

4. BASIC RESPONSES

Jump raises - minors	mixed raise, (5)4+ cards, 5-9 HCP
Jump raises - Majors	mixed raise, 4+ cards, 5-9 HCP
Jump shifts after minor opening	6+ card suit, 8-10 HCP
Jump shifts after Major opening	6+ card suit, 8-10 HCP
Responses to strong 2 suit open.	2♦=waiting; 2♥/2♠=good 5+; 3♣/3♦=good 6+
Responses to 2NT opening	3♣Puppet Stayman; 3♦/3♥=♥/♠; 3♠=44+m; 4♣/♦=Minorwood

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	A/Q-Attitude, K-Count, see note	A/Q-attitude, K-count or unblock
Four or more with an honour	4th highest	4th highest
From 4 small	2nd or top	2nd highest
From 3 cards (no honour)	MUD	MUD
In partner's suit	3rd from 3+ if suit unraised	3rd from 3+ if suit unraised
Discards	Count, McKenney, see note	
Count	Reverse original count	
Signal on partner's lead:	reverse attitude, then count	
Signal on declarer's lead:	Count (sometimes McKenney)	
Notes Frequent McKenney suit preference.		
Overlead QJ/J10/109 but choose card with AK/KQ depending on signal desired.		
On first discard only, use reverse attitude.		

6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 3041	4♣ Gerber <input type="checkbox"/> when? never
Slam Notes	Kickback; With agreed major 3M+1=non-serious slam try;	
Cue Bids <input checked="" type="checkbox"/>	1st/2nd	
Asking Bids <input checked="" type="checkbox"/>	Control Asks; Minorwood (conditional and unconditional)	

7. OTHER CONVENTIONS

Step Blackout (1-over-1 then reverse).	DOPI / DEPO
Cue Raises.	Leaping Michaels & non-Leaping Michaels
Support X & XX.	Last Train game tries / cue bids
artificial shortage showing bids.	Forcing pass in some comp situations.
Unnecessary jumps are splinters.	serious/non-serious slam tries after GF-3M

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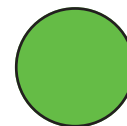
If our artif overcall is X'd: P=TP; XX=bid step then pass.

After our M bid in comp, 2NT=4+c raise 10+HCP

After opener's 13+ splinter, step asks for cue if 19+



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	362786	Therese Demarco
& Names:	197912	Susan Lusk
Basic System:	2/1=GF unless 2♣ limit raise + of 1M	
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♣ ~11-20 HCP, 3+	1♥ ~11-20 HCP, 5+
1♦ ~11-20, 4+, unless 4432	1♠ ~11-20 HCP, 5+
1NT (14)-(17) HCP	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ Simple Stayman (then 3oM=S/T, crisscross raise & 2♠=nat, invite).
 2♦ TRF ♥, super accept all 4+support 2♠ TRF ♣, then 2NT=good fitting hand
 2♥ TRF ♠, super accept all 4+support 2NT TRF ♦, then 3♣=good fitting hand
 other 3♣=uppet, GF; 3♦=5/5ms, GF; 3♥/3♠=fragment, 3bidM & 5/4+ms, GF

2♣ 22+ BAL or GF. Can be 10ish trick M with <18HCP.
2♦ Weak, <11 HCP, 4+/4+ ♥ & ♠. In 4th seat = nat, 6card, 10-12.
2♥ Weak, 6-10 HCP, 5+♥ NV / 6+♥ V. In 4th seat = nat, 6 card, 10-12.
2♠ Weak, 6-10 HCP, 5+♠ NV / 6+♠ V. In 4th seat = nat, 6 card, 10-12.
2NT (19)20-21(22) HCP, BAL 3NT 1st-3rd: Gambling 4th: TP
other 4X=nat preempt. 4NT = both minors, preemptive (can be very weak)

2. PRE-ALERTS

2♦ opening.(4+/4+ Majors)	ALL point ranges are a guide only
In some cases if our artif call is X'd, P=TP	Inverted minors (unless PH or in comp)

