

4. BASIC RESPONSES

Jump raises - minors	0-9 Hcp, 5-card support, no 4-card Major
Jump raises - Majors	0-5 Hcp, 4-card support, no more than 1 defensive trick
Jump shifts after minor opening	Natural, weak at the 2 level
Jump shifts after Major opening	Natural, weak at the 2 level
Responses to strong 2 suit open.	2♦ = semi-automatic waiting bid. Others = Natural & 8+Hcp
Responses to 2NT opening	3♣ = simple stayman. 3♦/♥ = transfer to ♥/♠

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead all except AK stiff	
Four or more with an honour	4th highest	
From 4 small	2nd highest (then up, down)	
From 3 cards (no honour)	Middle-up-down	
In partner's suit	As others, but top of 3 small if shown SUP	
Discards	McKenney	
Count	Low-high = even	
Signal on partner's lead:	Low encourage	
Signal on declarer's lead:	Count [V Suit contract, high [low] spot trump asks for high [low] other suit]	
Notes	V NT, first card on their lead is attitude to continuation of opening lead suit (low= encourages)	
	Count on P's lead: A led, Q in dummy /5+ level & K led (A lead denies K & asks for attitude) / v PRE	
	Suit Preference if no further trick available in the suit / if giving ruff / if crossing to partner's winner	

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 1430 4♣ Gerber when? 1NT opening or strong 2NT

Slam Notes

Cue Bids 1st and 2nd round controls equally shown up the line.
 Asking Bids RKCB ask-(interference)-?:Pass= 0 (after pass, X = penalty), X = 1 keycard

7. OTHER CONVENTIONS

Unassuming cue bid	1♥/♠-3minor = a form of Berger raise
Pre-empt-(interference)-X = Penalty	Inverted minors
Ogust after weak 2 M opening, WJS, WJO/C	
INV+ Jacoby 2NT (on after interference)	
Splinters over 1Major opening	

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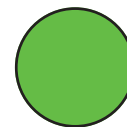
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos. 886092 Angus GRAY
 & Names: 961426 Jasmine SKEATE
 Basic System: Standard American Youth 02
 Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 11/12+, 3 1♥ 11/12+, 5
 1♦ 11/12+, 3 1♠ 11/12+, 5
 1NT 15-17 may contain 5 card Major

1NT Responses	2♣ Simple Stayman
2♦ 5+ ♥ suit, 0+ points	2♠ Artificial enquiry
2♥ 5+ ♠ suit, 0+ points	2NT ♣'s, 6-card sign off or 5-card FG
other 3♣ = ♦'s, 6-card sign off or 5-card FG.	3♦ = 3-c M, asks for any 5 card Major

2♣ If BAL, 22+ (can include 5-c M). If UNBAL, within 1 playing trick of game & 4+ defensive tricks
 2♦ 6-card ♥ or ♠ suit, about 6-10 Hcp
 2♥ 5♥ & 4+ card minor, about 6-10 Hcp
 2♠ 5♠ suit & 4+ card minor, about 6-10 Hcp
 2NT 20-21 balanced, may have 5-c Major 3NT AKQx 7 or AKx 8 in a minor, no outside A/K
 other

2. PRE-ALERTS

1♥/♠-3minor = a form of Berger raise

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4♦ Jump overcalls Weak
 Responsive doubles through 4♦ Unusual NT Lower 2 unbid suits
 1NT overcall - immediate 15-17 with stop Immediate cue of minor (over 3+ minor) 5/5 in Majors
 1NT overcall - re-opening 13-16 no stop promised Immediate cue of Major 5 in other Major, 5 minor
 Over weak twos 2NT = 15-17, X = Takeout Over opening threes X = Takeout
 Over opponent's 1NT X = penalty or 5-card minor with 4-card Major or strong hand
 2♣ = Both Majors [ADV usually bids 2M or 2♦ (asks intervenor to pick their own best M)]
 2♦ = 6-card Major. 2Major = 5-card Major & 4+card minor. 2NT = Both minors. 3lvl = NAT

