

4. BASIC RESPONSES

Jump raises - minors	Pre-empt
Jump raises - Majors	Pre-empt
Jump shifts after minor opening	Other m - 10+ HCP Inv Raise; Majors - weak
Jump shifts after Major opening	Bergen/Splinter
Responses to strong 2 suit open.	2♦ weak/Other constructive
Responses to 2NT opening	3♣/♦/♠ Pass/correct; 3♥ forcing

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All	9/10 0 or 2 higher honours
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	standard	
Discards	Low Encourage	
Count	Low-High = Even	
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:	Count / McKenny in trump suit	
Notes	Current count after first discard	

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 3041	4♣ Gerber <input checked="" type="checkbox"/>	when? over strong NT
Slam Notes			
Cue Bids <input type="checkbox"/>			
Asking Bids <input checked="" type="checkbox"/>	Control asks only after RKCB		

7. OTHER CONVENTIONS

Negative free bids @ 2 level	Minorwood
Cue raises	Blackout
2-way Checkback & XYZ	Puppet & Minor Suit Stayman
Control asks	Leaping Michaels
Support X & XX	2-way Drury

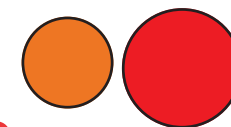
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**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	700223	Kim Frazer
& Names:	889245	Anna St Clair
Basic System:	Standard with transfers over 1C	
Brown Sticker	<input checked="" type="checkbox"/>	Classification: Green <input type="checkbox"/> Blue <input type="checkbox"/> Red <input checked="" type="checkbox"/> Yellow <input type="checkbox"/>

1. OPENING BIDS

Describe strength, minimum length, or specific meaning		Canape <input type="checkbox"/>
1♣	1+♣ 11+	1♥ 5+♥ 11+
1♦	5+♦ 11+	1♠ 5+♠ 11+
1NT	(14) 15-17 HCP	may contain 5 card Major <input checked="" type="checkbox"/>
1NT Responses 2♣ 5card Major ask or Forces 2D		
2♦	Transfer ♥	2♠ 5♠/4♥ Inv
2♥	TRF ♠	2NT tfr to ♣ or GF with singleton
other submarine bids		
2♣	Game Force	
2♦	Weak 2 in ♥/♠ or 20-22 Balanced	
2♥	5+♣/5+♦ or 5+♥/5+♠ less than 11 points	
2♠	5+♣/5+♠ or 5+♦/5+♥ less than 11 points	
2NT	5+♣/5+♥ or 5+♦/5+♠ less than 11 pts	3NT Gambling in any suit
other		

