

4. BASIC RESPONSES

| | |
|----------------------------------|--|
| Jump raises - minors | Value 4+trumps 6-11 |
| Jump raises - Majors | Value 4+ trumps 6-11 |
| Jump shifts after minor opening | Splinter, 6+hcp |
| Jump shifts after Major opening | Splinter 6+hcp |
| Responses to strong 2 suit open. | 2♦ = negative or waiting New suit=2/3 top Honours or Big shape |
| Responses to 2NT opening | 3C Puppet Stayan 3D=H 3H=S 3S=C+D 4C=D 4D=C |

5. PLAY CONVENTIONS Show priorities

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

| | | |
|-----------------------------------|---|--|
| Leads Sequences: | Overlead All | |
| Four or more with an honour | 4th highest | |
| From 4 small | poor choice but 4th | |
| From 3 cards (no honour) | rare choice MUD | |
| In partner's suit | high from xxx if raised Low if not | |
| Discards | High Encourage | |
| Count | Natural | |
| Signal on partner's lead: | Mostly natural count | |
| Signal on declarer's lead: | Almost invariably natural count, otherwise technically required. | |
| Notes | Always McKenny when giving ruff or clearing suit at No-Trump. McKenny common Attitude if partner cashes top card after trick one. | |

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 3041 4♣ Gerber when?

Slam Notes

Cue Bids 1st or 2nd below 4NT
 Asking Bids

7. OTHER CONVENTIONS

| | |
|---|--|
| lowest jmp shift = GF raise of partner's suit | |
| 2NT over weak two bids asks for shortage | |
| | |
| | |
| | |

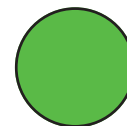
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos. 99325 Joan BUTTS
 & Names: 75469 Michael COURTNEY
 Basic System:
 Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 12+hcp 4+ clubs (Majors preferred) 1♥ 12+hcp 4+Hearts, preferred
 1♦ 12+hcp 4+diamonds (M preferred) 1♠ 12+hcp 4+Spades (Preferred to m)
 1NT (14)15-17(18) may contain 5 card Major

1NT Responses 2♣ simple stayman, then bid=weak, jump=splinter
 2♦ =H then suit=Nat,GF,jump=splinter 2♠ =C then suit=GF jump=splinter
 2♥ =S then s=GF Natural, jump=splinter 2NT =D then suit=GF jump=splinter
 other 3X=slam try X 4C=Gerber 4D=5+5+ Majors No slam interest

2♣ =23+Flat or Natural forcing game force
 2♦ = weak two bid 6 - 9
 2♥ = weak two bid 6 - 9
 2♠ = weak two bid 6 - 9
 2NT "20-22" Flattish 3NT Solid minor, little besides
 other 4NT asks for specific Aces - 5C=0, 5NT=2 6C=CA

2. PRE-ALERTS

Frequent raise with three Many penalty doubles
 Many Splinters Take-out doubles used freely
 Two bids opened freely No Cue-Raise unless double available

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4S Jump overcalls Weak
 Responsive doubles through 4S Unusual NT ALWAYS MINORS
 1NT overcall - immediate 15-18 Immediate cue of minor Both Majors 5+5+
 1NT overcall - re-opening Less Immediate cue of Major Other M+m 5+5+
 Over weak twos Dble and 2NT response to X Over opening threes Dble
 Over opponent's 1NT 2C=H&S 2D= singl major 2H=H+m 2S=S+m 2NT=m&m