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+, 3-card suit	2♦ 2-5 HCP, 6-card suit	3♦ Weak, 7-card suit
1♥ 6+, 4-card suit	2♥ 2-5 HCP, 6-card suit	3♥ Weak, 7-card suit
1♠ 6+, 4-card suit	2♠ 2-5 HCP, 6-card suit	3♠ Weak, 7-card suit
1NT 8-10, no M unless 4333	2NT 10/11-12, balanced	3NT 13-15, balanced
2♣ 10+, (4)5.P/hand = 5-9	3♣ 5-9,5-c. P/hand=10-11	4♣ Pre-emptive
other If less than 8 points & cannot bid M or raise ♣, bid 1♦ rather than 1NT		
1♦ 1♥ 6+, 4-card suit	2♥ 2-5 HCP, 6-card suit	3♥ Weak, 7-card suit
1♠ 6+, 4-card suit	2♠ 2-5 HCP, 6-card suit	3♠ Weak, 7-card suit
1NT 6-9/10	2NT 10/11-15, balanced	3NT 13-15, balanced
2♣ 10+, 4-card suit	3♣ Weak, (6)7-card suit	4♣ Not used
2♦ 10+, 4. P/hand = 5-9	3♦ 5-9,5-c. P/hand=10-11	4♦ Pre-emptive
other		
1♥ 1♠ (5)6+, 4-card suit	2♥ 6-10, 3+ support	3♦ 10-12, 3-card support
1NT (5)6-9/10	2♠ 2-5 HCP, 6-card suit	3♥ Preemptive 4-c support
2♣ 10+, 4-card suit	2NT 10+, 4-card support	3♠ Concealed splinter, 10-12
2♦ 10+, 4-card suit	3♣ 6-9, 4-card support	3NT Specified splinter, 13-15
other 1M:3♣, 3♦ = range ask [3M = minimum, 3oM = maximum]		
1♠ 1NT (5)6-10	2♠ 6-10, 3+ support	3♥ Weak, 7-card suit
2♣ 10+, 4-card suit	2NT 10+, 4-card support	3♠ Preemptive 4-c support
2♦ 10+, 4-card suit	3♣ 6-9, 4-card support	3NT Concealed splinter, 10-12
2♥ 10+, 5-card suit	3♦ 10-12, 3-card support	4♣ Specified splinter, 13-15
other		
1NT 3♣ Transfer to ♦, S/O or FG	3♠ 0-1 ♠, 3♥, FG	4♦ Not used
3♦ 3-c M, asks for any 5-c M	3NT To play	4♥ To play
3♥ 0-1♥, 3♠, FG	4♣ Ace ask (Gerber)	4♠ To play
other 4NT = Natural quantitative invite in NT (as is over 1 level opening, eg 1♦-4NT)		
2♣ 2♦ 0+, Semi-auto waiting	2NT 8-12, mainly Q's & J's	3♥ Not used
2♥ 8+ Hcp, good 5-card suit	3♣ 8+ Hcp, good 5-card suit	3♠ Not used
2♠ 8+ Hcp, good 5-card suit	3♦ 8+ Hcp, good 5-card suit	3NT Not used
other 2♣-2♦; any suit [F1]-lower of cheaper minor (or 3NT over 3♦) = 0 trick (denies K or 2 Q's).		
2♦ 2♥ Pass if ♥, else bid 2♠	3♣ NAT,F,16+ pts, no M fit	3♠ Pass if ♠, else bid 4♥
2♠ Pass if O has ♠, INV+ if ♥	3♦ NAT,F,16+ pts, no M fit	3NT To play
2NT Artificial,F,asks for info	3♥ Pass if ♥, else bid 3♠	4♣ Not used
other		

Notes (1any): Pass: (1NT): X = T/O

2NT Ogust: 3♣+ steps = min/bad suit, min/good suit, max/bad suit, max/good suit, AKQ (if possible)

2♥ 2♠ Natural, sign off	3♦ Game try in ♥	3NT To play
2NT Various, puppet to 3♣	3♥ Preemptive sign off	4♣ Not used
3♣ Pass or correct to 3♦	3♠ Natural, invitational	4♥ Make or sacrifice
other 2M-2NT; 3♣ (forced)-? pass or below 3M = S/O, 3NT = what m?, suit above 3M = STR NAT		
2♠ 2NT Various, puppet to 3♣	3♥ Natural, invitational	4♣ Not used
3♣ Pass or correct to 3♦	3♠ Preemptive sign off	4♥ Make or sacrifice
3♦ Game try in ♠	3NT To play	4♠ Make or sacrifice
other		
2NT 3♣ Simple Stayman	3♠ Not used	4♦ Not used
3♦ 0+, 5-card ♥ suit	3NT To play	4♥ To play
3♥ 0+, 5-card ♠ suit	4♣ Ace ask (Gerber)	4♠ To play
other Same responses used after 2♣-2♦; 2NT		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round FG if after 4SF, RESP bids at 3 level Game force

NT Checkback Priorities:

Defence to 3NT opening If 3NT = m:X = PEN, 4♣ = both M, 4♦ = a M, 4M = M & a m, 4NT = S/T w m

Defence to Opening Twos If their opening bid is NAT or specifies a suit/s: Double = T/O

Multi 2♦ X = 12-15 bal, very strong 1 suiter or 19+. 2NT = NAT, 16-19, both M stopped

RCO style 2-s 1st X = values (16+/11+ in direct/passout), 2nd X (after their NAT or P/C bid) = T/O, 3rd X = PEN

Other 2-s (Unanchored suit opening, inc Multi 2)-Pass-(P/C or NAT bid)-? X = T/O, Qbid = NAT

Defence X = both M, 1NT = both minors, others are natural. All immediate bids are weak

to (1♣)-Pass-(1♦, negative)-? # X = both Majors # 1NT = both minors # others = NAT

strong (1♣)-Pass-(bid that shows a suit)-? # X = takeout, # NT = 2 lowest suits # others = NAT

1♣/2♣ Same defence is used against a Strong 2♣ or Strong 2♦ opening

Over 1NT Interference Modified Lebensohl

Lebensohl - other uses If their weak 2 (natural or multi) is doubled by us.

Take out of 4 level pre-empts 4♣/4♦ Double

4♥ Double 4♠ Double

10. OTHER NOTES

1 level response to partner (or raise of their suit to 2 level) may be on shaded values

2/1 response by unpassed hand after RHO pass forces to 2NT & promises rebid (unless O bids 2NT or game)

2/1 response by UPH after RHO bids doesn't promise rebid unless O Qbids, jumps in original suit or bids new suit

If 1 lvl suit opening-(overcall through 2♥)-Pass-(Pass);? Opener reopens if 0-2 in O/C suit

If 1 minor opening could be short (a) 2 minor = natural (b) cheapest jump shift = both majors

If they use artificial bid to show fit, X = T/O, not lead directing