

4. BASIC RESPONSES

Jump raises - minors	shapely raise
Jump raises - Majors	3-6 raise
Jump shifts after minor opening	natural invitational with 6 card suit
Jump shifts after Major opening	raise or natural invitational with 6 card suit
Responses to strong 2 suit open.	2♦ = waiting, else positive with good suit
Responses to 2NT opening	Muppet Stayman, Transfer & Minor Suit Stayman

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	A or Q for Attitude, K for Count	A109/ Q109 lead 9.
Four or more with an honour	3rd or low	4th
From 4 small	3rd	2nd
From 3 cards (no honour)	3rd	MUD or suit preference
In partner's suit	3rd unless raised then attitude	3rd unless raised then attitude
Discards	low encourage	
Count	reverse present count	
Signal on partner's lead:	reverse attitude/count	
Signal on declarer's lead:	reverse present count/Smith Peter vs NT (see below)	
Notes	Smith Peter only applies against NT when declarer wins 3rd seat honour with 2 above (eg may be hiding honour) by 3rd seat only	

6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 3041	4♣ Gerber <input type="checkbox"/>	when?
Slam Notes Kickback KC & Exclusion KC			
Cue Bids <input checked="" type="checkbox"/>	1st or 2nd round control		
Asking Bids <input type="checkbox"/>			

7. OTHER CONVENTIONS

jump in 4th suit = splinter partner's 1st suit	2♣=Ms after 1♦ 1NT(overcall)
BAD/GOOD 2NT	1♣ 2M 2NT = 5/4 minors, forcing
2NT in competition is seldom natural	Transfers after 1M -X
Jump Fits in competition	Anti lead doubles at the 3 level.
INT defence after 1NT overcall of 1♣	

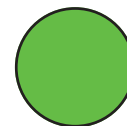
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	568201	Howard Melbourne
& Names:	94625	Joe Haffer
Basic System:	2/1 modified, 1D often unbalanced, 1C=2+ with TFRs	
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 <input type="checkbox"/>
1♣ 2+, 9+ HCP if shapely	1♥ 5+, 9+ HCP if shapely
1♦ 4+, 9+ HCP if shapely	1♠ 5+, 9+ HCP if shapely
1NT posn1/2 14+-17, posn 3/4 15-17 maybe off-shape	may contain 5 card Major <input checked="" type="checkbox"/>
1NT Responses 2♣ modified Stayman	
2♦ TF to ♥ could be a 4 card suit	2♠ Range probe or inv. in ♣/♦ or ms GF
2♥ TF to ♠	2NT TF to ♣
other 3♣= TF to ♦, 3♦ = solid M limited or invite H poor suit, 3M= GF not a strong suit	

2♣ GF or 22-23.5 balanced	
2♦ Weak 2 in a M or Acol 2♦	
2♥ 5♥ + 4+m 7-11, 4th 13.5-15 6♥	
2♠ 5♠ + 4+m 7-11, 4th 13.5-15 6♠	
2NT 20-21 balanced	3NT Pre-empt in ♣ or Namjat+ 4♥
other 4♣=Pre-empt in ♦ or Namjat+ 4♠, 4♦=5♠ 6♥ less than Reverse, hearts good quality	

2. PRE-ALERTS

3NT/4♣/♦ openings	1♦-1♥ could be 3325 weak
TFRs over 1C	Simple overcalls can be weak with six cards

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	Intermediate
Responsive doubles through	4♠	Unusual NT	Highest & Lowest unbid suits
1NT overcall - immediate	15-18 BAL	Immediate cue of minor	major (10+ HCP)
1NT overcall - re-opening	m=10-14, M=13-16	Immediate cue of Major	HUB
Over weak twos T/Ox, Leben., Leap Michaels	Over opening threes	T/Ox & non leap Michaels	
Over opponent's 1NT	x= penalty (passed hand 5+ minor), 2C = ♥ & another, 2♦ = ♠ & another		
2M = 6+ major, 2NT = TF to ♣, 3♣ = TF to ♦, 3 other = pre-empt; After 1NT-2m-P-2NT is an enquiry; then 3♣= 4M only, 3♦= nat. 3M=clubs, 3oM=5-5 better suit.			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ TF to ♥	2♦ 6♦ 9-11	3♦ any solid suit
1♥ TF to ♠	2♥ 6♥ 9-11	3♥ pre-emptive
1♠ bal 5+ or clubs	2♠ 6♠ 9-11	3♠ pre-emptive
1NT bal 11/12,10/11 passed	2NT 5-5m weak/strong	3NT (12)13-15 bal
2♣ TF to ♦ weak or strong	3♣ 6♣ 9-11 HCP	4♣ pre-emptive
other		
1♦ 1♥ nat (possibly 3 in 3325)	2♥ 6♥ 9-11	3♥ Spinter
1♠ nat	2♠ 6♠ 9-11	3♠ Spinter
1NT ♣s weak/strong F1	2NT 11-12 HCP natural	3NT 13-15 HCP natural
2♣ ♦ raise weak/11+	3♣ 6♣ 9-11 good suit	4♣ Spinter
2♦ 8-10 raise could be 3	3♦ ♦ raise 7-9 with shape	4♦ pre-emptive
other 1♦-2♣,2♦; 2M/3C=nat, 2NT 16+ bal, 3D=11-12, 3M=14-16 splinter, 3NT=13-15		
1♥ 1♠ nat	2♥ 8-10 3 card raise	3♦ 6♦ 9-11
1NT nat up to 11 HCP	2♠ raises see below	3♥ 4-7 raise, 4♥
2♣ 3 way	2NT raises see below	3♠ any 8-10 void
2♦ nat GF (normally 5+)	3♣ 6♣ 9-11	3NT 5♠/4♥ JF (picture)
other 4♣/♦ = JF (picture), 4♠ = to play		
1♠ 1NT nat up to 11 HCP	2♠ 8-10 3 card raise	3♥ 6♥ 9-11
2♣ 4 way	2NT raises see below	3♠ 4-7 raise, 4♠
2♦ nat GF (normally 5+)	3♣ raises see below	3NT any 8-10 void
2♥ nat GF (5+)	3♦ 6♦ 9-11	4♣ ♣OR♥ JF (picture)
other 4♦ = JF (picture), 4♥ = to play		
1NT 3♣ TFR => ♦	3♠ 6♠ slam try, poor suit	4♦ TF => ♠
3♦ Solid M or ♥ inv	3NT to play	4♥ to play
3♥ 6♥ slam try, poor suit	4♣ TF => ♥	4♠ to play
other 4NT = Quantitative 4333 17 HCP		
2♣ 2♦ weak or waiting	2NT ♦ +ve good suit	3♥ 6♠, 1 loser, little else
2♥ +ve good 5+♥	3♣ ♣ +ve good suit	3♠ 6m, 1 loser, little else
2♠ +ve good 5+♠	3♦ 6♥, 1 loser, little else	3NT Any solid suit
other 2♣-2♦, 2H kokish (natural or 22-23.5/28-30 bal). 2♣-2♦, 2NT 24+27		
2♦ 2♥ P/C can be strong ♥	3♣ 6+♣ F	3♠ 6+♠ invite
2♠ P/C can be strong ♠	3♦ 6+♦ F	3NT to play
2NT enquiry	3♥ P/C	4♣ TF to M over multi
other 4♦ =bid major or 4NT+ strong hand		

