

4. BASIC RESPONSES

Jump raises - minors	Preemptive
Jump raises - Majors	Preemptive
Jump shifts after minor opening	Weak Jump Shift
Jump shifts after Major opening	Splinters
Responses to strong 2 suit open.	
Responses to 2NT opening	5 card puppet stayman

5. PLAY CONVENTIONS

Show priorities

Versus **Suit** (or both) Versus **NoTrump** (if different)

Leads Sequences:	Overlead	
Four or more with an honour	4th highest	
From 4 small	2nd	
From 3 cards (no honour)	2nd	
In partner's suit		
Discards	low enc, reverse present count	
Count	reverse	
Signal on partner's lead:	Att or count depending on lead	
Signal on declarer's lead:	Reverse count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 1430 4♣ Gerber when?

Slam Notes

Cue Bids First or second

Asking Bids

7. OTHER CONVENTIONS

1X1Y1NT	Good/bad 2NT
Mini Splinters	Over (transfer responses):
123 doubles after NT interference	X: Good TO, cue suit: Weak TO
	Long suit game tries
	Lebensohl

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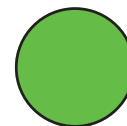
System on after (X)

Two step blackout

Over oppo transfer bids: X:Strong TO; Step:Weak TO



AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	157627	David Hoffman
& Names:	147664	Jenny Thompson
Basic System:	Standard	
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

1♣ 10-22 HCP 3+♣	1♥ 11-22 HCP 5+♥
1♦ 10-22 HCP 3+♦	1♠ 11-22 HCP 5+♠
1NT 15-17	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ Simple Stayman

2♦ Tfr to ♥	2♠ Tfr to ♣ (Suit says like)
2♥ Tfr to ♠	2NT Tfr to ♦ (Suit says like)
other	

2♣ 23+ Bal or GF (2♦ neg) else positive 3 controls

2♦ Weak Maj

2♥ 6-10, 5♥/(4)5 minor

2♠ 6-10, 5♠/(4)5 minor

2NT 20-22 bal

3NT Gambling

other

2. PRE-ALERTS

1M - 2♣

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak
Responsive doubles through	4♥	Unusual NT	Lower
1NT overcall - immediate	15-18	Immediate cue of minor	♠ + another
1NT overcall - re-opening	11-14 (15)	Immediate cue of Major	OM & Minor
Over weak twos	X with lebensohl	Over opening threes	X
Over opponent's 1NT	2♣:BothM; 2♦:6+M; 2♥/♠:5 suit, 4+minor		
	(weak) X:Penalty interest; (strong) X:Minors or ♦		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ Nat	2♦ 3-7, 6+♦	3♦ 11+ Splinter
1♥ Nat	2♥ 3-7, 6+♥	3♥ 11+ Splinter
1♠ Nat	2♠ 3-7, 6+♠	3♠ 11+ Splinter
1NT 6-10	2NT Invitational	3NT To play 13-15
2♣ inverted 11+ 5+♣	3♣ Preemptive	4♣ RKCB
other		
1♦ 1♥ Nat	2♥ 3-7, 6+♥	3♥ 11+ Splinter
1♠ Nat	2♠ 3-7, 6+♠	3♠ 11+ Splinter
1NT 6-10	2NT Invitational	3NT To Play 13-15
2♣ 10+ 5+♣	3♣ 3-7, 6+♣	4♣ 11+ Splinter
2♦ Inverted 11+ 5+♦	3♦ Preemptive	4♦ RKCB
other		
1♥ 1♠ Nat	2♥ 6-9(10) 3♥ or 4333	3♦ Limit or slam, Splinter
1NT 6-10	2♠ Limit or slam, Splinter	3♥ Preemptive 4-7
2♣ see notes	2NT 4+♥, limit or slam	3♠ 12-14 Splinter
2♦ 10+5+♦, forcing to 2NT	3♣ Limit or slam, Splinter	3NT 13-15 3/4♥ Bal
other 4♣/♦ 12-14 Splinter		
1♠ 1NT 6-10	2♠ 6-9(10) 3S or 4333	3♥ Limit or slam, Splinter
2♣ see notes	2NT 4+♠, limit or slam	3♠ Preemptive 4-7
2♦ 10+5+♦, forcing to 2NT	3♣ Limit or slam, Splinter	3NT 13-15 3/4♠, bal
2♥ 10+5+♥, forcing to 2NT	3♦ Limit or slam, Splinter	4♣ 12-14 Splinter
other 4♦/♥ 12-14 Splinter		
1NT 3♣ 5 card puppet stayman	3♠ Short ♠ GF	4♦ ♦, RKCB
3♦ Minors, slam interest	3NT To Play	4♥ To Play
3♥ Short ♥ GF	4♣ ♣, RKCB	4♠ To play
other		
2♣ 2♦ Neg or waiting	2NT	3♥
2♥ 5+♥ to 2/3 honours	3♣ 5+♣ to 2/3 honours	3♠
2♠ 5+♠ to 2/3 honours	3♦ 5+♦ to 2/3 honours	3NT Solid suit AKQxxxx
other After suit rebid: Next suit:Neg		
2♦ 2♥ Pass or correct	3♣ Nat forcing	3♠ Pass or correct
2♠ Pass or correct	3♦ Nat forcing	3NT To play
2NT Ask (see Notes)	3♥ Pass or correct	4♣ Transfer into suit
other 4♦: Bid your suit		

Notes 1M-2♣: 10+, clubs; or 10-11, 3support; or 11+, bal

After 2♦-2NT: 3♣ shows ♥, 3♦ shows ♠. Then responder bids shown suit: INV

2♥ 2♠ Natural, nonforcing	3♦ Pass or correct	3NT To play
2NT Ask	3♥ Preemptive	4♣ Pass or correct
3♣ Pass or correct	3♠ Natural, forcing	4♥ To play
other After 2NT: 3♥:♣, max; 3♠:♦, max		
2♠ 2NT Ask	3♥ Natural, invitational	4♣ Pass or correct
3♣ Pass or correct	3♠ Preemptive	4♥ To Play
3♦ Pass or correct	3NT To Play	4♠ To Play
other After 2NT: 3♥:♣, max; 3♠:♦, max		
2NT 3♣ 5 card puppet stayman	3♠ Minors	4♦ 6+♦ RKCB
3♦ 5+♥	3NT To Play	4♥ To play
3♥ 5+♠	4♣ 6+♣ RKCB	4♠ To play
other		

9. CONVENTIONS

Unusual NT: Lower

4th Suit Forcing One round Game force

NT Checkback Priorities: 2♣: Puppet to 2♦; 2♦: Artificial Game Force

Defence to 3NT opening X

Defence to Opening Twos X with lebensohl

Multi 2♦ X with Lebensohl

RCO style 2-s X with Lebensohl

Other 2-s X with Lebensohl

Defence (1♣) 2♣ Clubs; X mX with Lebensohlajors; 1NT minors

to

strong (2♣): Natural

1♣ / 2♣

Over 1NT Interference Lebensohl and x takeout

Lebensohl - other uses

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

4♥ X: TO 4♠ 4NT: TO

10. OTHER NOTES