rans to C; 3NT 5♠/4♥; 4C - T/F to D	3M weak; 3OM droppable; 3NT raise
After 2♣ 2♥ 2NT 23+ bids as above	After reverse; either 4 suit or 2NT weakest bid
2♣-2♦-2NT: 4m minorwood, 4M do not exist	If responder can rebid suit is weak too

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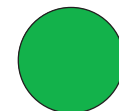
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4NT specific A ask - 5♣ none; 5NT 2 aces; all other bids that A



**AUSTRALIAN BRIDGE  
FEDERATION INC.**



#### STANDARD SYSTEM CARD

ABF Nos.	227374	Eva Caplan
& Names:	147664	Jenny Thompson
Basic System:	Standard with weak NT in 1st 2nd & 4th	
Brown Sticker <input type="checkbox"/>	<b>Classification:</b>	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 <input type="checkbox"/>
1♣ 4 (3)	1♥ 5	
1♦ 4 (3)	1♠ 5	
1NT 11-14 1st 2nd & 4th 15-17 in 3rd	may contain 5 card Major <input type="checkbox"/>	
<b>1NT Responses</b>	2♣ Simple Stayman	Other:
2♦ transfer to ♥	2♠ transfer to ♣	
2♥ transfer to ♠	2NT transfer to ♦	
other bid below m after t/f = 3 to H; 4 card fits after M transfer are shown by opener (min or max)		
2♣ 23+		
2♦ Multi - weak 2 in major or 20-22 balanced		
2♥ ♥ & Another less than opening hand (can be slightly stronger in 3rd)		
2♠ ♠ & minor less than opening hand (can be slightly stronger in 3rd)		
2NT Minors weak or slam going	3NT 4 level preempt in a minor	
other 4♣/4♦ = ♥/♠ (Ace or King outside suit)		

#### 2. PRE-ALERTS

Leaping Michaels over weak 2 openings only	NAMYATS
Fit showing jumps after doubles	cue first and second
2 over 1 by responder promises 2 bids	

#### 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak
Responsive doubles through	4♥	Unusual NT	2 lowest suits
1NT overcall - immediate	15-17	Immediate cue of minor	michaels - highest & another
1NT overcall - re-opening	10-14	Immediate cue of Major	michaels - highest & another
Over weak twos	X & lebensohl; leaping michaels	Over opening threes	X
Over opponent's 1NT	2♣ majors; 2♦ single M; 2♥/♠ M & minor;	after strong NT x is minors or diam.	
X over weak NT is penalty			

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+ natural	2♦ splinter mini	3♦ splinter game values
1♥ 5+ natural	2♥ splinter mini	3♥ splinter game values
1♠ 5+ natural	2♠ splinter mini	3♠ splinter game values
1NT 8-10 flat	2NT limit or slam raise	3NT game value raise
2♣ simple raise 5-9	3♣ weak raise	4♣ minorwood
other		
1♦ 1♥ 5+ natural	2♥ Splinter mini	3♥ splinter game values
1♠ 5+ natural	2♠ Splinter mini	3♠ splinter game values
1NT 5-10 no major	2NT limit or slam raise	3NT game value raise
2♣ 11+ natural	3♣ splinter mini	4♣ splinter
2♦ raise 5-9	3♦ weak raise	4♦ minorwood
other		
1♥ 1♠ 5+ natural	2♥ raise 5-9	3♦ mini splinter
1NT 5-10	2♠ splinter mini	3♥ weak raise
2♣ 11+ natural	2NT limit or slam raise 4+	3♠ splinter game value
2♦ 11+ natural	3♣ mini splinter	3NT game value raise 3+
other 4♣/4♦ game force splinter		
1♠ 1NT 5-10	2♠ raise	3♥ splinter mini
2♣ 11+ natural	2NT limit or slam raise 4+	3♠ weak raise
2♦ 11+ natural	3♣ splinter mini	3NT game value raise 3+
2♥ 11+ natural	3♦ splinter mini	4♣ splinter
other 4♦/4♥ game force splinter		
1NT 3♣ asks for 5 card minor	3♠ short ♠ force, 3♥	4♦ transfer to ♥
3♦ 5/5 minors slam going	3NT to play	4♥ transfer to ♠
3♥ short ♥ force, 3♠	4♣ gerber	4♠ minors (game going)
other		
2♣ 2♦ waiting (4+ points)	2NT ♠ positive	3♥ short ♥ force, 3♠ 4-5
2♥ less than 4 points	3♣ positive natural 6+	3♠ short ♠ force, 3♥ 4-5
2♠ ♥ positive	3♦ positive natural 6+	3NT Less than 4 pts 5M - 6m
other after 2♣-2♠/2NT any suit by opener sets suit asks for cue. retransfers after 2NT rebid		
2♦ 2♥ correct	3♣ natural	3♠ invite ♥ to play ♠
2♠ to play ♠ invite if ♥	3♦ both majors invite	3NT to play
2NT ask	3♥ to play	4♣ bid suit below your suit
other 4♦ bid your suit; 2♦ X 3♦ invite in M		

### Notes

If they double our NT; XX shows single suiter, suit bid is lower of two four cards, 2♠ is to play;

2♥ 2♠ pass or correct	3♦ correctible some values	3NT to play
2NT ask	3♥ to play	4♣ splinter
3♣ natural one round force	3♠ natural one round force	4♥ to play
other 2♥ - 4♠ is natural to play only; To force in ♠ go through 2NT		
2♠ 2NT ask	3♥ to play	4♣ & 4♦ are splinters
3♣ correctible	3♠ to play	4♥ splinter
3♦ correctible some values	3NT to play	4♠ to play
other 2♠ - 5♣ is correctible; to force in ♥ go through 2NT		
2NT 3♣ to play	3♠ force asks for doubleton	4♦ minorwood
3♦ to play	3NT to play	4♥ 6 card + minor tolerance
3♥ force asks for doubleton	4♣ minorwood	4♠ 6 card + minor tolerance
other 5♣/♦ are to play; 4NT game values in either minor		

## 9. CONVENTIONS

**Unusual NT:** Lower 2 unbid suits

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

**NT Checkback**  Priorities: 2♣ invite forces 2♦; 2♦ game force and bid features up line

**Defence to 3NT opening** 4♣ longer ♥; 4♦ longer ♠; Direct X is penalty

**Defence to Opening Twos** 2NT 14-17 with puppet etc; X is takeout if natural

Multi 2♦ 123 doubles; 3♦ natural; 3M intermediate; 2NT 14-17

RCO style 2-s 123 doubles, pass then x is takeout;

Other 2-s x takeout or 123 depending on meaning

**Defence** 1♣ double is majors 1NT is minors (same for 1♣ P 1♦)

**to** 2♣ is blacks, 2♦ is reds

**strong** 2♣ : X is majors; NT is minors

♣

**Over 1NT Interference** lebensohl

**Lebensohl - other uses**

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

4♥ X 4♠ 4NT

## 10. OTHER NOTES

void bidding - 5NT is even and void bid at 6 level is odd if can bid below trump;

after short 1♣ (not polish) 2♣ is michaels, if polish then natural; after short ♦ 2♦ is michaels

If opps shown two known suits then cue shows; if shown one known suit then cue asks for stopper

After 2♣/2♦ natural by them then cue is any two suiter and good hand.