

4. BASIC RESPONSES

Jump raises - minors	weak 0-5 pts 5+card support
Jump raises - Majors	limit bid 4+ card support 6-9pts
Jump shifts after minor opening	splinter
Jump shifts after Major opening	splinter
Responses to strong 2 suit open.	
Responses to 2NT opening	3NT to play, 3C puppet, 3D, tfer H, 3H tfer S, 4C tferH, 4D tferS

5. PLAY CONVENTIONS Show priorities

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

Leads	Sequences:	A attitude K count	
	Four or more with an honour	4th highest	
	From 4 small	2nd top	
	From 3 cards (no honour)	MUD	
	In partner's suit	top of sequence, H-L, 4th high	
Discards		odd enc & even McKenny	
Count		low high even	
Signal	on partner's lead:	low encourage	
Signal	on declarer's lead:	count	
Notes			

Controls 1H- 2H, 3NT - 4S(2 KC + Queen) 5C ask club honors, 1 step 0/all, 2 Q/AK, 3 K/AQ

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 3014 4♣ Gerber when?

Slam Notes Response of 5NT all 5 keycards, 6C queen ask then bid K's up line

Cue Bids Showing first or second round controls

Asking Bids After response to 4NT if next highest suit is bid, asking for queen of trumps

7. OTHER CONVENTIONS

Splinters	
Lebensohl	Maximal doubles
Drury 2C-3 of Major, 2D 4 of Major 10-11pts	
Minorwood 3014, off over pre-empt	Exclusion key card

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Minorwood on if opps have bid up to and including 1NT

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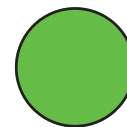
Other responses to 2NT opening, 4H to play, 4S to play

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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	846066	Maryanne Bird
& Names:	869074	Lisa Yoffa
Basic System:	2/1 1NT response non-forcing, tfer response to 1C opening	
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

1♣	1+ 11-21pts	1♥	5+ 11-21 pts
1♦	5+ 11-21 pts	1♠	5+ 11-21 pts
1NT	15-17pts		may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses	2♣ puppet stayman, garbage stayman
2♦	transfer to hearts 5+ 2♠ transfer clubs 6+cards
2♥	transfer to spades 5+ 2NT transfer to D 6+cards
other	Sup accept t'fer-3M weak & 4, 2NT strong & 4, of minor t'fer suit below 3 & honor

2♣	23+pts game force unless opener's 2nd bid is 2NT 23-24pts bal
2♦	6 in a major, 6-10pts
2♥	5 H & 5 of another, 6-10pts
2♠	5 S & 5 in a minor, 6-10pts
2NT	20-22pts balanced
	3NT 6-5 in the majors 8-13pts
other	

2. PRE-ALERTS

1M raised to 3M	is 4 card supp 6-9pts	Multi 2's	6-10pts but in 4th seat 10-13pts
Transfers over club opening		4C	- 6-5 in black suits 8-13pts
Inverted Minors		4D	- 6-5 in red suits 8-13pts

