

4. BASIC RESPONSES

| | |
|----------------------------------|--|
| Jump raises - minors | Conventional after 1 C, preemptive after 1 D |
| Jump raises - Majors | Limit |
| Jump shifts after minor opening | Conventional after 1 C, strong after 1 D |
| Jump shifts after Major opening | Mini splinters |
| Responses to strong 2 suit open. | n.a. |
| Responses to 2NT opening | 3 C shape relay, other suits transfers |

5. PLAY CONVENTIONS

Show priorities

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

| | | |
|-----------------------------------|--|--|
| Leads Sequences: | K for count, A/Q for attitude | |
| Four or more with an honour | 4 th | |
| From 4 small | high/low | |
| From 3 cards (no honour) | MUD | |
| In partner's suit | Small from Jxx | |
| Discards | Reverse Count | |
| Count | Reverse | |
| Signal on partner's lead: | Primarily Reverse Attitude | |
| Signal on declarer's lead: | Reverse Count | |
| Notes | Secondary Count signals on partner's leads | |

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 30/41 4♣ Gerber when? After 1 NT

Slam Notes

Cue Bids Extensive use of splinters
 Asking Bids In all positive 1 C sequences and strong jump responses to 1 D

7. OTHER CONVENTIONS

| | |
|-------------------|--|
| REVERSE LEBENSOHL | |
| SWINE | |
| SUPPORT X, XX | |

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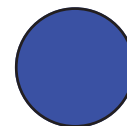
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos. 126802 Henry Dyall
 & Names: 200506 Robin Pellen
 Basic System: Match Point Precision
 Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 16+, Any shape 1♥ 11 - 15, 5+♥
 1♦ 11 - 15, Min 2 Diamonds 1♠ 11 - 15, 5+ S
 1NT 13 - 15, No 5 card major may contain 5 card Major

1NT Responses 2♣ Stayman
 2♦ Transfer to H 2♠ Transfer to C
 2♥ Transfer to S 2NT Transfer to D
 other 3 Any - natural with mild slam interest

2♣ 11 - 15, 6+ card suit
 2♦ 11 - 15, short D, no 5 card major, no 6 card Clubs
 2♥ 8 - 10, good 6 card suit
 2♠ 8 - 10, good 6 card suit
 2NT 22 - 23, limited shapes 3NT Solid Minor
 other Preempts

2. PRE-ALERTS

2 D opening 1 D opening
 Negative Free Bids up to 3 S

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4 H Jump overcalls Weak
 Responsive doubles through 4 D Unusual NT 2 lowest unnamed suits
 1NT overcall - immediate 15+ - 18 Immediate cue of minor 5+ H, 5+ S
 1NT overcall - re-opening 11 - 15- Immediate cue of Major 5+ other major, 5+ C or D
 Over weak twos X T/O Over opening threes X T/O
 Over opponent's 1NT CROWHERST: 2 C: both H & S, 2 D: H or S,
 2 H/S: that suit plus either C or D, 2 NT: both C & D.