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak
Responsive doubles through	4♥	Unusual NT	lower 2 unbid suits
1NT overcall - immediate	15-18 BAL	Immediate cue of minor	Both Majors 5+/5+
1NT overcall - re-opening	12-15 BAL	Immediate cue of Major	OM + minor 5+/5+
Over weak twos	T/O X; Leaping Michaels	Over opening threes	T/O X; non-Leaping Michaels
Over opponent's 1NT	X= penalty, 15+HCP; 2♣= 5(4)/4+ Majors; 2♦= (5)6+M; 2M= 5M & 4+m		
	2NT=5+/5+ ms; 4♣/♦=Leaping Michaels, else=nat.		
Passed Hand X= 5m & 4M (then 2♣=P/C; 2♦=bid M)			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+ HCP, 4+♦	2♦ 8-10 HCP, 6+♦	3♦ 13-15 HCP, splinter
1♥ 5+ HCP, 4+♥	2♥ 8-10 HCP, 6+♥	3♥ 13-15 HCP, splinter
1♠ 5+ HCP, 4+♠	2♠ 8-10 HCP, 6+♠	3♠ 13-15 HCP, splinter
1NT 6-11 HCP, nat	2NT 11-12HCP, bal, ♦ only	3NT 13-15 HCP, bal, ♦ only
2♣ 10+ HCP, 4+♣, no M	3♣ 5-9 HCP, 5+♣	4♣ preempt
other Passed hand: 2♣ = 5-9 HCP, 4+♣; 2NT = 10-11 HCP, 4+♣		
1♦ 1♥ 5+ HCP, 4+♥	2♥ 8-10 HCP, 6+♥	3♥ 13-15 HCP, splinter
1♠ 5+ HCP, 4+♠	2♠ 8-10 HCP, 6+♠	3♠ 13-15 HCP, splinter
1NT 6-11 HCP, nat	2NT 11-12 HCP, bal, ♣ only	3NT 13-15 HCP, bal, only ♣
2♣ 12+HCP, 4+♣, GF.	3♣ 8-10 HCP, 6+♣	4♣ 13-15 HCP, splinter
2♦ 10+ HCP, 4+♦, no M	3♦ 5-9 HCP, 5+♦	4♦ preempt
other Passed hand: 2♦ = 5-9 HCP, 4+♦; 2NT = 10-11 HCP, 4+♦		
1♥ 1♠ 5+ HCP, 4+♠	2♥ 5-10 HCP, 3♥	3♦ 8-10 HCP, 6+♦
1NT 6-11 HCP, nat	2♠ 8-10 HCP, 6+♠	3♥ 5-9 HCP, 4+♥
2♣ 10+, 3way(PH:9-11, 3♥)	2NT 10+ HCP, 4+♥	3♠ 10-14 HCP, splinter
2♦ 12+, 5+♦, GF	3♣ 8-10 HCP, 6+♣	3NT 13-15 HCP, bal, 3♥
other 4♣/4♦ = 10-14 HCP splinter; 4♠ = RKBW		
1♠ 1NT 6-11 HCP, nat	2♠ 5-10 HCP, 3♠	3♥ 8-10HCP, 6+♥
2♣ 10+, 3way(PH:9-11, 3♠)	2NT 10+ HCP, 4+♠	3♠ 5-9 HCP, 4+♠
2♦ 12+ HCP, 5+♦, GF	3♣ 8-10 HCP, 6+♣	3NT 13-15 HCP, bal, 3♠
2♥ 11+ HCP, 5+♥, GF	3♦ 8-10 HCP, 6+♦	4♣ 10-14 HCP, splinter
other 4♦/4♥ = 10-14 HCP, splinter; 4NT=RKBW		
1NT 3♣ Puppet Stayman	3♠ 3♠ 54+ minors, GF	4♦ Texas Transfer to 4♠
3♦ 5+/5+ ms, GF	3NT TP	4♥ nat, TP, distributional
3♥ 3♥ 54+ minors, GF	4♣ Texas Transfer to 4♥	4♠ nat, TP, distributional
other 4NT= quantitative. After Texas Transfer play Kickback RKBW & Excl BW		
2♣ 2♦ waiting	2NT not used	3♥
2♥ nat, 1 loser max suit	3♣ nat, 1 loser max suit	3♠
2♠ nat, 1 loser max suit	3♦ nat, 1 loser max suit	3NT
other 2♣-2♦-2♥=forces 2♠, then: 2NT=bal 25+; anything else includes long ♥s.		
2♦ 2♥ TP	3♣ nat, NF	3♠ TP, as is 4♠
2♠ TP	3♦ nat, NF	3NT TP
2NT inv+, Enquiry	3♥ TP, as is 4♥	4♣ good 6+ suit, GF
other After any response to 2NT enquiry, 4♣/♦ sets ♥/♠ (then can Kickback)		

