## 4. BASIC RESPONSES

## Jump raises - minors

 preempt 0-6 HCP, 5+ cards
## Jump raises - Majors preempt 0-5 HCP, 4+ cards

Jump shifts after minor opening criss-cross (10-11) or weak major
Jump shifts after Major opening minor=bergen raise;
Responses to strong 2 suit open. see inside
Responses to 2NT opening
see inside

|  | 5. PLAY CONVENTIONS | ONS Show priorities |
| :---: | :---: | :---: |
|  | Versus Suit (or both) | Versus NoTrump (if different) |
| Leads 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 | Ssx Xx xXx Hx hxX | Ssx Xx xXx Hx hxX |
| Discards | odd=ENCRG, even=McKenney | odd=ENCRG, even=McKenney |
| Count | low-high = even | low-high = even |
| Signal on partner's lead: | low encourage | low encourage |
| Signal on declarer's lead: | reverse count |  |
| Notes |  |  |

## 6. SLAM CONVENTIONS

4NT: Blackwood X RKCB 1430 4\% Gerber $\square$ when?

## Slam Notes

Cue Bids $\bar{X}$ 1st or 2nd
Asking Bids $X$ 4NT; minorwood
7. OTHER CONVENTIONS

4th suit forcing to game
lebensohl
DOPI
inverted minors
bergen raises
www.abf.com.au
PDF Form Rev. 17121 by RoL
MyRev.
Copyright © ABF 2017

## AUSTRALIAN BRIDGE FEDERATION INC.

## STANDARD SYSTEM CARD

## ABF Nos.

\& Names: 161391 Emlyn Williams
156116
Tim Davis

Basic System: 5 card major, 2/1 and transfers after 12
Brown Sticker $\square$ Classification: Green $\square$ Blue $\square$ Red $\mathbf{X}$ Yellow

## 1. OPENING BIDS

Describe strength, minimum length, or specific meaning
Canape $\qquad$

| 1\% 11+ HCP, 2+ |  | 1 | 11+ HCP | $5+\cdots$ |  |
| :---: | :---: | :---: | :---: | :---: | :---: |
| 1 11+ HCP. | 4+ |  | $11+\mathrm{HCP}$ | 5+S |  |
| 1NT 15-18 HCP |  |  |  | may contain 5 card Major X |  |

1NT Responses 2\& 5 card Major enquiry
2 Transfer
24 TRF
$2 \cdot$ TRF
2NT TRF *
other super accepts
2\% 21-22 BAL or any game force
2 weak 6 card $\vee$; 23-24 NT; 5/5 in and weak

2 8 trick $5 / 5$ in and or and weak; 27+ NT
2NT $5 / 5$ in and $\vee$ or $\vee$ and weak $4 N$ Gambling, solid minor, no side A or K other

## 2. PRE-ALERTS

transfers after 1
Double of strong NT = C or the reds

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through
Responsive doubles through
4• Jump overcalls
weak

| 1NT overcall - immediate | 15-18 BAL | Immediate cue of minor | + another $5 / 5$ |
| :--- | :--- | :--- | :--- |
| 1NT overcall - re-opening | $11-14$ | Immediate cue of Major | 5 other Major \& 5 minor |

Over weak twos 2NT 16-18, T/O X with leb. Over opening threes T/O X
Over opponent's 1 NT toxic, over strong NT * is C or reds;
2c is Ds or majors, 2D is H or blacks, 2 H is S or minors, 2 S is odd suits, 2 NT is Cs or reds

