

4. BASIC RESPONSES

Jump raises - minors	weak with a singleton
Jump raises - Majors	weak without a singleton
Jump shifts after minor opening	on 2 level = weak 6 cards; on 3 lever = splinter
Jump shifts after Major opening	on 2 level = weak 6 cards; on 3 lever = splinter
Responses to strong 2 suit open.	after 2♣ control steps up to 3♣, 3♦/♥ are transfer
Responses to 2NT opening	3♣ puppet; 3♦ 3♥ 3♠ = transfer

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead except AKx(+)	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	As above	
Discards	Odd=ENCRG, Even=McKenney	
Count	Low-High = Even	
Signal on partner's lead:	Low = Even	
Signal on declarer's lead:	Count - reverse	
Notes	A asks for count (reverse) and K asks for attitude (reverse)	

6. SLAM CONVENTIONS

4NT: Blackwood	<input type="checkbox"/>	RKCB 14-30	4♣ Gerber	<input checked="" type="checkbox"/>	when?	over NT
Slam Notes						
Cue Bids	<input checked="" type="checkbox"/>	usually 1st round				
Asking Bids	<input type="checkbox"/>	n/a				

7. OTHER CONVENTIONS

Mod Cap	splinters
Crowhurst (checkback)	4th suit GF
TWERB	support doubles
Specific 2 bids	

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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	378488	Phil Gallasch
& Names:	197688	Kevin Lange
Basic System:	Standard	
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♣	3, 11+ hcp	1♥	(4)5, 11+hcp
1♦	4, 11+ hcp	1♠	5, 11+ hcp
1NT	15-17	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses 2♣ simple staymen			
2♦	transfer to ♥	2♠	range probe/baron
2♥	transfer to ♠	2NT lebensohl (wk minor or C slam try)	
other	3♣ is GF puppet 4♦ is 5/5 majors		
2♣	20+hcp with 8-9 playing tricks or any GF		
2♦	4+♦/4+♠ 5-10hcp (7-10 if vul) but 11-14 6 cd suit in 4th pos		
2♥	4+♥/4+♠ 5-10hcp (7-10 if vul) but 11-14 6 cd suit in 4th pos		
2♠	4+♠/5+♣ 5-10hcp (7-10 if vul) but 11-14 6 cd suit in 4th pos		
2NT	20-22 bal or semi-bal	3NT	gamble in 1st or 2nd, otherwise to play
other	4NT specific Ace ask		

2. PRE-ALERTS

Specific 2 bids	jump-shift to 2 level=6 card suit & weak
TWERB over strong 1♣ or 2♣	jump-shift to 3 level=splinter (singleton)
4NT specific Ace ask	jump-shift to 4 level=splinter (void)

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	weak
Responsive doubles through	4♥	Unusual NT	5+/5+ lowest unbid
1NT overcall - immediate	15-18	Immediate cue of minor	spades and another 5+/5+
1NT overcall - re-opening	14-17	Immediate cue of Major	other major and a minor
Over weak twos	X = takeout	Over opening threes	X = takeout
Over opponent's 1NT	Mod Cap - 2♣ = majors, 2♦ = 6 card M, 2♥ = H+minor, 2♠=♠+minor		
2NT = minors			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+hcp, 4+	2♦ 3-6 hcp 6	3♦ splinter (singleton)
1♥ 6+hcp, 4+	2♥ 3-6 hcp 6	3♥ splinter (singleton)
1♠ 6+hcp, 4+	2♠ 3-6 hcp 6	3♠ splinter (singleton)
1NT 6-9	2NT 10+hcp,8 card fit, no si	3NT 13-15 any 4333
2♣ 6-9, 5+	3♣ wk with a singleton	4♣ preemptive
other		
1♦ 1♥ 6+hcp, 4+	2♥ 3-6 hcp 6	3♥ splinter (singleton)
1♠ 6+hcp, 4+	2♠ 3-6 hcp 6	3♠ splinter (singleton)
1NT 6-9	2NT 10+hcp,8 card fit, no si	3NT 13-15 any 4333
2♣ 10+hcp, 4+	3♣ splinter (singleton)	4♣ splinter (void)
2♦ 6-9, 4+	3♦ wk with a singleton	4♦ preemptive
other		
1♥ 1♠ 6+hcp, 4+	2♥ 6-9 hcp 3+	3♦ feature + extra values
1NT 6-9	2♠ 3-6 hcp 6	3♥ preemptive (no shortage)
2♣ 10+hcp, 4+	2NT 10+hcp, no singleton, 3	3♠ splinter
2♦ 10+hcp, 4+	3♣ splinter	3NT 13-15 any 4333
other		
1♠ 1NT 6-9	2♠ 6-9 hcp 3+	3♥ splinter
2♣ 10+hcp, 4+	2NT 10+, no singleton, 3+	3♠ preemptive (no shortage)
2♦ 10+hcp, 4+	3♣ splinter	3NT 13-15 any 4333
2♥ 10+hcp, 4+	3♦ splinter	4♣ splinter (void)
other	4♦ splinter (void)	
1NT 3♣ puppet	3♠ GF (slam interest)	4♦ 5/5 majors
3♦ GF (slam interest)	3NT play	4♥ play
3♥ GF (slam interest)	4♣ Gerber	4♠ play
other	4NT quantitative	
2♣ 2♦ 0-1 controls	2NT 4 controls	3♥ 1-3 controls 6♠
2♥ 2 controls	3♣ 5 controls	3♠
2♠ 3 controls	3♦ 1-3 controls, 6♥	3NT
other		
2♦ 2♥ play	3♣ play	3♠ play
2♠ play	3♦ play	3NT play
2NT enquiry (game interest)	3♥ play	4♣
other		

Notes

2♥ 2♠ play	3♦ play	3NT play
2NT enquiry (game interest)	3♥ play	4♣
3♣ play	3♠ play	4♥
other		
2♠ 2NT enquiry (game interest)	3♥ play	4♣
3♣ play	3♠ play	4♥
3♦ play	3NT play	4♠
other		
2NT 3♣ puppet	3♠ transfer	4♦ 5/5 majors
3♦ transfer	3NT play	4♥ play
3♥ transfer	4♣ gerber	4♠ play
other		

9. CONVENTIONS

Unusual NT: lowest 2 unbid suits

4th Suit Forcing One round ☐ Game force ☒

NT Checkback ☒ Priorities: features up the line

Defence to 3NT opening X = penalty

Defence to Opening Twos X = t/o

Multi 2♦

RCO style 2-s

Other 2-s

Defence TWERB

to

strong (2♣) :

1♣ / 2♣

Over 1NT Interference Mod Cap

Lebensohl - other uses after t/o X of a weak two bid

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ 4NT

10. OTHER NOTES

after 2♦ or 2♥ then 2NT = game interest enquiry and responses are

3♣ = any garbage

3♦ = longer lower suit

3♥ = 4/4

3♠ = longer higher suit

3NT = 5/5