Notes After 1M-2M-NS = long suit gametry

Respond 1M to 1♣ with 4M & 4(5)♦ unless inv+.

Rebid 1M after 1m - 1X - with 44+, can be bal.

2♥ 2♠ nat, NF	3♦ nat, NF	3NT TP
2NT inv+, range/short ask	3♥ inv only on 6c suit.	4♣ good 6+ suit, GF
3♣ nat, NF	3♠ nat, GF	4♥ TP
other 4♠=Kickback. Must bid 3♠ first if wanting to play 4♠.		
2♠ 2NT inv+, range/short ask	3♥ nat, NF	4♣ good 6+ suit, GF
3♣ nat, NF	3♠ inv only on 6c suit	4♥ TP
3♦ nat, NF	3NT TP	4♠ TP
other 4NT=RKBW		
2NT 3♣ Puppet Stayman	3♠ minors Stayman, 44m	4♦ nat, Cond Minorwood
3♦ Transfer to ♥	3NT TP	4♥ Nat., mild slam try
3♥ Transfer to ♠	4♣ nat, Cond Minorwood	4♠ Nat., mild slam try
other 4NT=quantitative		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round ☐ Game force ☒

NT Checkback ☒ Priorities: 2♣=force 2♦ then next is inv; 2♦=art, GF; 2NT=force 3♣

Defence to 3NT opening CTP X; over gambling, 4♣ for majors.

Defence to Opening Twos CTP X; T/O X of nat 2's; Leaping Michaels

Multi 2♦ CTP X; Leaping Michaels

RCO style 2-s CTP X; Leaping Michaels

Other 2-s Over nat 2's: T/O X; Leaping Michaels; Michaels over nat 2♦

Defence 1♣ : X=Majors 5+/4+; 1NT=minors 5+/4+; jumps weak

to

strong 2♣ : X=Majors; 2NT=minors

♣

Over 1NT Interference X=CTP (if art) or T/O (if nat); Rubensohl.

Lebensohl - other uses Rubensohl after opps overcall over 1NT.

Take out of 4 level pre-empts 4♣/4♦ X=T/O ; 4NT=Nat

4♥ X=T/O ; 4NT= Nat 4♠ X=values; 4NT=T/O

10. OTHER NOTES

CTP X (1st=cards/2nd=Takeout/3rd=Penalty) when they open/overcall weak & artificial
(1m) - 3m=natural intermediate jump (good 6c suit, 11-15HCP).

Inverted minor does not apply if passed hand or opps overcall - limit raises apply.

After 1m - 2m - step=11-14 any, then step=art, GF.

After 1M-2NT- 3♣=any 11-14; 3♦=17+, bal; 3♥/3♠/3NT=15+, L/M/H shortage.

After opp overcall; jump NS=6+c good suit, 8-10 HCP(approx); mixed raise 5-9HCP.

After our overcall, non-jump NS is NF except at 3 level (but must raise with 3+ support)