## 4. BASIC RESPONSES Other: 5 - 9, 5+ support Jump raises - minors Jump raises - Majors Other: 5 - 9, 4+ support Game forcing splinter Jump shifts after minor opening Game forcing splinter Jump shifts after Major opening Responses to strong 2 suit open. 2♦ = <2 controls, all else = 2+ controls & game forcing Responses to 2NT opening 3♣ stayman; 3♦ trf to ♥; 3♥ trf to ♠; 3♠ 4+ 4+ minor suit stayman GF **Show priorities** 5. PLAY CONVENTIONS Versus Suit Versus **NoTrump** (if different) (or both) over lead all except AK Leads Sequences: Four or more with an honour 4th highest 2nd highest From 4 small 2nd highest From 3 cards (no honour) In partner's suit highest or small from an honour rev count.1st disc discourage **Discards** Low encourage only where required (reverse) low-high = even Count reverse attitude suits or count NTs rev count excpt opening honour least Signal on partner's lead: reverse attitude suits, and reverse count against NT contracts on declarer's lead: **Notes 6. SLAM CONVENTIONS** Blackwood X RKCB 03/14 4♣ Gerber when? never **Slam Notes** 5NT = trump ask for top 3 honours: responses 6 - 0, 6 - 1, 6 - 2, 6 - 2X Cue Bids Asking Bids 7. OTHER CONVENTIONS www.abf.com.au PDF Form Rev. 13F21 by RoL MyRev. Copyright © ABF 2013



## AUSTRALIAN BRIDGE FEDERATION INC.



## STANDARD SYSTEM CARD

ABF	Nos.	197	165	Judy Hock	ing						
& I	Names:	362	786	Therese D	ema	rco					
Basi	c System:	Natu	ral								
Brov	vn Sticker		Classific	ation: G	areen	X	Blue		Red		Yellow
				1. OF	PEN	VING	BID	S			
Describe strength, minimum length, or specific meaning Canape											
1♣	10+ 3+ 🕏	)				1♥	10+ 4+	¥			
1 🔷	10+ 4+ 🔷					1 🛧	10+ 5+ 9	<b>•</b>			
1NT 14 -16 bal. may contain 5 card Major											
1N7	Responses	2 👫 🤄	Simple S	Stayman			Other:				
2	trf to	Y				24	GF Ba	ron			
2	trf to	•				2N	T trf to m	ninor, v	weak; or sl	am try	in a minor
0	ther 1NT,	3 <b>♥</b> / <b>♠</b> sl	am try in	a major. 11	NT 3	<b>♣</b> /3 <b>♦</b> 6	card suit	t to 2 (	of the top 3	honoi	urs - invite
2	23+ bal o	r 19+ un	ıbal								
2	8-11, 4+	4+♠									
2	8-11, 5+	can b	e 5332 o	r hold 4+sui	t outs	ide					
2	8-11, 5+4	can be	5332 or	hold 4+suit	outsi	de					
2NT	bal 21-22	2				3NT	gamblir	ng, lor	ng solid mir	nor	
other											
				2. P	RE	-ALI	ERTS	}			
Ref	er to 2 lev	el openi	ngs								
Also	opening	2 ♦, 2♥	& 2 <b>♠</b> bi	ds may be							
	lighter in	3rd sea	ıt								
			3. CC	MPETIT	IVE	BIDS	/ OVE	RC	ALLS		
Nega	tive doubles	hrough	4♠	Jump over	calls	weak t	o interme	ediate	(to vulner	ability)	
Respo	onsive double	es through	4♠	Unusual N	IT	majors	or mino	rs			
1NT c	overcall - imm	nediate	15-18		lmi	mediate d	ue of minor	5-5	other mind	or + m	ajor
1NT c	overcall - re-c	pening	15-18		lmi	mediate d	ue of Major	5-5	other major	or + mi	inor
Over weak twos $x = t/o$ , $2nt = 15-18bal$						Over ope	pening threes x = takeout				
Over opponent's 1NT x=penalties, 2♣ - any single suiter, 2♦ - 4+4+majors, 2♥ or 2♠ 5+suit 4+minor											
		2n	t=minors	3♣,♦,♥	, <b>♠</b> pr	e-empti	ve				

