

#### 4. BASIC RESPONSES

Jump raises - minors	preemptive 0-5 hcp
Jump raises - Majors	weak 0-5 hcp
Jump shifts after minor opening	single: transfer weak; double splinters
Jump shifts after Major opening	Bergen raises; 4 level splinters 8-11 hcp no slam interest
Responses to strong 2 suit open.	after 2C; 2D= a king or more; 2H=no A or K
Responses to 2NT opening	3C= puppet stayman; 3D, H are frs; 3S= both minor

#### 5. PLAY CONVENTIONS Show priorities

	Versus <b>Suit</b> (or both)	Versus <b>NoTrump</b> (if different)
<b>Leads</b> Sequences:	Overlead except AQ at K count	
Four or more with an honour	4th	
From 4 small	2nd highest	
From 3 cards (no honour)	middle	
In partner's suit	If # known, can be suit pref	
<b>Discards</b>	McKenney	
<b>Count</b>	REO	
<b>Signal</b> on partner's lead:	low encourage on A, Q	
<b>Signal</b> on declarer's lead:	REO count	
<b>Notes</b>	suit preference in many situations	

#### 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/>	when? not used;
<b>Slam Notes</b> Minorwood 1430			
Cue Bids <input checked="" type="checkbox"/>	cue first and second round controls		
Asking Bids <input checked="" type="checkbox"/>	King and Queen asks in slam auction after key card		

#### 7. OTHER CONVENTIONS

4th suit forcing to game	minorwood
New Minor forcing	puppet stayman
Jacoby	exclusion key card 1430
Bergen raises	TWERB
Gazzilli	Lebensohl

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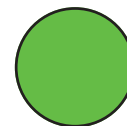
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Smolen

Multi Landy



## AUSTRALIAN BRIDGE FEDERATION INC.



#### STANDARD SYSTEM CARD

ABF Nos.	542210	Jill Magee
& Names:	267066	Terry Strong
Basic System:	standard better minor	
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♣ 3+ clubs; 11 + points	1♥ 5+ H; 11+ points	
1♦ 3+ D; 11+ points	1♠ 5+ S; 11+ [pomts]	
1NT 15-17	may contain 5 card Major <input type="checkbox"/>	
<b>1NT Responses</b> 2♣ simple stayman; may sometimes be weak		
2♦ transfer to H	2♠ transfer to clubs	
2♥ transfer to S	2NT transfer to diamonds	
other superaccept by bidding the suit		
2♣ almost always game force; unless rebid 3M or 2nt (23-24 bal)		
2♦ 5/5 or more shapely with both minors weak 6-10		
2♥ weak 2 in Hearts 6-10		
2♠ weak 2 in Spades 6-10		
2NT 20-22 balanced; can hv 5cd M	3NT Gambling in minor	
other		

#### 2. PRE-ALERTS

#### 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4H	Jump overcalls	weak
Responsive doubles through	3D	Unusual NT	lowest 2 unbid suits
1NT overcall - immediate	15-18 sys on	Immediate cue of minor	S and another 5-5
1NT overcall - re-opening	15-18 sys on	Immediate cue of Major	oM and minor 5-5
Over weak twos	X take out; lebensohl	Over opening threes	X TO
Over opponent's 1NT	X= penalty; 2C= both M; 2D= single suiter M; 2H/S M and minor		
2NT = both minors			

