

4. BASIC RESPONSES

Jump raises - minors	Limit (~9-12 HCP)
Jump raises - Majors	Limit (~9-12 HCP)
Jump shifts after minor opening	2♥/♠ weak, 2♦/3♣ splinter
Jump shifts after Major opening	3♣/♦ splinter, other major 3 card limit
Responses to strong 2 suit open.	2♦ 0/1 controls, 2♥ 2, 2♠ 3
Responses to 2NT opening	Puppet stayman, transfers, 3♠ minor suit stayman

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All (1st & 3rd)	Overlead All (1st & 3rd)
Four or more with an honour	4th highest	4th highest
From 4 small	2nd highest	2nd highest
From 3 cards (no honour)	Middle	Middle
In partner's suit	as above	as above
Discards	Odd=Enc., Even=McKenney	Odd=Enc., Even=McKenney
Count	Reverse	Reverse
Signal on partner's lead:	Count	Count
Signal on declarer's lead:	Count	
Notes	1st & 3rd from interior sequences	

6. SLAM CONVENTIONS

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

7. OTHER CONVENTIONS

Ghestem - cue = highest & lowest,	
2NT = lowest, 3♣ = highest (3♦ over 3♦ opening)	
Mini/mega/maxi splinters	

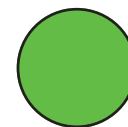
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	Phil Markey
& Names:	Justin Williams
Basic System:	Weak NT
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+♣, ~9+ HCP	1♥ (4)5+♥, ~9+ HCP (only 4 if 4432)	
1♦ 4+♦, ~9+ HCP	1♠ 5+♠, ~9+ HCP	
1NT 9-14 (if 9/10 vul likely 5+ suit)	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses 2♣ Stayman		
2♦ Transfer to ♥	2♠ Baron	
2♥ Transfer to ♠	2NT Transfer to minor	
other		
2♣ Game force		
2♦ 4+♦, 4+♠, less than opening (♦ sometimes 3) [weak 2 in ♦ in 3rd/4th]		
2♥ 4+♥, 4+♠, less than opening (♥ sometimes 3) [weak 2 in ♥ in 3rd/4th]		
2♠ 4+♠, 4+♣, less than opening (♣ sometimes 3) [weak 2 in ♠ in 3rd/4th]		
2NT 20(+)-22 bal.	3NT To play	
other		

2. PRE-ALERTS

1NT rebid 14(+)-18(-); 2NT 18(+)-20(-)	1NT opening/rebid can be off-shape
2♦/♥/♠ openings	Pass after 1NT opening denies 4333/4432
Most hands with 4+♠ are opened	with 0-5/6 HCP

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4♠	Jump overcalls	Interediate
Responsive doubles through 4♠	Unusual NT	LUBS
1NT overcall - immediate 15-18	Immediate cue of minor	Ghestem
1NT overcall - re-opening 10-14	Immediate cue of Major	Ghestem
Over weak twos X takeout	Over opening threes	X takeout
Over opponent's 1NT	Natural	

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ Natural, 5+HCP	2♦ Splinter	3♦ Splinter
1♥ Natural, 5+HCP	2♥ Weak	3♥ Splinter
1♠ Natural, 5+HCP	2♠ Weak	3♠ Splinter
1NT 6-9 HCP, no major	2NT 16+HCP, fit (no maj.)	3NT 12-15 HCP, no maj.
2♣ Natural, 5-8 HCP	3♣ Limit (~9-12 HCP)	4♣
other 4♥/♠ to play		
1♦ 1♥ Natural, 5+HCP	2♥ Weak	3♥ Splinter
1♠ Natural, 5+ HCP	2♠ Weak	3♠ Splinter
1NT 6-9 HCP, no major	2NT 16+HCP, fit (no maj.)	3NT 12-15 HCP, no maj.
2♣ Natural, ~9+HCP	3♣ Splinter	4♣ Splinter
2♦ Natural, 5-8 HCP	3♦ Limit (~9-12 HCP)	4♦
other 4♥/♠ to play		
1♥ 1♠ Natural, 5+HCP	2♥ Natural, ~5-8 HCP	3♦ Splinter
1NT 6-9 HCP, no major	2♠ 3 card limit	3♥ Limit (~9-12 HCP)
2♣ Natural, ~9+HCP	2NT 16+HCP, fit	3♠ Splinter
2♦ Natural, ~9+HCP	3♣ Splinter	3NT 12-15 HCP, fit
other 4♣/♦ splinter		
1♠ 1NT 6-9 HCP	2♠ Natural, ~5-8 HCP	3♥ 3 card limit
2♣ Natural, ~9+HCP	2NT 16+HCP, fit	3♠ Limit (~9-12 HCP)
2♦ Natural, ~9+HCP	3♣ Splinter	3NT 12-15 HCP, fit
2♥ Natural, ~9+HCP	3♦ Splinter	4♣ Splinter
other		
1NT 3♣ Slam try	3♠ Slam try	4♦ --
3♦ Slam try	3NT To play	4♥ To play
3♥ Slam try	4♣ --	4♠ To play
other		
2♣ 2♦ 0/1 controls	2NT	3♥
2♥ 2 controls	3♣	3♠
2♠ 3 controls	3♦	3NT
other		
2♦ 2♥ To play	3♣ To play	3♠ To play
2♠ To play	3♦ To play	3NT To play
2NT Enquiry	3♥ To play	4♣
other		

Notes

2♥ 2♠ To play	3♦ To play	3NT To play
2NT Enquiry	3♥ To play	4♣
3♣ To play	3♠ To play	4♥ To play
other		
2♠ 2NT Enquiry	3♥ To play	4♣ To play
3♣ To play	3♠ To play	4♥ To play
3♦ To play	3NT To play	4♠ To play
other		
2NT 3♣ Puppet stayman	3♠ Minor suit stayman	4♦
3♦ Transfer to ♥	3NT To play	4♥
3♥ Transfer to ♠	4♣	4♠
other		

9. CONVENTIONS

Unusual NT: Lowest unbid

4th Suit Forcing One round Game force

NT Checkback Priorities: Lowest feature

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦ CTP Xs, 2NT 15-18 bal

RCO style 2-s CTP Xs, 2NT 15-18 bal

Other 2-s

Defence 1♣ : Natural

to

strong 2♣ : Natural

♣

Over 1NT Interference 2NT weak with ♣/♦

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ X/4NT

10. OTHER NOTES

After 1NT-X: XX to play, suit natural, pass asks opener to bid 5+ suit or XX, then bid shows lower of 2 suits.

1NT (P) P (X): XX is automatic