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

| 14* 1 | 6+ HCP, 4+v | 2 | 10-11 HCP, 5+ | 3 | spinter |
| :---: | :---: | :---: | :---: | :---: | :---: |
| 1 | 6+ HCP, 4+ | $2 \downarrow$ | 0-5 HCP, 6 card $\downarrow$ | 30 | splinter |
| 14 | $6+\mathrm{HCP}, 4+\diamond$ or 5-8 ${ }^{\text {T}}$ | 24 | 0-5 HCP 6 card | 34 | splinter |
| 1NT | 8-10 HCP | 2NT | 11-12 bal, no major | 3NT | 13-15 bal. no major |
| 24 | 12+ HCP, no major | 34 | 5+ weak | 4\% | minorwood |
| other |  |  |  |  |  |
| $1-10$ | 6+ HCP, $4+\stackrel{\square}{ }$ | 2 | 0-5 HCP, 6 card | 30 | splinter |
| 14. | 6+ HCP, 4+ | 24 | 0-5 HCP 6 card | 34 | splinter |
| 1 NT | 6-9 no 4 card major | 2NT | 11-12 bal, $\downarrow$, no major | 3NT | 13-15 bal. $\downarrow$, no major |
| 240 | 10+ HCP 4+ | $3 \%$ | 0-11 HCP, 5+ | 4* |  |
| 2 | 12+ HCP, *, no major | 3 | 5+ weak | 4 | minorwood |
| other |  |  |  |  |  |
| $1{ }^{1} 11$ | 6+ HCP, 4+ | 2 | 8-9 HCP, 3v | 3 | 7-9 HCP, 4V |
| 1NT | forcing one round | 24 | 3 H limit raise | 30 | 0-5 HCP, 4+ |
| 24 | *, game force | 2NT | 12+ HCP, 4+ ${ }^{\text {+ }}$ | 34 | splinter |
| 2 | $\bullet$, game force | 34 | 10-12 HCP, 4V | 3NT | 15+ HCP, $3 \boldsymbol{\square}$ |
| other |  |  |  |  |  |
| 14. 1NT | forcing one round | 24 | 8-9 HCP, 34 | $3 \sim$ | 3 S limit raise |
| 24 | *, game force | 2NT | 12+ HCP, 4+ | 31 | 0-5 HCP, 4+ |
| 2 | - game force | $30 \%$ | 10-12 HCP, 4 | 3NT | 15+ HCP, 34 |
| $2 \boldsymbol{}$ | $\checkmark$, game force | 3 | 7-9 HCP, 4 | 4\% | splinter |
| other |  |  |  |  |  |
| 1NT 3\% | good suit, slam try | 34 | good suit, slam try | 4 |  |
| 3 | good suit, slam try | 3NT | to play | 4 |  |
| 30 | good suit, slam try | 4\% |  | 4 |  |
| other |  |  |  |  |  |
| 242 | 3+ controls | 2NT | 8+ HCP, e, 2+ con. |  | 8+ HCP, ¢, 2+ con. |
| $2 \downarrow$ | negative | 34 | 8+ HCP, $\downarrow$, 2+ con. | 34 | 8+ minors |
| 24 | bal. 8+HCP, not 3 con. | 3 | $8+\mathrm{HCP}, \downarrow, 2+$ con. | 3NT |  |
| other |  |  |  |  |  |
| $2-20$ | pass or correct | $3 \%$ | pass or correct |  | pass or correct |
| 24 | pass or correct | 3 |  |  | to play |
|  | strong enquiry | 30 | pass or correct | $40 \%$ | pass or correct |
| other | Pass or correct |  |  |  |  |


| 2V 2N pass or correct | 3 pass or correct | 3NT to play |
| :---: | :---: | :---: |
| 2NT strong enquiry | 3) pass or correct | 4* pass or correct |
| 3\% pass or correct | 34 pass or correct | 4 pass or correct |
| other |  |  |
| 24 2NT strong enquiry | 30 pass or correct | 4* pass or correct |
| 3\% pass or correct | 34 pass or correct | $4 \checkmark$ pass or correct |
| 3 pass or correct | 3NT to play | 44 pass or correct |
| other |  |  |
| 2NT 3* strong enquiry | 34 pass or correct | 4 pass or correct |
| 3 pass or correct | 3NT to play | $4 \sqrt{ }$ to play |
| 30 pass or correct | $4{ }^{\circ} \mathrm{F}$ to play | 4. pass or correct |
| other |  |  |

## 9. CONVENTIONS

Unusual NT: Lower 2 unbid suits
4th Suit Forcing One round $\square$ Game force $X$

## NT Checkback $\quad$ Priorities:

Defence to 3NT opening $4 / 4$ shows longer $/ \uparrow$, both majors Defence to Opening Twos

| Multi 2 | $X$ shows $16+$ HCP any shape |
| :--- | :--- |
| RCO style 2-s | X shows 16+ HCP any shape |
| Other 2-s | $X=$ take out with lebensohl |


| Defence | $(1 \&):$ wonder bids (either have suit or don't) then toxic |
| :---: | :--- |
| to | 1 NT = clubs or reds; Double = clubs or not clubs |
| strong | $(2 \&)$ : natural |
| $1 \& / 2 \&$ |  |

## Over 1NT Interference lebensohl

Lebensohl - other uses after $X$ of weak two; in competitive auctions non forcing
Take out of 4 level pre-empts $4 \boldsymbol{\omega} / 4$ X
10. OTHER NOTES