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

6+pts, 4+♦ 6+pts, 4+♥	2 <b>\rightarrow</b>	G/F Splinter singleton	3◆	G/F SPL void				
•	2							
Cunto 11	<b>4</b>	G/F Splinter singleton	<b>3</b>	G/F SPL void				
6+pts, 4+ <b>♠</b>	2♠	G/F Splinter singleton	<b>3♠</b>	G/F SPL void				
6-9pts no major	2NT	10+pts 4+♣ no void	3NT	13-15 (normally) 4333				
6-9pts 4 card 🙅	3 <b>-</b>	5 - 9 pts 5+♣	4					
Will show suoport in prefer	ence	to bidding 1 of a (4 card) r	najor					
6+pts, 4+♥	2	G/F Splinter singleton	<b>3</b>	G/F SPL void				
6+pts, 4+♠	2	plinter G/F SPL singleton	<b>3♠</b>	G/F SPL void				
6-9pts no major	2NT	10+pts 4+ d, no void	3NT	13-15 (normally) 4333				
10+ 4+♣, 8/9+ if gd suit	3 <b>-</b>	G/F SPL singleton	4	G/F SPL void				
6 - 9 pts, 4 card ♦	3◆	5 - 9 pts 5+d	4					
Will show support in preference to bidding 1 of a (4 card) major								
6+pts 4+♠	2	5 - 9pts 3+♥	3	G/F Splinter - singleton				
6-9pts, no 4 card ♠ suit	2	G/F Splinter singleton	3 <b>Y</b>	6-9pts 4+ ♥, no shortage				
10+ 4+♣, 8/9+ if gd suit	2NT	10+pts 4+♥ no shortage	<b>3♠</b>	G/F SPL void				
10+ 4+♦, 8/9+ if gd suit	3 <b>-</b>	G/F SPL singleton	3NT	13-15 (normally) 4333				
4♣/4♦ = Splinter void								
6-9pts no major	2	5 - 9pts 3+♠	3 <b>Y</b>	G/F Splinter singleton				
10+ 4+♣, 8/9+ if gd suit	2NT	10+pts 4+♠ no shortage	<b>3♠</b>	6-9pts 4+♠ no shortage				
10+ 4+♦, 8/9+ if gd suit	3 <b>-</b>	G/F SPL singleton	3NT	13-15 (normally) 4333				
10+4+♥, 8/9+ if gd suit	3◆	G/F SPL singleton	4	G/F SPL void				
4♦ = G/F Splinter void								
6+♣ 2 of top 3hnrs weak	3	slam try spades	4	6+suit, demands cues				
6+♦ 2 of top 3hnrs weak	3NT	to play	<b>4</b>	to play				
slam try hearts	4	6+suit, demands cues	4	to play				
less than 2 controls	2NT	2+ controls; 5+ 🛧	3	2+ cont bal, no maj, 4-8				
2+ controls 5+ ♥	3 <b>-</b>	2+controls 5+ ◆	3 <b>♠</b>	Balanced, 9+ pts				
2+controls 5+ ♠	3	2+ cont bal with maj, 4-8	3NT	not applicable				
after 2♣ 3♠: 4♥ would be	corr	ectible						
to play	3	to play	3 <b>♠</b>	to play				
to play				to play				
ask **			4					
				<b>♦</b> 4 <b>♥</b> , 3nt=5+5+majors				
1 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6	Will show support in prefer 6+pts, 4+♥ 6+pts, 4+♠ 6-pts no major 10+ 4+♠, 8/9+ if gd suit 6 - 9 pts, 4 card ♦ Will show support in prefer 6+pts 4+♠ 6-9pts, no 4 card ♠ suit 10+ 4+♠, 8/9+ if gd su	Will show suoport in preference 6+pts, 4+♥ 6+pts, 4+♠ 6-pts no major 10+ 4+♠, 8/9+ if gd suit 6- 9 pts, 4 card ♦ Will show support in preference 6+pts 4+♠ 6-9pts, no 4 card ♠ suit 10+ 4+♠, 8/9+ if gd suit 10+ 4+♠, 8/9+ i	Will show suoport in preference to bidding 1 of a (4 card) reference, 4+♥ 6+pts, 4+♥ 6+pts, 4+♠ 6-pts, 4+♠ 6-pts no major 10+4+♠, 8/9+ if gd suit 6-9 pts, 4 card ♦ Will show support in preference to bidding 1 of a (4 card) reference	Will show support in preference to bidding 1 of a (4 card) major 6+pts, 4+♥ 6+pts, 4+♠ 2♠ plinter G/F SPL singleton 3♠ 6-9pts no major 2NT 10+pts 4+ d, no void 3NT 10+ 4+♠, 8/9+ if gd suit 6-9 pts, 4 card ♠ 3♠ 5-9 pts 5+d 4♠ Will show support in preference to bidding 1 of a (4 card) major 6+pts 4+♠ 6-9pts, no 4 card ♠ suit 10+ 4+♠, 8/9+ if gd				

2♠ is a 2ns negative (less than 1 control)

2♥ 2♠	to play	3◆	to play	3NT	to play splinter				
2NT	shape ask	3♥	to play	4					
3♣	to play	3	splinter	4	to play				
other	2♥ - 4♦ = splinter								
2 <b>♠</b> 2NT	shape ask	3♥	to play	4	splinter				
3♣	to play	3♠	to play	4♥	splinter				
3◆	to play	3NT	to play	4	to play				
other	2♠ - 4♦ splinter								
2NT 3♣	stayman	3♠	4+4+ minors	4	sets suit demands cues				
3◆	trf to 💙	3NT	to play	4 <b>Y</b>	to play				
3♥	trf to ♠	4♣	sets suit demands cues	4	to play				
other									
		9. C	<b>ONVENTIONS</b>						
Unusual	NT:		majors or mino	rs					
4th Suit	Forcing One round				Game force				
NT Chec	kback Prioritie	es:							
Defence	to 3NT opening x - 1	lead spa	des if no natural suit bids l	have b	peen made. Also see no				
	to Opening Twos X								
Multi 2	x - 16+, 2NT - 1								
	2-s x - 16+, 2NT - 15								
· .			Takeout of the highest rank suit, otherwise natural						
Defence	1 level bids are lead								
to	1nt = any single suiter.								
strong DONT at 2 level (2 $\clubsuit$ , $\blacklozenge$ , $\blacktriangledown$ = lower 2 of suits); 2NT - minors (5+5+)									
\$trong ♣	3 (3+3+)								
	2♠ and higher bids a	•	mpuve,						
• • • • • • • • • • • • • • • • • • • •	Interference leben		LO ( LONT:		. 0 /				
		r oppos	weak 2:x from pd: 2NT is t	ranste	er to C (correctable) & we				
	of 4 level pre-empts		4 <b>♣</b> /4 <b>♦</b> ×						
4	Х		4 <b>♠</b> ×		_				
		10 (	OTHER NOTES	7					
		10.	THER NOTES						