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

| | | |
|---------------------------|--|---------------------------|
| 1♣ 1♦ 4+hcp 4+D | 2♦ splinter 6+hcp | 3♦ splinter |
| 1♥ 4+hcp 4+H | 2♥ splinter 6+hcp | 3♥ splinter |
| 1♠ 4+hcp 4+S | 2♠ splinter 6+hcp | 3♠ splinter |
| 1NT D 6-10 no major | 2NT Flat GF oft noM | 3NT Some gamble |
| 2♣ 3-4C, non forcing | 3♣ 4-5clubs 6-11hcp | 4♣ pre-empt |
| other | | |
| 1♦ 1♥ 4+hcp 4+H | 2♥ weak (less than 6) with \heartsuit | 3♥ splinter |
| 1♠ 4+hcp 4+S | 2♠ weak with six spades | 3♠ splinter |
| 1NT C 6-10 no major | 2NT Flat GF oft no major | 3NT some gamble |
| 2♣ 5+C, 3C rebid terminal | 3♣ splinter | 4♣ splinter |
| 2♦ 3-4D non-forcing | 3♦ 4-5D 6-11 hcp | 4♦ pre-empt |
| other | | |
| 1♥ 1♠ 4+hcp 4+S | 2♥ usually 7-11hcp 3H | 3♦ splinter 6+hcp |
| 1NT 6-11 not 3H, 4S | 2♠ splinter 6+hcp | 3♥ 4+H 6-11hcp |
| 2♣ 5+C 3C rebid Terminal | 2NT Flat GF | 3♠ splinter |
| 2♦ 5+D 3D rebid terminal | 3♣ strong heart raise | 3NT some gamble |
| other | | |
| 1♠ 1NT 6-11hcp 0-2spades | 2♠ usually 7-11hcp 3S | 3♥ splinter 6+hcp |
| 2♣ 5+F, 3C rebid terminal | 2NT Flat GF | 3♠ 4-5S 6-11hcp |
| 2♦ 5+F 3D rebid terminal | 3♣ strong spade raise | 3NT Some gamble |
| 2♥ 5+F 3H rebid terminal | 3♦ splinter 6+hcp | 4♣ splinter |
| other | | |
| 1NT 3♣ slam try Cs | 3♠ slam try S | 4♦ 5+5+M no slam |
| 3♦ slam try Ds | 3NT Terminal | 4♥ Terminal |
| 3♥ slam try H's | 4♣ Gerber | 4♠ Terminal |
| other | 4NT = Quantitative, says go with 5+ suit | |
| 2♣ 2♦ negative or waiting | 2NT A,KorQ S,H&D ALL | 3♥ splinter |
| 2♥ 2/3H or big shape 5+H | 3♣ 5+C A&K+ | 3♠ splintert |
| 2♠ 2/3S or big shape 5+S | 3♦ 2/3D or big shape 5+D | 3NT 9-12hcp 0-1 controls |
| other | | |
| 2♦ 2♥ hearts non forcing | 3♣ clubs non forcing | 3♠ splinter less than A+K |
| 2♠ spades non forcing | 3♦ raise not forcing | 3NT to play |
| 2NT asks for shortage | 3♥ splinter less than A+K | 4♣ splinter not A+K |
| other | | |

Notes

| | | |
|---------------------------|-------------------------|-----------------|
| 2♥ 2♠ spades, non forcing | 3♦ diamonds non forcing | 3NT to play |
| 2NT asks shortage | 3♥ not forcing raise | 4♣ splinter |
| 3♣ clubs, non forcing | 3♠ splinter | 4♥ to play |
| other | | |
| 2♠ 2NT asks shortage | 3♥ hearts, non forc | 4♣ splinter |
| 3♣ clubs non forcing | 3♠ non forcing raise | 4♥ splinter |
| 3♦ diamonds non forcing | 3NT to play | 4♠ to play |
| other | 4NT RKCB | |
| 2NT 3♣ puppet stayman | 3♠ C&D | 4♦ C (key card) |
| 3♦ H | 3NT Terminal | 4♥ Terminal |
| 3♥ S | 4♣ D (key card) | 4♠ Terminal |
| other | 4NT Quantitative | |

9. CONVENTIONS

Unusual NT: ALWAYS MINORS

4th Suit Forcing One round Game force Game force

NT Checkback Priorities: 1m 1M 2M 2NT is checkback for shape

Defence to 3NT opening AS over 1NT but two levels higher

Defence to Opening Twos Dble take-out, 2NT in response Baron

Multi 2♦ 1st two doubles T-out, used freely

RCO style 2-s 1st two doubles take-out

Other 2-s 1st two doubles t-out

Defence (1!C) as over 1NT (X = clubs, 2C = Majors, 2D = one Major, 2H/S = H/S and \heartsuit)

to

strong (2♣): Dble=2M 2D=1M 2H=H&m 2S=S&m 2NT=m&m

1♣ / 2♣

Over 1NT Interference Double take-out 2NT lebensohl simple bids non-forcing

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ Dble=t-out of shown suit

4♥ Dble 4♠ Dble

10. OTHER NOTES

Good Luck.

Enjoy the Game