Notes 2♦-2♥,2♠- 2NT=puppet to 3♣ (weak m or invite 6+ ♥), - 3m strong 5+♥-5+m, - 3♥ GF 6+H. 2♦-2♠, 2NT(weak 2♥) -3m= strong 5+♠-5+m, -3♥=invite, -3♠= strong 6+♠ 2♦(multi)-2NT=>3♣=♥s min/♦=♥s max/♥=♠s any; step asks for clarification

2♥ 2♠ nat n/f but not hopeless	3♦ P/C	3NT to play
2NT enquiry	3♥ pre-emptive	4♣ /4♦ splinter
3♣ P/C	3♠ 6+♠ GF	4♥ /4♠ to play
other		
2♠ 2NT Enquiry	3♥ n/f but can be raised	4♣ /♦ splinter
3♣ P/C	3♠ pre-emptive	4♥ to play
3♦ P/C	3NT to play	4♠ to play
other		
2NT 3♣ mod Muppett Stayman	3♠ Minor Suit Stayman	4♦ ♠s weak or slam going
3♦ TF => ♥	3NT to play	4♥ ♣s slam invite+
3♥ TF => ♠	4♣ ♥s weak or slam going	4♠ ♦s slam invite+
other 4NT = Quantitative		

9. CONVENTIONS

Unusual NT: Highest & Lowest unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: xyz=>2♣=Puppet or any invite, 2♦-2NT=Transfer

Defence to 3NT opening X=(semi)bal good hand, 4m=short in other minor, 4M=natural

Defence to Opening Twos T/Ox & Lebensohl vs an anchor suit

Multi 2♦ X=1M or 22+bal, 2♥=15-18 bal, 2♠=6+♣ good+, 2NT=19-21 or 6+♣ okay*

RCO style 2-s 14/15+=>2NT=nat, Cue=?stopper; 2NT=16-18 NT, else natural LM

Other 2-s * multi cont.. 3C=6+♦ or 5-5m good+, 3D=6+♦ okay, 3M= 6+ strong

Defence 1♣ (incl 1♣ p 1♦): X=majors, 1NT=♠s & minor, 2NT=♥s & minor

to

strong 2♣ (incl 2♣ p 2♦): X=majors, 2NT=♠s & minor, 3NT=♥s & minor

♣

Over 1NT Interference after 2♣(M): x=3+3+M, 2♦/♥=TFR, 2♠=22(54), 2NT= nat. 3m= F1

Lebensohl - other uses cont. 3M= splinter,else:2NT->3S=Rubensohl, 4m =LM, 4M=to pla

Take out of 4 level pre-empts 4♣/4♦ T/Ox, 4♦=non leap Michaels

4♥ T/Ox, 4NT= two suiter

4♠ T/Ox, 4NT= two suiter

10. OTHER NOTES

1♥ 2♠ or 1♠ 2NT = 4 card raise with any splinter 7+HCP

1♥ 2NT or 1♠ 3♣ = 4 card raise without a splinter 9+HCP

1M 2♣ 2♦ =GF, 2M =min, 2NT = 6 bad ♠s GF

1NT nat 2♣/♦/♥/♠ =>T/Ox,Rubensohl, leap Michaels

1NT 2♦(ssM) =>x=♥s, 2♥=♠s, 2♠=22(54), 2NT=♣s, 3♣=♦s, 3♦=55m GF, 3M=Spinter