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4 + D, 6+ hcp 1♥ 4 + H, 6 + hcp 1♠ 4 + S; 6+ hcp 1NT 6-9 HCP; no M 2♣ weak w/D or 10-15 w/C other after suit agreement in strong auction, 4m =rkcb 1430; 4nt and 5m are sign offs	2♦ weak with 6 cd H 2♥ weak 6 cd Spades 2♠ 6-9 club raise 2NT 16+ club raise 3♣ 0-5 club raise	3♦ splinter opening hand 3♥ " 3♠ " 3NT 13-15 flat raise 4♣ preempt if immed
1♦ 1♥ 4 + H; 6+ hcp 1♠ 4 + S; 6+ hcp 1NT 6-9 HCP; no M 2♣ 4+ clubs; 10 + hcp 2♦ weak w/H or 10-15 w D other minorwood; 4nt and 5m are sign offs	2♥ weak 6 card S suit 2♠ weak 6 card C suit 2NT 16+ hcp D raise 3♣ 6-9 raise of D 3♦ 0-5 hcp; D raise	3♥ splinter opening hand 3♠ " 3NT 13-15 flat D raise 4♣ splinter 16+ 4♦ preceptive if immed
1♥ 1♠ 4+ ; S 6+ hcp 1NT 6-9 hcp; no M 2♣ 4+ clubs; 10 + hcp 2♦ 4+ D; 10 + hcp other 1H--4c or 4d splinter 8-11	2♥ 6-9 hcp; 3 cd raise 2♠ 10-12hcp bal 3 card H 2NT game force 4 cd raise 3♣ 6-9 hcp; 4 card raise	3♦ 10-12 hcp; 4 card raise 3♥ 0-5 hcp; 4 card raise 3♠ splinter 8-11 hcp 3NT 13-15 hcp bal raise
1♠ 1NT 6-9 no M 2♣ 4+ 10+ hcp 2♦ 4+ 10+ hcp 2♥ 5+ 10+ hcp other 4D- 8-11 splinter 4H 8-11 splinter	2♠ 6-9 3 card raise 2NT game force 4 cd raise 3♣ 6-9 4card S raise 3♦ 10-12 4card S raise	3♥ 10-12 3 card S raise 3♠ 0- 5 4 card S raise 3NT 13-15 bal 3 cd S raise 4♣ 8-11 splinter
1NT 3♣ both minors game 3♦ both minors slam 3♥ singleton 5-4 minors other 4NT direct = quant	3♠ singleton 5-4 minors 3NT to play 4♣ minorwood	4♦ minorwood 4♥ not used 4♠ not used
2♣ 2♦ at least a King 2♥ no ace or king 2♠ 5 card suit, A, and K other	2NT natural, A and K 3♣ " 3♦ "	3♥ natural, A,K 3♠ --- 3NT ---
2♦ 2♥ natural forcing 2♠ pass or correct 2NT forcing enquiry other ater 2NT enquiry; 3C and D = bad weak 2; 3 opp M are good;	3♣ pass or correct 3♦ preemptive 3♥	3♠ pass or correct 3NT to play 4♣

**Notes** change of suit after preempt or multi-- opener responds in steps 0/1,2, 3, 3 to honor

2♥ 2♠ to play 2NT fcg; dep vul 3♣ fcg, dep vul other pass or correct	3♦ fcg dep vul 3♥ preempt 3♠ preempt	3NT to play 4♣ 4♥ to play
2♠ 2NT ask feature 3♣ ask shortage L/M/H 3♦ ask range other others pass or correct	3♥ nat and forcing 3♠ raise preempt 3NT to play	4♣ -- 4♥ -- 4♠ to play
2NT 3♣ puppet stayman 3♦ transfer to H 3♥ transfer to S other others pass or correct	3♠ both min slam interest 3NT to play 4♣ rkcb club 1430	4♦ rkcb D 1430 4♥ -- 4♠ ---

## 9. CONVENTIONS

**Unusual NT:** lowest 2 unbid suits

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

**NT Checkback**  Priorities: new minor forcing; up the line

**Defence to 3NT opening** 4C= both M better H; 4D= better S

**Defence to Opening Twos** X take out; lebensohl

Multi 2♦ 2H= take out of H; X= take out of S; 2NT =15-18 bal; simple stayman transfer

RCO style 2-s 123 doubles

Other 2-s anchored double TO known suit; unanchored 123 doubles

**Defence** TWERB (X= stolen bid except immediately after 1C when is 16+ hcp)

to suit bid shows suit above or other 2 suits; NT= 2 non touching suits

strong

♣

**Over 1NT Interference** over X, system on; over 2C, X=stayman system on; other Lebensohl

**Lebensohl - other uses** TO of weak 2 bids and multi 2 bids; TO opps after raise

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

4♥ X is take out 4♠ X is pen; 4NT is take out

## 10. OTHER NOTES