

## 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 <b>Suit</b> (or both)                                                                                                      | Versus <b>NoTrump</b> (if different) |
|-----------------------------------|-----------------------------------------------------------------------------------------------------------------------------------|--------------------------------------|
| <b>Leads</b> 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                                                                                                |                                      |
| <b>Discards</b>                   | High Encourage                                                                                                                    |                                      |
| <b>Count</b>                      | Natural                                                                                                                           |                                      |
| <b>Signal</b> on partner's lead:  | Mostly natural count                                                                                                              |                                      |
| <b>Signal</b> on declarer's lead: | Almost invariably natural count, otherwise technically required.                                                                  |                                      |
| <b>Notes</b>                      | 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 <input type="checkbox"/> | RKCB 3041            | 4♣ Gerber <input type="checkbox"/> when? |
| <b>Slam Notes</b>                       |                      |                                          |
| Cue Bids <input type="checkbox"/>       | 1st or 2nd below 4NT |                                          |
| Asking Bids <input type="checkbox"/>    |                      |                                          |

## 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 <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♣ 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 <input type="checkbox"/> |
| <b>1NT Responses</b> 2♣ simple stayman, then bid=weak, jump=splinter<br>2♦ =H then suit=Nat,GF,jump=splinter 2♠ =C then suit=GF jump=splinter<br>2♥ =S then s=GF Natural, jump=splinter 2NT =D then suit=GF jump=splinter<br>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 $\frac{+}{-}$ | 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  $\frac{+}{-}$  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