

4. BASIC RESPONSES

Jump raises - minors	Preempt
Jump raises - Majors	Preempt
Jump shifts after minor opening	2♥/♠ = 3-6 6+ suit, other minor = limit raise
Jump shifts after Major opening	3C = 4cd GF raise, 3/4 cd limit raises vary with suits
Responses to strong 2 suit open.	2♦ = to play if 2♣ is weak 2 in ♦
Responses to 2NT opening	Puppet

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A=Att, K=count	
Four or more with an honour	4th	
From 4 small	2nd	
From 3 cards (no honour)	MUD	
In partner's suit	3rd	
Discards	low encourage	
Count	udca	
Signal on partner's lead:	low encourage	
Signal on declarer's lead:	reverse count if given	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
Slam Notes	Response to Q ask - trump suit = no	
Cue Bids <input checked="" type="checkbox"/>	1st or 2nd	
Asking Bids <input checked="" type="checkbox"/>		

7. OTHER CONVENTIONS

2 way checkback	Responses to 2♦: 2NT = ask invit+
support X & XX	3♦ = 3♥ & 3♠ invit, else NNF
Texas	Responses to 2♦ - 2NT: 3♣ = min
Drury (2♦)	3♦ - 5/5 creates GF, 3♥/♠ = 5♥/♠ max
All jumps by PH or in comp = fit showing	3NT = 4/4 max

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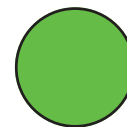
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After 2♣ - (X) - P = 6+♣
If opponents bid 2 suits cue shows a stopper.
Step responses to 1m-2m: 11-13,14-16,17+, step asks for C length and shortness (none low med high)



AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	44318	Kim Morrison
& Names:	114375	Avon Wilsmore
Basic System:		
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	1♥ 5+	
1♦ 4(3)	1♠ 5	
1NT 15-17	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses 2♣ Simple Stayman		
2♦ tfr to ♥	2♠ tfr to ♣ OR range probe (2NT = min)	
2♥ tfr to ♠	2NT tfr to ♦ (3♦ = superaccept)	
other 3♥/♠ = splinter both m, 3♣ = puppet, 3♦ = slam interest in a m, 4♣/♦ = Texas to ♥		
2♣ wk 2 in ♦ (usually 6) OR any GF		
2♦ 6-10 4+♥ & 4+♠ note responder's pass may not be long ♦		
2♥ 6-10 usually 6♥		
2♠ 6-10 usually 6♠		
2NT 20-22 bal	3NT Gambling	
other		

2. PRE-ALERTS

2♣ = weak 2 in ♦ OR any GF	TWERB over Precision 1♣
(1♣) - 2♣ = natural 6+♣	2♦(majors) - P may not be long ♦
(1♣) - 2♦ = Michaels Majors	2/3 openings may be v weak nv/v 1st seat