2. PRE-ALERTS

Comic NT - 15-18Bal or Wk S/S	RCO 2's
Transfer responses over 1♣	
Intermediate jump overcalls	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Intermediate 11 - 15 HCP; 6cd suit
Responsive doubles through	4♥	Unusual NT	Lowest 2 suits
1NT overcall - immediate	Comic NT	Immediate cue of minor	Top & another
1NT overcall - re-opening	10 - 14 HCP	Immediate cue of Major	Top & another
Over weak twos	2NT 15 - 18; T/O x with leb	Over opening threes	x - T/O
Over opponent's 1NT	TWERB - Higher suit or 2 lower touching suits; 2NT Odd suits		
TWERB also applies after 1NT overcall by Opp			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♥ 6+HCP 1♥ 4+♠ 6+HCP 1♠ tfr to 1NT or GF♦/wk♦ 1NT 11-12 HCP 2♣ 6- 9 5cd ♣ raise other 4♥ / 4♠ to play	2♦ 4+♣ 10+HCP no 4cM 2♥ 6+♥ 3-7 HCP 2♠ 6+♠ 3-7 HCP 2NT 16+GF no 4cd M 3♣ 5+♣ weak 3♥ 6+♥ 3-7 HCP 3♠ 6+♠ 3-7 HCP 2NT 4+♦ GF RRKCB 3♣ 3♦ inv 10+HCP 3♦ 4+♦ 0-7HCP	3♦ 7+♦ 3-7 HCP 3♥ 7+♥ 3-7 HCP 3♠ 7+♠ 3-7 HCP 3NT 13-15 To play 4♣ ♣ weak 3♥ splinter 3♠ splinter 3NT 13 - 15 to play 4♣ splinter 4♦ Pre-emptive
1♦ 1♥ 4+♥ 6+HCP 1♠ 4+♠ 6+HCP 1NT 6-10 denies M 2♣ 4+♣ 10+HCP 2♦ 16 - 9 3♦ other 4♥ / 4♠ to play	2♥ 6+♥ 3-7 HCP 2♠ 6+♠ 3-7 HCP 2NT 4+♦ GF RRKCB 3♣ 3♦ inv 10+HCP 3♦ 4+♦ 0-7HCP	3♥ splinter 3♠ splinter 3NT 13 - 15 to play 4♣ splinter 4♦ Pre-emptive
1♥ 1♠ 4+♠ 6+HCP 1NT 6-10 2♣ 4+♣ 10+ HCP 2♦ 4+♦ 10+HCP 2♥ 5+♥ 10+HCP other 4♥ Weakish 5+♥	2♥ 3♥ 6-9(10) 2♠ 3♥ 10 - 12 TP 2NT 4+♥ GF RRKCB 3♣ 4+♥ 6-9	3♦ 4+♥ 10-12 3♥ 4+♥ <6 3♠ Splinter 3NT 3♥ 13-15; any shape
1♠ 1NT 6-10 2♣ 4+♣ 10+HCP 2♦ 4+♦ 10+HCP 2♥ 5+♥ 10+HCP other 4♦ splinter; 4♥ to play	2♠ 3♠ 6-9(10) 2NT 4+♠ GF RRKCB 3♣ 4+♠ 6-9 3♦ 4+♠ 10-12	3♥ 3♠ 10-12 3♠ 4+♠ <6 3NT 3♠ 13-15; any shape 4♣ splinter
1NT 3♣ Slam Try RRKCB 3♦ Slam Try RRKCB 3♥ Slam Try RRKCB other	3♠ Slam Try RRKCB 3NT To play 4♣ Gerber	4♦ n/a 4♥ To Play 4♠ To Play
2♣ 2♦ 0-7 2♥ 5+♥ 8+HCP 2♠ 5+♠ 8+HCP other	2NT 8+ HCP Balanced 3♣ 5+♣ 8+HCP 3♦ 5+♦ 8+HCP	3♥ One Loser 6cd suit 3♠ One Loser 6cd suit 3NT n/a
2♦ 2♥ pass/correct 2♠ pass/correct 2NT Forcing enquiry other 4♣/ 4♦ - singleton /void & slam interest opp strong NT	3♣ Natural NF 3♦ Natural NF 3♥ pass/correct	3♠ pass/correct 3NT pass/correct 4♣ see below

Notes

2♥ 2♠ pass/correct 2NT Forcing enquiry 3♣ pass/correct other	3♦ pass/correct 3♥ pass/correct 3♠ pass/correct	3NT n/a 4♣ pass/correct 4♥ pass/correct
2♠ 2NT Forcing enquiry 3♣ pass/correct 3♦ pass/correct other	3♥ pass/correct 3♠ pass/correct 3NT n/a	4♣ pass/correct 4♥ pass/correct 4♠ pass/correct
2NT 3♣ pass/correct 3♦ pass/correct 3♥ Forcing enquiry other	3♠ pass/correct 3NT To Play 4♣ pass/correct	4♦ pass/correct 4♥ pass/correct 4♠ pass/correct

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 2c-forces 2D; 2D Game force

Defence to 3NT opening x - t/o

Defence to Opening Twos VTP doubles

Multi 2♦ VTP doubles

RCO style 2-s VTP doubles

Other 2-s VTP doubles

Defence 1♣ : TWERB (suit above or 2 suits below; NT-odd suits); X-D or Majors;
 to 1♣ P 1♦ : X-H or black suits; others as above
strong 2♣ : TWERB; same as over strong 1♣
 ♣

Over 1NT Interference Swine/Lebensohl

Lebensohl - other uses after weak 2's

Take out of 4 level pre-empts 4♣/4♦ x-t/o
 4♥ x-t/o 4♠ x-Penalty; 4NT t/o

10. OTHER NOTES

RRKCB = Range Probe RKCB