

4. BASIC RESPONSES

Jump raises - minors	Limit 10-12 HCP and 4+cards
Jump raises - Majors	Bergen raises
Jump shifts after minor opening	Weak 6+ card suit except 1♦ - 3♣ = splinter
Jump shifts after Major opening	Bergen raises plus 1♥ - 2♠ = weak, 6+♠; 1♠ - 3♥ = splinter
Responses to strong 2 suit open.	2♦ = negative/waiting; rest natural
Responses to 2NT opening	3♣ Puppet Stayman; 3♦/♥ = Transfers; 3♠ = Minors

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead all	Overlead all
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	Middle	Middle
Discards	Low encourage	Low encourage
Count	Reverse	Reverse
Signal on partner's lead:	Low encourage	Low encourage
Signal on declarer's lead:	Reverse count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 03/14	4♣ Gerber <input checked="" type="checkbox"/>	when? Over 1NT/2NT
Slam Notes	4♠ = RKCB for ♥		
Cue Bids <input checked="" type="checkbox"/>			
Asking Bids <input type="checkbox"/>			

7. OTHER CONVENTIONS

Jacoby 2NT	After 1NT rebid, 2♣/2♦ = checkback
Grand Slam Force	Puppet Stayman after 2NT
After reverse, 1st step = Blackout	

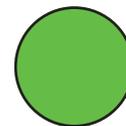
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**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	292303	Yadi Parrott
& Names:	160474	Felicity Smyth
Basic System:	Standard	
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♣ 11-20 HCP 3+	1♥ 11-20 HCP 5+	
1♦ 11-20 HCP 3+	1♠ 11-20 HCP 5+	
1NT 15-17 balanced	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses 2♣ Stayman		
2♦ Transfer to ♥	2♠ Transfer to ♣	
2♥ Transfer to ♠	2NT Transfer to ♦	
other		
2♣	Game Force or 23+ HCP balanced	
2♦	6-10 HCP 4+ both majors	
2♥	6-10 HCP 6+ ♥	
2♠	6-10 HCP 6+ ♠	
2NT	20 - 22 HCP balanced	3NT Gambling, but To Play in 4th position
other		

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	Weak
Responsive doubles through	4♥	Unusual NT	Lowest two unbid suits
1NT overcall - immediate	15-18 HCP	Immediate cue of minor	Majors
1NT overcall - re-opening	10-14 HCP	Immediate cue of Major	Other Major plus minor
Over weak twos	X=T/O and Lebensohl	Over opening threes	X=T/O
Over opponent's 1NT	Over 1NT (weak) X=penalties; over 1NT (strong) X=5+minor & 4+major		
2♣ = majors; 2♦ = 6+ major ; 2♥ = 5+♥ & 4+ minor; 2♠ = 5+♠ & 4+minor			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ HCP, 4+ ♦	2♦ 3-7 HCP 6+ ♦	3♦ Splinter
1♥ 6+ HCP, 4+ ♥	2♥ 3-7 HCP 6+ ♥	3♥ Splinter
1♠ 6+ HCP, 4+ ♠	2♠ 3-7 HCP 6+ ♠	3♠ Splinter
1NT 6-10 HCP no major	2NT GF 13+ HCP (4)5+ ♣	3NT 13-15 HCP no major
2♣ 6-9 HCP (4+) 5+ ♣	3♣ 10-12 HCP (4)5+♣	4♣ Preemptive
other 4♥/4♠ = To play		
1♦ 1♥ 6+ HCP, 4+ ♥	2♥ 3-7 HCP 6+ ♥	3♥ Splinter
1♠ 6+ HCP, 4+ ♠	2♠ 3-7 HCP 6+ ♠	3♠ Splinter
1NT 6-10 HCP no major	2NT GF 13+ HCP 4+ ♦	3NT 13-15 HCP no major
2♣ 10+ HCP 4+ ♣	3♣ Splinter	4♣
2♦ 6-9 HCP 4+ ♦	3♦ 10-12 HCP 4+♦	4♦ Preemptive
other 4♥/4♠ = To play		
1♥ 1♠ 6+ HCP, 4+ ♠	2♥ 6-9 HCP 3 ♥	3♦ 10-12 HCP 4 ♥
1NT 6-10 HCP	2♠ 3-7 HCP 6+ ♠	3♥ 3-6 HCP 4+ ♥
2♣ 10+ HCP 4+ ♣	2NT GF 13+ HCP 4+ ♥	3♠ Splinter
2♦ 10+ HCP 4+ ♦	3♣ 7-9 HCP 4 ♥	3NT 13-15 HCP bal. 4+♥
other 4♣/4♦ = Splinter 4♥/4♠ = To Play		
1♠ 1NT ^ 6-10 HCP	2♠ 6-9 HCP 3 ♠	3♥ Splinter
2♣ 10+ HCP 4+ ♣	2NT GF 13+ HCP 4+ ♠	3♠ 3-6 HCP 4+ ♠
2♦ 10+ HCP 4+ ♦	3♣ 7-9 HCP 4 ♠	3NT 13-15 HCP bal. 4+♠
2♥ 10+ HCP 5+ ♥	3♦ 10-12 HCP 4 ♠	4♣ Splinter
other 4♦ Splinter ; 4♥ / 4♠ To Play		
1NT 3♣ Minor suit Stayman	3♠ Slam try in ♠	4♦
3♦ Asks for 5 card major	3NT To Play	4♥ To Play
3♥ Slam try in ♥	4♣ Gerber	4♠ To Play
other		
2♣ 2♦ Negative or Waiting	2NT 9-11 HCP balanced	3♥
2♥ 8+ HCP 5+♥	3♣ 8+ HCP 5+♣	3♠
2♠ 8+ HCP 5+♠	3♦ 8+ HCP 5+♦	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 4♥/4♠/5♣/5♦ To Play		

Notes

2♥ 2♠ To Play	3♦ To Play	3NT To play
2NT Enquiry	3♥ To Play	4♣
3♣ To Play	3♠	4♥ To play
other		
2♠ 2NT Enquiry	3♥ To Play	4♣
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 enquiry	4♦ 6+♦ slam interest
3♦ Transfer to ♥	3NT To Play	4♥ To Play
3♥ Transfer to ♠	4♣ Gerber	4♠ To Play
other		

9. CONVENTIONS

Unusual NT: Lowest two unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: Support

Defence to 3NT opening 4♣ = ♥/♠ & better ♥ ; 4♦ = ♥/♠ & better ♠

Defence to Opening Twos X=T/O & Lebensohl 2NT = 16-18 HCP

Multi 2♦

RCO style 2-s

Other 2-s

Defence (1♣) : X=♥ and minor; 1♦=♠ and minor; 1NT= majors or minors

to

strong (2♣) :

1♣ / 2♣

Over 1NT Interference 1-2-3 doubles and Lebensohl

Lebensohl - other uses After opponent's weak 2-level openings

Take out of 4 level pre-empts 4♣/4♦ X
4♥ X 4♠ X=values / T/O; 4NT = 2 suits

10. OTHER NOTES

After 1NT rebid two way checkback: 2♣ invitational; 2♦ game force

After 2♦ opening, 2NT enquiry: 3♣=weak; 3♦=4/4; 3♥=5+♥/4♠; 3♠=5+♠/4♥; 3NT=5+/5+

After 1NT and transfer to M(major): 3M=4 cards & min; 2NT = 4 cards & max

After 1NT and transfer to minor, bid below transfer suit is super-accept