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	weak
Responsive doubles through	4♠	Unusual NT	2 lower unbid suits (wide range)
1NT overcall - immediate	15-18 sys on	Immediate cue of minor	5+/5+ Majors (wide range)
1NT overcall - re-opening	11-14 sys on	Immediate cue of Major	5+/5+ M&m (wide range)
Over weak twos	X (Lebensohl)	Over opening threes	X
Over opponent's 1NT	2♣ = Majors, 2♦ = 1 Major, 2♥/♠ = 5M & 4+m		
X of wk NT = Pen, X of strong NT = 4M & 5+m			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+, 4+♦	2♦ 9-11, 5+♣	3♦ spl, 5+♣
1♥ 5+, 4+♥	2♥ 3-6, 6+♥	3♥ spl, 5+♣
1♠ 5+, 4+♠	2♠ 3-6, 6+♠	3♠ spl, 5+♣
1NT 6 - 12, no M	2NT 13-15 / 18-19 bal no 4♣	3NT 16-17 bal, no M
2♣ GF, 5+♣	3♣ preemptive	4♣ preemptive
other any direct game bid is to play		
1♦ 1♥ 5+, 4+♥	2♥ 3-6, 6+♥	3♥ spl, 4+♦
1♠ 5+, 4+♠	2♠ 3-6, 6+♠	3♠ spl, 4+♦
1NT 6-12, no M	2NT 13-15 / 18-19 bal no 4♣	3NT 16-17 bal no M
2♣ 5+♣, GF	3♣ 10+, 5+♦	4♣ spl, 4+♦
2♦ GF, 5(4)+♦	3♦ preemptive	4♦ preemptive
other any direct game bid is to play		
1♥ 1♠ 5+, 4+♠	2♥ 7-10, 3♥	3♦ 4 cd limit raise
1NT 6-12, no M	2♠ 3♥ limit raise	3♥ preemptive
2♣ 5+♣, GF	2NT 13-15 / 18-19 bal no 4♣	3♠ spl, 4+♥
2♦ 5+♦, GF	3♣ 4 cd GF raise	3NT 16-17 bal
other any direct game bid is to play		
1♠ 1NT 6-12	2♠ 7-10, 3♠	3♥ 4 cd limit raise
2♣ 5+♣, GF	2NT 13-15 / 18-19 bal	3♠ preemptive
2♦ 5+♦, GF	3♣ 4 cd GF raise	3NT 16-17 bal
2♥ 5+♥, GF	3♦ 3♥ limit raise	4♣ spl, 4+♠
other any direct game bid is to play		
1NT 3♣ Puppet Stayman	3♠ splinter both minors	4♦ Texas to 4♠ (4N=KC)
3♦ slam interest in 1 minor	3NT to play	4♥ to play
3♥ splinter both minors	4♣ Texas to 4♥ (4N=KC)	4♠ to play
other		
2♣ 2♦ Pass or correct	2NT 5+♥, forcing	3♥ 6+♥ invit
2♥ art game try opp wk2♦	3♣ 4+♦, < A & a K	3♠ 6+♠ invit
2♠ NNF	3♦ preemptive flattish	3NT to play
other 2♣-2♠, raise with wk2♦ and 3♠		
2♦ 2♥ to play	3♣ NNF	3♠ preemptive
2♠ to play	3♦ 3♥ & 3♠ invit	3NT to play
2NT ask, invit +	3♥ preemptive	4♣
other 2♦-2NT-3♣ = all mins, 3♦ = 5/5 (min or max) GF, 3M = 5 cd max, 3NT = 4/4 max		

Notes 1M - 3♣ responses: 3♦ = any min, 2+KC if flat, 3♥ = extras with a shortage, 3S = 5422, 3NT = extras no shortage not 5422, prob 17-19 bal, 4x = 5/5 good 2nd suit, 4M = min flat 0-1 KC. Step asks for shortage or feature for all responses.

2♥ 2♠ nat forcing	3♦ nat forcing	3NT to play
2NT ask	3♥ preemptive	4♣ spl, 4+♥
3♣ nat forcing	3♠ spl, 4+♥	4♥ to play
other 4♠ = to play		
2♠ 2NT ask	3♥ nat forcing	4♣ spl, 4+♠
3♣ nat forcing	3♠ preemptive	4♥ to play
3♦ nat forcing	3NT to play	4♠ to play
other		
2NT 3♣ Puppet	3♠ minor suit Stayman	4♦ 6+♦ slam int
3♦ tfr to ♥	3NT to play	4♥
3♥ tfr to ♠	4♣ 6+♣ slam int	4♠
other 2NT-4♣/♦ bid 4NT with no support/interest else cue		

9. CONVENTIONS

Unusual NT: 2 lower unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: cheapest first

Defence to 3NT opening X = Pen,

Defence to Opening Twos X = TO

Multi 2♦ X = values, next X = TO

RCO style 2-s X = values, next X = TO

Other 2-s X = values, next X = TO

Defence (1♣) : TWERB, X or bid shows next suit up or other 2, 1/2NT = ♣ & ♥ or ♦ & ♠

to also after (1♣) - (1♦) eg X = ♥ / ♠ & ♣

strong (2♣) : X = Majors, NT = minors

1♣ / 2♣

Over 1NT Interference X = TO, 2suit = nnf, 3suit = values

Lebensohl - other uses (weak 2) X

Take out of 4 level pre-empts 4♣/4♦ X
4♥ X 4♠ X or 4NT = 2/3 places to play

10. OTHER NOTES

1m - (1♥) - 1♠ = 4+♠ (X denies 4♠), 1m - 1♥; 2♥ - 2♠ = 4/4 unlimited

After 1x - 1y; 2NT - 3om = checkback

(1♣) - (1x transfer); X = TO of suit shown, bid = nat

2♣ - 2♥ responses: 2♠ = any min / max no shortage (will bid on), 2NT any strong hand forcing to slam (3♣ waiting), 3♣/♦/♥ = max with this shortage

2♣ - 2NT responses: 3♣ = semi nat wk2♦ no ♥ support, 3♦ = wk2♦ no support,

3♥ = 2/3 cd support NF, 2♣ - 3♣ responses: 3♦ = GF waiting, 5♦ = wk2♦