4. BASIC RESPONSES Jump raises - minors Inverted: 6-10 HCP, 5+**♣**, 4+**♦** Jump raises - Majors Preempt: 4-6 HCP, 4+ cards Game force, Stopper ask in bid suit, Denies 4♥ and 4♠ Jump shifts after minor opening 3♣ = 4CS, 10-12 HCP; 3♦ = 4CS, 7-9 HCP; OM = 3CS, INV Jump shifts after Major opening Responses to strong 2 suit open. 2♦ = Waiting, Others = 8+ HCP, 5+ card suit, NAT Responses to 2NT opening 3♣ = Puppet Stayman; 3♦ = Transfer ♥; 3♥ = Transfer ♠ 5. PLAY CONVENTIONS Versus Suit Versus **NoTrump** (if different) **Show priorities** (or both) Leads Sequences: Overlead All 4th highest Four or more with an honour Attitude From 4 small Attitude MUD From 3 cards (no honour) Attitude In partner's suit Low Encourage **Discards** Low-High = Even (Reverse) Count Low Encourage **Signal** on partner's lead: Signal on declarer's lead: Count Notes Signals opening lead and first discard only Attitude (neutral) leads 6. SLAM CONVENTIONS 44 Gerber 4NT: Blackwood X RKCB 14/30 Quantitative in NT Cue Bids X 1st Round Controls Asking Bids 5NT: Specific Kings Queen Ask 7. OTHER CONVENTIONS Two-way checkback After minor fit, change of suit is stopper ask Cue raise 10+ with fit (first non-pass) 4th suit forcing to game, stopper ask Cue ask for stop (minor fit/successive bid) 2♣ - 2X - Jump: Set Trump suit 2NT Jacobi Raise 4 card support 12+ HCP 2NT Strong INQ after weak 2 4-Level splinters over 1M opening to show 4 card support www.abf.com.au 1♣-3♦ and 1m-3M: Splinter GF PDF Form Rev. 21E29 by RoL MyRev. After major fit, jump shift is splinter GF

Georgeout: After reverse, next bid up is sign-off (<9 HCP)

DBL: 15+ PEN

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FEDERATION LTD.



5		SI	ANDARD	SYS	ТЕМ С	ARD			
٩BF	Nos.	1172506	Maxwell Ashu	rst					
&	Names:	1007106	Dev / Diya Sha	ah (100	6746)				
3as	ic System:	Standard							
3ro\	wn Sticker	Clas	sification: Gree	n X	Blue] Re	ed 🗌	Yellow	
1.	OPE	VING BI	DS Describe st	rength, n	<u>nin.length, o</u>	r specific	meaning	Canapé	
*	(11)12-1	9 HCP,	2+♣	1♥	(11)12-19	HCP,	5+♥		
	(11)12-1		4+♦	1♠	(11)12-19	HCP,	5+♠		
INT	15-17 S	Semi-Balance	ed			ma	y contain 5 ca	rd Major	X
1N	T Responses	2♣ Simple	e Stayman						
2	Transf	er 💙		2	Transfer	*			
2	Transf	er 🛧		2NT	Transfer	•			
(Db	I) XX to F	Play, Pass is	escape	other					
*	23+ BAL	, 20+ UNBAL	., any game force	е					
2	Weak, 6-	-10 HCP, 6+							
2	Weak, 6-	-10 HCP, 6+	•						
2	Weak, 6-	-10 HCP, 6+4							
2NT	20-22 S	emi-Balance	d	3NT	Gambling	, solid m	ninor, no s	ide A c	or K
other									
2.	PRE-	ALERTS	3						
3.	COMP	ETITIVE BI	IDS / OVERC	ALLS					
Dou	bles Take	eout; Support	; Negative; Pow	er; Lead	Directing	Ne	gative DBL thr	u 3	8♠
							sponsive DBL		3♠
Jump	overcalls 6	6-10 HCP,	6+ Suit (NAT)	ι	Jnusual NT	Two lov	wer unbid	suits	
	,	,	B HCP, Semi-Bal		` '				
	,	,	els 5/5 Majors, 8-		` , ,		-		or
			8; X T/O w LEB						
			ows transfer suit,						
	•		V/♠, 10-15 HCP						
2M	: 5+ cards	s bid suit and	4+ ♣ or ♦, 10-1	5 HCP	2N1	: 5+/5+	♣/♦ , 8-15	HCP	

