

## 4. BASIC RESPONSES

Jump raises - minors	1♦-3♦=WK
Jump raises - Majors	PRE
Jump shifts after minor opening	1♦-2♥=5♠&4+♥ non-INV, 2♠=5♠&4+♥ INV > 2N enq, 3♦=FG
Jump shifts after Major opening	WK
Responses to strong 2 suit open.	N/A
Responses to 2NT opening	3m=to play, 3M=F1, 4m=RCKB in suit, 4M=to play, 4NT=S/T

## 5. PLAY CONVENTIONS

	Versus <b>Suit</b> (or both)	Versus <b>NoTrump</b> (if different)
<b>Show priorities</b>		
<b>Leads</b> Sequences:	top	Underlead except STR K
Four or more with an honour	3rd/5th	attitude
From 4 small	3rd highest	2nd or 3rd (attitude)
From 3 cards (no honour)	Bottom	middle but small in partner's suit
In partner's suit	As above	3rd/5th
<b>Discards</b>	Odd=Encourage	SP, Odd=Encourage
<b>Count</b>	Low-High = Odd when needed	Low-High = Odd when needed
<b>Signal</b> on partner's lead:	Suit Preference	Low Encourage
<b>Signal</b> on declarer's lead:	Mainly SP, REV Smith echo	
<b>Notes</b>	We give little count, mostly SP, also in trump suit	

## 6. SLAM CONVENTIONS

<b>4NT:</b> Blackwood <input checked="" type="checkbox"/> RCKB 1430 OR NAT, QUANT, T/O incl H, cue, to play at 5-level	4♣ Gerber <input type="checkbox"/>
Asking Bids <input checked="" type="checkbox"/> Cue Bids <input checked="" type="checkbox"/> 4C(D) is PRE BW>1st step="joke" when NV, 0,1,1+,2,2+)	

## 7. OTHER CONVENTIONS

2NT rarely natural	2-way Drury: Rebid suit is (sub)-min
TRF LEB if they bid 1N/D-(2z)&(2D)-x-(any)	Bid suit 3 times=subminimum
Smolen (only 5422)	
Retransfers	

[www.abf.com.au](http://www.abf.com.au)

PDF Form Rev. 21E29 by RoL

MyRev. May-24

Copyright © ABF 2021



**AUSTRALIAN BRIDGE  
FEDERATION LTD.**

## STANDARD SYSTEM CARD



ABF Nos.	226963	Kate McCallum
& Names:	687693	Axel Johannsson

Basic System: ViKing club (1♣ is usually 15+), Variable NT, Short diamond

Brown Sticker  Classification: Green  Blue  Red  Yellow

**1. OPENING BIDS** Describe strength, min.length, or specific meaning Canapé

1♣ ART STR -16+ if BAL	1♥ 9-15 5+
1♦ 9-15, 0+ (2+ if BAL)	1♠ 9-15 5+
1NT NV 1&2:10-12, 3&4:10-15. VUL 1&2: 14-15, 3:15, 4th:<14 may contain 5 card Major <input checked="" type="checkbox"/>	

1NT Responses 2♣ STAY	
2♦ 5+♥ (but ART FG if 10+ NT)	2♠ Size ask or 6+♣ (but to play if wk NT)
2♥ 5+♠ (but to play if 10+NT)	2NT 6+♦ but INV+ with minor if 10+ NT, F1
(Dbl) 2y=5+or 2m may be scrmlbe,XX=PEN other	

2♣ 9-15 6+	
2♦ 3-9, 5M (6 when VUL)	
2♥ 5/4+ MM, NV: 3-9, VUL: 6-10	
2♠ NV: 3-9 4♠ and 6+m, VUL: 6-10 5+♠ & 5+m	
2NT 5/5 mm denies 3M, 10-14 HCP	3NT Solid Major
other 4m=NAMYATS(2-under) 3.5 to 4.5 losers, 4NT=specific ace BW	