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

| | | |
|---|---|--|
| 1♣ 1♦ 0 - 7 any shape 1♥ 8+, 5+ H 1♠ 8+, 5+ S 1NT 8 - 13, flat, no 5 card suit 2♣ 8+, 5+ C other 4 D, 14+, 4.1.4.4 | 2♦ 8 +, 5 + D 2♥ 3 - 7, 6 H 2♠ 3 - 7, 6 S 2NT 14+, flat, no 5 card suit 3♣ 8+, 1.4.4.4 or 4.4.4.1 3♦ 6 - 9, 6+ D 3♥ 16+, 5+ H 3♠ 16+, 5+ S 3♣ 16+, 5+ C 3♦ 6 - 9, 6+ D 3♥ 6 - 10, 4+ H 3♠ Mini Splinter 3♣ JACOBY 3♦ Mini Splinter 3♥ 6 - 10, 4+ S 3♠ JACOBY 3♣ Mini Splinter 3♦ Mini Splinter 3♥ 6 - 10, 4+ S 3♠ JACOBY 3♣ Mini Splinter 3♦ Mini Splinter | 3♦ 8+, 4.1.4.4 or 4.4.1.4 3♥ 14+, 1.4.4.4 3♠ 14+, 4.4.4.1 3NT Any solid 7+ suit. 4♣ 14+, 4.4.1.4 3♥ Preempt 3♠ Preempt 3NT To play 4♣ Preempt 4♦ Preempt 3♦ Mini Splinter 3♥ Limit Raise 3♠ Splinter 3NT Flat 4 card game raise 3♥ Mini Splinter 3♠ Limit Raise 3NT Flat 4 card game raise 4♣ Splinter 4♦ Not used 4♥ To play 4♠ To play 3♥ Game Force, 5 + H 3♠ Game Force, 5+ S 3NT To play 3♥ Limit raise 3♠ Limit raise |
| 1♦ 1♥ 8+, 4+ H 1♠ 8+, 4+ S 1NT 8 - 10 2♣ 11+, 4 + C 2♦ 11+, 4+ D other | 2♥ 11+, 4 + C 2♠ 11+, 5+ C 2♦ 11+, 5+ D 2♥ 11+, 5+ H 2♠ 11+, 5+ C 2♦ 11+, 5+ D 2♥ 11+, 5+ H | 3♥ Preempt 3♠ Preempt 3NT To play 4♣ Preempt 4♦ Preempt 3♦ Mini Splinter 3♥ Limit Raise 3♠ Splinter 3NT Flat 4 card game raise 3♥ Mini Splinter 3♠ Limit Raise 3NT Flat 4 card game raise 4♣ Splinter |
| 1♥ 1♠ 8+, 4+ S 1NT 6 + Forcing 2♣ 11+, 5+ C 2♦ 11+, 5+ D other | 2♥ 6 - 10, 4+ H 2♠ Mini Splinter 2NT JACOBY 3♣ Mini Splinter 3♦ Mini Splinter 3♥ 6 - 10, 4+ S 3♠ JACOBY 3♣ Mini Splinter 3♦ Mini Splinter | 3♦ Mini Splinter 3♥ Limit Raise 3♠ Splinter 3NT Flat 4 card game raise 3♥ Mini Splinter 3♠ Limit Raise 3NT Flat 4 card game raise 4♣ Splinter |
| 1♠ 1NT 6+ forcing 2♣ 11+, 5+ C 2♦ 11+, 5+ D 2♥ 11+, 5+ H other | 2♠ 6 - 10, 4+ S 2NT JACOBY 3♣ Mini Splinter 3♦ Mini Splinter 3♥ 6 - 10, 4+ S 3♠ JACOBY 3♣ Mini Splinter 3♦ Mini Splinter | 3♥ Mini Splinter 3♠ Limit Raise 3NT Flat 4 card game raise 4♣ Splinter |
| 1NT 3♣ Strong 3♦ Strong 3♥ Strong other | 3♠ Strong 3NT To Play 4♣ GERBER | 4♦ Not used 4♥ To play 4♠ To play |
| 2♣ 2♦ Asking Bid 2♥ 8+, 5+, CBNF 2♠ 8+, 5+, CBNF other | 2NT Flat, To play NT or C 3♣ 6 - 9, 3+ C 3♦ Game Force, 5+ D | 3♥ Game Force, 5 + H 3♠ Game Force, 5+ S 3NT To play |
| 2♦ 2♥ weak preference 2♠ weak preference 2NT Shape asking Bid other | 3♣ weak preference 3♦ Not used 3♥ Limit raise | 3♠ Limit raise 3NT To play 4♣ Limit raise |

Notes CBNF - Constructive But Not Forcing

| | | |
|--|---|---|
| 2♥ 2♠ Strong, 1 round force 2NT Shape asking bid 3♣ Strong, 1 round force other | 3♦ strong, 1 round force 3♥ Non forcing raise 3♠ Splinter | 3NT To play 4♣ Splinter 4♥ To play |
| 2♠ 2NT Shape asking bid 3♣ Strong, 1 round force 3♦ Strong, 1 round force other | 3♥ Strong, 1 round force 3♠ Non forcing raise 3NT To play | 4♣ Splinter 4♥ Splinter 4♠ To play |
| 2NT 3♣ Shape relay 3♦ Transfer to H 3♥ Transfer to S other | 3♠ Transfer to C 3NT To play 4♣ Transfer to D | 4♦ Not used 4♥ Not used 4♠ Not used |

9. CONVENTIONS

Unusual NT: Two lowest unnamed suits

4th Suit Forcing One round Game forcing Game force

NT Checkback Priorities: Not used

Defence to 3NT opening 4 C and 4 D, T/O for majors

Defence to Opening Twos X T/O

Multi 2♦ X T/O of H, 2 H T/O of S

RCO style 2-s 2 NT 16 - 18, X 15+ other

Other 2-s 2 NT 16 - 18, X 15+ other

Defence Strong 1 C: X: both H & S, 1 D: H or S, 2 H/S: that suit plus C or D,
to 1 NT both C & D.
strong Strong 2 C: X both H & S, 2 D H or S, 2 H/S that suit plus C or D
1♣ / 2♣ 2 NT both C & D.

Over 1NT Interference LEBENSOHL

Lebensohl - other uses Response to X of other 2 level openings

Take out of 4 level pre-empts 4♣/4♦ X
 4♥ X 4♠ 4 NT

10. OTHER NOTES