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

		Describe site	ngui,	minimum length, or specific	, 11100	2111119
1♣	1♦	4+♦, 4+ HCP	2	12+,stp ask,denies 4M	3	5+♣, SPL in ♦, GF
	1♥	4+♥, 4+ HCP	2	12+,stp ask,denies 4M	3 Y	5+♣, SPL in ♥, GF
	1	4+♠, 4+ HCP	2	12+,stp ask,denies 4M	3 ♠	5+♣, SPL in ♠, GF
	1NT	6-10, Denies 4♥/4♠	2NT	11-12, Denies 4♥/4♠	3NT	13+, Denies 4♥/4♠
	2	INV 5+♣, 11+ HCP	3♣	WK 5+♣, 6-10 HCP	4 ♣	WK 7+♣
	other					
1 🍁	1♥	4+♥, 6+ HCP	2	12+,stp ask,denies 4M	3 💙	4+♦, SPL in ♥, GF
	1	4+♠, 6+ HCP	2♠	12+,stp ask,denies 4M	3 ^	4+♦, SPL in ♠, GF
	1NT	6-10, Denies 4♥/4♠	2NT	11-2, Denies 4♥/4♠	3NT	13+, Denies 4♥/4♠
	2	5+♣, Denies 4♥/4♠	3 -	12+,stp ask,denies 4M	4	4+♦, SPL in ♣, GF
	2	INV 4+♦, 11+ HCP	3◆	WK 4+♦, 6-10 HCP	4	WK 6+ ♦
	other					
1 💙	1♠	4+♠, 6+ HCP	2	3♥, 6-10 HCP	3	4+♥, 7-9 HCP
	1NT	6-10, Denies 3♥/3♠	2	3♥, 11-12 HCP	3	4+♥, (0)4-6 HCP
	2	5+♣, Denies 4♠	2NT	4+♥, 13+ HCP, GF	3 ♠	4+♥, SPL in ♠, GF
	2	5+♦, Denies 4♠	3♣	4+♥, 10-12 HCP	3NT	3♥, 13-15 HCP, choice
	other	4♣/4♦: Splinter, GF, 4+	♥ , 13	3+ HCP, Singleton/void in	n bid	suit
1 🖍	1NT	6-10, Denies 3♠	2	3♠, 6-10 HCP	3 💙	3♠, 11-12 HCP
	2♣	5+♣, 6+ HCP	2NT	4+♠, 13+ HCP, GF	3 ♠	4+♠, (0)4-6 HCP
	2	5+♦, 6+ HCP	3♣	4+♠, 10-12 HCP	3NT	3♠, 13-15 HCP, choice
	2	5+♥, 6+ HCP	3◆	4+♠, 10-12 HCP	4	SPL, GF, 4+♠, 0-1♣
	other	4 ♦ /4 ♥ : Splinter, GF, 4+	♠ , 13	8+ HCP, Singleton/void in	n bid	suit
1NT	3♣	5+♣, 16+ HCP, Slam	3♠	5+♠, 16+ HCP, Slam	4	Texas TRF to ♠
	3	5+♦, 16+ HCP, Slam	3NT	10+ HCP, to Play	4	Slam try ♥
	3	5+♥, 16+ HCP, Slam	4 ♣	Texas TRF to ♥	4	Slam try ♠
	other					
2	2	0-7 HCP, Waiting	2NT	8+ HCP, no 5 card suit	3 💙	N/A
_		5+♥, 8+ HCP		5+♣, 8+ HCP		N/A
	2	5+♠, 8+ HCP	3	5+♦, 8+ HCP		N/A
	other					
2•	2	6+ ♥ , to Play	3♣	5+ ♣ , GF	3♠	5+♠, GF
- •		6+♠, to Play	3			To Play
	_	INQ, 16+ HCP	3			3+♦, SPL in ♣, GF
		4 ♦ : 4+ ♦ , WK		,		, _, _
Nat		·				

Notes

2	2	6+♠, to Play	3◆	5+ ♦ , GF	3NT	To Play
	2NT	INQ, 16+ HCP	3 Y	3+ ♥ , WK	4	3+♥, SPL in ♣, GF
	3 ♣	5+ ♣ , GF	3	5+ ♠ , GF	4	4+♥, WK
	other					
2	2NT	INQ, 16+ HCP	3	5+ ♥ , GF	4	3+♠, SPL in ♣, GF
	3 -	5+ ♣ , GF	3	3+ ♠ , WK	4	3+♥, SPL in ♥, GF
	3	5+ ♦ , GF	3NT	To Play	4	4+♠, WK
	other	4♦: 3+♠, SPL in ♦, GF				
2NT	3♣	Puppet Stayman	3♠	TRF to ♣/◆	4	Texas TRF to ♥
	3	TRF to ♥	3NT	To Play	4 Y	Slam try ♥
	3	TRF to ♠	4 ♣	Texas TRF to ♥	4	Slam try ♠
	other					
q	C	ONVENTIONS				

Unusual NT: 5+/5+ Lower two unbid suits	
4th Suit Forcing One round	Game force X
NT Checkback Y Priorities: 2-way checkback, bid up the line	
Defence to 3NT opening	
Defence to Opening Twos 12+ T/O DBL with LEB; 14+ 5 card suit O/C	
Multi 2♦ X shows 16+ HCP, O/C 12+ HCP, 5 card suit (NAT)	
RCO style 2-s X shows 16+ HCP, O/C 12+ HCP, 5 card suit (NAT)	
Other 2-s	
Defence (1♣): N/A	
to	
strong (2♣): N/A	
14/24	

Over 1NT Interference Lebensohl, X = Takeout, Bid = NAT (2 WK, 3 GF), Cue = Stop ask

Lebensohl - other uses (2X) DBL (P) 2NT: Lebensohl to show WK/INV/Stop

4♥ X = Takeout

10. OTHER NOTES

Lebensohl: Suit below theirs = WK, to play; Suit above theirs = INV; Cue = Stopper Show

4♠ X = Values