## 2. PRE-ALERTS

STR club, short (0+) diamond, variable NT	1NT:10-12, 10-13, 10-15, 14-15 OR 15
Several ART (FG) relays	many unusual double/rdbl,
Unusual carding	unusual openings from 2NT to 3NT

## 3. COMPETITIVE BIDS / OVERCALLS

Doubles Support dbl/rdbl, lead directing, anti-lead,	Negative DBL thru 4♥ not 3z
responsive. Relay and 4/1 dbl at 3-level	Responsive DBL thru Same
Jump overcalls PRE, sound if UF. (1♦)-2M=Mich	Unusual NT Lower 2 unbid suits
1NT overcall: (immediate) 15-17 BAL	(re-opening) 10-14 (1♠: 11-16)
Immediate cue: (minor) (1♣)-2♣:Mich (5/4), 2D: 5S/5H	(Major) 5+ OM & 5+m, wide range
<b>Over:</b> Weak Twos X with LEB, 2NT=tricks	Opening Threes Non-leaping Michaels
Opponent's transfers X=lead dir, bid of their shown suit=T/O but NAT if a jump	
Opponent's 1NT STR(includes 16HCP); X=♣+♠ or ♦+♥, 2♣=♣+♥ or ♦+♠, 2♦=MM,2N=mm	
WK: X=PEN, 2♣=MM, 2♦=6(5)M, 2M=5 and 4+m, 2N=mm, 3m=constructive, 3M=PRE	

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ ART 0-7	2♦ ART BAL FG 8-10/14+	3♦ 11-13: 3-4-2-4
1♥ 4+♠ FG	2♥ Any 5332 11-13	3♥ 11-13: 4-2-4-3
1♠ 4+♥ FG	2♠ 11-13BAL ♠&♣ or♥&♦	3♠ 11-13: 2-4-3-4
1NT 5(4)+♣ FG	2NT 11-13BAL MM or mm	3NT 11-13: 4-3-4-2
2♣ 5+♦ FG	3♣ 11-13BAL 4333 w/4m	4♣ 8(7)♥ 1-4 hcp
other 1♣-2♠ could also be 4333 with 4 card M -- 1♣-4♦=8(7)S 1-4 hcp		
1♦ 1♥ usually 6+ HCP 4+♥	2♥ 5♠ & 4+♥ non-INV	3♥ To play
1♠ usually 6+ HCP 4+♠	2♠ 5♠ & 4+♥ INV	3♠ To play
1NT 6+HCP<24 comb HCP	2NT 0+HCP, bid longest m	3NT To play
2♣ 10+ 4(3)+♣	3♣ To play	4♣ To play
2♦ 10+ usually 4+♦	3♦ To play	4♦ To play
other 4NT=specific ace ask Blackwood (SAB)		
1♥ 1♠ 6+, F1, 4+♠	2♥ 3♥, <13HCP, ~8 losers	3♦ To play
1NT 6+, NF <4♠	2♠ To play	3♥ PRE
2♣ ART FG asking	2NT Mixed raise+	3♠ To play
2♦ relay, 0+, to play 2♥ OR	3♣ To play	3NT Any 4333, NF
other 1H-2D: either to play in 2H or any INV hand. 4m=SPL, 4M=To play, 4NT=SAB		
1♠ 1NT 6+, NF	2♠ 3♠, <13HCP, ~ 8 losers	3♥ To play
2♣ ART FG asking	2NT Mixed raise+	3♠ PRE
2♦ PUP 2♥, 0+HCP, 4+♥	3♣ To play	3NT Any 4333 NF
2♥ PUP 2♠ to play or INV	3♦ To play	4♣ SPL
other 1♠-2♦-2♥-any: INV, 1S-2H-2S-any: INV. 4D=SPL, 4H=To play, 4NT=SAB		
1NT 3♣ TRF to ♦>3M=NAT FG	3♠ 4♠ & 6(5)+♣	4♦ mild S/T in S 4-5 CTRL
3♦ 4(5)♦ & 6(5)+♣	3NT To play	4♥ To play
3♥ 4♥ & 6(5)+♣	4♣ mild S/T in ♥ 4-5 CTRL	4♠ To play
other Above bids are all to play over 10+NT, then 2NT is now F1 w 5+m, INV or S/T		
2♣ 2♦ ART INV+ asks	2NT NAT INV	3♥ NAT INV
2♥ 5+ NF constructive	3♣ NAT Not INV	3♠ NAT INV
2♠ 5+ NF constructive	3♦ NAT INV	3NT To play
other		
2♦ 2♥ P/C	3♣ How many ♥? 0/1,2..	3♠ P/C, not promising ♥
2♠ P/C, not promising ♥	3♦ How many ♠? 0/1,2	3NT To play
2NT INV+ asks	3♥ P/C	4♣ asks TRF to suit
other 4D: asks bid suit, 4M=To play		