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4H	Jump overcalls	6+ cards, weak
Responsive doubles through	3 level	Unusual NT	5-5 in minors, or lowest 2 unbid suits
1NT overcall - immediate	15-17pts	Immediate cue of minor	spades & another, 0-10 or 16+pts
1NT overcall - re-opening	12-14pts	Immediate cue of Major	5 other major & 4-5 in a minor
Over weak twos	Xstrong hand, suit bid 5+ & pts	Over opening threes	Xstrong hand, suit bid 5+ & pts
Over opponent's 1NT	TWERB- 2c 6d or 5/5 h/s, 2d 6h or 5/5 s/c, 2h 6s or 5/5 c/d, 2s 6c or 5/5 d/h, 2NT 5/5 non-touching suits, X same max points as opps		
	X same points as opps max NT bid		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+ hearts, 6+ pts	2♦ splinter 10-12 pts/16+	3♦ splinter 13-15pts
1♥ 4+spades, 6+ pts	2♥ splinter 10-12pts/16+	3♥ splinter, 13-15pts
1♠ relay to 1NT 6+pts/strong	2♠ splinter 10-12pts/16+	3♠ splinter, 13-15pts
1NT 11-12 pts	2NT 13-14pts no 4 card maj	3NT 15-17pts, no 4 major
2♣ 6+ clubs, 12+pts	3♣ 0-5pts, 6+clubs	4♣
other 4D - splinter 13+pts		
1♦ 1♥ 4+hearts, 6+pts	2♥ splinter 10-12pts/16+	3♥ splinter, 13-15pts
1♠ 4+spades, 6+pts	2♠ splinter 10-12pts/16+	3♠ splinter, 13-15pts
1NT 11-12pts	2NT 13-14pts no 4 card maj	3NT 15-17pts, no 4 major
2♣ game force 4+clubs	3♣ splinter 10-12/16+pts	4♣ splinter, 13-15pts
2♦ 3+ diamonds, 12+pts	3♦ 0-5pts, 3+diamonds	4♦
other		
1♥ 1♠ 4 spades+, 6+pts	2♥ 3, 6-9pts	3♦ splinter 10-12/16+ pts
1NT 5-12pts non-forcing	2♠ splinter 10-12 /16+pts	3♥ 4, 6-9 pts
2♣ game force 4+clubs	2NT 10-12pts (or 16+)3+card	3♠ splinter 13-15pts
2♦ game force 4+clubs	3♣ splinter 10-12/16+ pts	3NT 13-15pts 3+card supp
other 4H - 5+, 5-9pts weak break. 4C - splinter, 13-15+ pts. 4D - splinter 13-15 pts.		
1♠ 1NT 5-12pts non-forcing	2♠ 3, 6-9pts	3♥ splinter 10-12/16+ pts
2♣ game force 4+clubs	2NT 10-12pts (or 16+)3+card	3♠ 4, 6-9pts
2♦ game force 4+diamonds	3♣ splinter 10-12/16+ pts	3NT 13-15pts 3+card supp
2♥ game force 4+hearts	3♦ splinter 10-12/16+ pts	4♣ splinter, 13-15 pts
other 4S - 5+, 5-9pts weak break. 4H - splinter, 13-15pts. 4D - splinter, 13-15pts		
1NT 3♣	3♠	4♦ tfer S
3♦	3NT 10+pts, balanced	4♥ to play
3♥	4♣ tfer H	4♠ to play
other 4NT quantitative bid		
2♣ 2♦ 5-8pts bal/any shape 9+ pts	2NT 5+hearts 5-8pts	3♥
2♥ 0-4 pts	3♣ 5+clubs, 5-8pts	3♠
2♠ 5+spades, 5-8pts	3♦ 5+diamonds, 5-8pts	3NT
other		
2♦ 2♥ pass or correct	3♣ to play	3♠
2♠ pass or correct	3♦ to play	3NT 4/4 majors
2NT asking bid	3♥ three H & S	4♣
other		

Notes over opps weak 2, 2NT is 17-20 pts, 3NT 21+pts

Splinter by opener at 3 level 16-18/21+pts at 4 level 19-20pts

2♥ 2♠ pass or correct	3♦ to play	3NT to play
2NT asking bid	3♥ pre-emptive to play	4♣
3♣ to play	3♠	4♥ to play
other		
2♠ 2NT asking bid	3♥ to play	4♣
3♣ pass or correct	3♠ to play -pre-emptive	4♥
3♦ to play	3NT to play	4♠ to play
other		
2NT 3♣ puppet stayman	3♠	4♦ tfer S
3♦ tfer H	3NT to play	4♥ to play
3♥ tfer S	4♣ tfer H	4♠ to play
other		

9. CONVENTIONS

Unusual NT: after a major - 5 each of the 2 minors; after a minor -2 lowest unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 3 of responder's major, a new 4 card suit, 5 of a minor

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦

RCO style 2-s

Other 2-s

Defence over strong 1C opening 1d 6h or 5/5 s/c, 1h 6s or 5/5 c/d, 1s 6c Or 5/5 d/h,

to x 5/5 non-touching suits

strong 2♣ :

♣

Over 1NT Interference Lebensohl

Lebensohl - other uses over weak 2's

Take out of 4 level pre-empts 4♣/4♦ x 3 suits to play 4NT 2 suits to play

4♥ x 3 suits to play 4NT 2 suits 4♠ x penalty 4nt 2 suits to play

10. OTHER NOTES

Lead directional doubles over artificial bids by opponents

Short suit game tries

Responsive doubles, support doubles

Walsh Style

3rd seat openings may be light

Ropi, X over 4NT keycard ask, XX-0, P-1, 5C-2, 5D-3.

Dopi, interference over 4NT keycard ask, X - 0, P -1, 1 step-2, 2steps -3