**Notes** 14+ NT: 1N-2S-2N/3C-3D/H/S=clubs with short S,H or D in that order

1N-2N-3C/D-3Z=coded shortage with diamonds but 1N-3C-3D-3M=NAT and 3N=4C NF

1N-2C-2Z-3C=3-card raise of Z, 3D=short Z

2♥ 2♠ To play	3♦ To play	3NT To play
2NT INV+ asks	3♥ To play	4♣ PEKC in H
3♣ To play	3♠ To play	4♥ To play
other 4D=PEKC in S		
2♠ 2NT asks>3H=max w D	3♥ NAT NF	4♣ P/C
3♣ P/C	3♠ PRE	4♥ To play
3♦ To play	3NT To play	4♠ To play
other 4D=P/C. Same responses VUL and NV		
2NT 3♣ To play	3♠ NAT F1	4♦ RKCB in suit bid
3♦ To play	3NT To play	4♥ To play
3♥ NAT F1	4♣ RKCB in suit bid	4♠ To play
other		

## 9. CONVENTIONS

**Unusual NT:** Lowest unbid wide range

**4th Suit Forcing** One round  Game force

**NT Checkback**  Priorities: 2C=puppet to 2D (but to play by PH), 2D=FG relay

**Defence to 3NT opening** 4C=TO, 4D=relay, 4H/S=NAT S/T, 4NT=SAB, 5C/D=NAT S/T

**Defence to Opening Twos** X=TO > Normal Lebensohl

Multi 2♦ Dbl=Defensive hand>PEN dbls, 2NT=Nat source of tricks, 2M=Short

RCO style 2-s x-x-x

Other 2-s Bid of known suit=TO

**Defence** (1C): CRO, (1C)-no-(1D): dbl=col, 1N=other, 2C&Higher=SUCTION, 2C=2D/MM

**to** 2D=H/S+C, 2H=S or mm, 2S=C or H+D, 2N=non-touching, similar at 3-level

**strong** (2C): CRO, 2M=NAT, 2NT=non-touching and higher bids=SUCTION

**1♣/2♣** (2C)-no-(2D): dbl=col, 2N=non-touching, 3C&higher=SUCTION

**Over 1NT Interference** X=TO (7+), 2NT=Leb, 3C/D/H=Transfer Lebensohl to play or FG

**Lebensohl - other uses** Yes e.g. WK 2 and (1M)-X-(2M), also if PEN dbl is pulled

**Take out of 4 level pre-empts** 4♣/4♦ X=T/O

4♥ X=TO

4♠ X=PEN

## 10. OTHER NOTES

1D/NT: (3C): dbl=D, 3D=H, 3H=S, 3S=neg dbl, 4C=Mich, 4D=H, 4S=D (S/T), 4NT=SAB

(3D): dbl=H, 3H=S, 3S=neg dbl, 4C=Mich, 4D=H, 4H=S, 4S=C (S/T), 4NT=SAB

(3H): dbl=S, 3S=neg dbl, 4C=D, 4D=S (S/T), 4H=S (no S/T), 4S=C (S/T), 4NT=SAB

(3S): dbl=neg dbl, 4C=D, 4D=H (S/T), 4H=To play, 4S=C (S/T), 4NT=SAB

(4C): dbl=negative, 4D=H, 4H=S