

## 4. BASIC RESPONSES

Jump raises - minors	1♦-3♦=To play
Jump raises - Majors	PRE
Jump shifts after minor opening	1♦:2♥=5♠+/5♥+ non-INV, 2♠=5♠+/5+♥ INV, 3♣ & 3♦ to play
Jump shifts after Major opening	To play, 4♣ & 4♦=serious SPL
Responses to strong 2 suit open.	N/A
Responses to 2NT opening	3♣=asking M, 3M=F1, 4♣=PRKC in ♦, 4M=to play, 4NT=SABW

## 5. PLAY CONVENTIONS

	Versus <b>Suit</b> (or both)	Versus <b>NoTrump</b> (if different)
<b>Show priorities</b>		
<b>Leads</b> Sequences:	top	Underld from 4+ except STR K
Four or more with an honour	3rd/5th	attitude
From 4 small	3rd highest	2nd or 3rd (attitude)
From 3 cards (no honour)	Bottom	middle but small in partner's suit
In partner's suit	As above unless raised	3rd
<b>Discards</b>	O/E first then ATT, SP	O/E first then ATT, SP
<b>Count</b>	Low-High = Odd when needed	Low-High = Odd when needed
<b>Signal</b> on partner's lead:	Suit Preference	Low Encourage
<b>Signal</b> on declarer's lead:	Mainly SP	REV Smith echo
<b>Notes</b>	We give very little count, mostly SP (also in trump suit)	
	Vs suits from interior sequences we lead 3rd from even 2nd from odd.	
	Leads and carding may be deceptive	

## 6. SLAM CONVENTIONS

4♣ Gerber <input type="checkbox"/>
<b>4NT:</b> Blackwood <input checked="" type="checkbox"/> RKC 1430 OR NAT, QUANT, T/O OR cue, to play at 5-level
Asking Bids <input checked="" type="checkbox"/> Cue Bids <input checked="" type="checkbox"/> 4♣(♦ if clubs bid) is PRKC>1st step="joke" when NV
If Vul: 0,1,1+,2,2+). These responses also to Exclusion (no "joke" step).
5♣ Gerber when 4NT is NAT

## 7. OTHER CONVENTIONS

2NT rarely natural in competition	2-way Drury: Rebid suit is (sub)-min
TRF LEB: 1NT-(2M or natural 2D)	Bid suit 3 times=subminimum
Smolen (only used with 5422 shape)	Responder/advancer's relay dbl:1M-(3y)-x=
Retransfers	puppet to next step to place contract
Many relays & TRFs	1♣/D/NT-3z): TRFs inc Dbl

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PDF Form Rev. 21E29 by RoL

MyRev. Jan-26

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**AUSTRALIAN BRIDGE  
FEDERATION LTD.**

## STANDARD SYSTEM CARD



ABF Nos.	226963	Kate McCallum
& Names:	687693	Axel Johannsson
Basic System:	ViKing club (1♣ is usually 15+), Variable NT, Short diamond, aggressive	
Brown Sticker <input type="checkbox"/>	Classification:	Green <input type="checkbox"/> Blue <input checked="" type="checkbox"/> Red <input type="checkbox"/> Yellow <input type="checkbox"/>

## 1. OPENING BIDS

1♣ ART STR -15+ (16+ if BAL)	1♥ 9-14 5+
1♦ 9-14, usually 2+ (0-1 possible)	1♠ 9-14 5+
<b>1NT</b> NV 1&2:10-12, 3&4:10-15. VUL 1&2: 14-15, 3:15, 4th:<14	may contain 5 card Major <input checked="" type="checkbox"/>
<b>1NT Responses</b> 2♣ STAY	
2♦ 5+♥ (but ART FG if WK NT)	2♠ Size ask or 6+♣ (but to play if WK NT)
2♥ 5+♠ (but to play if WK NT)	2NT 6+♦ (but INV+ w minor if WK NT, F1
(Dbl) 2y=5+(2m may be scrmbled),XX=PEN	other See inside

2♣ 9-14 6+ ♣	
2♦ 3-9, 5M (6 when VUL)	
2♥ 5/4+ MM, NV: 3-9, VUL: 6-10	
2♠ NV: 3-9 4♠ and 6+m, VUL: 6-10 5+♠ & 5+m	
<b>2NT</b> 4M & 6+♦ good PRE	<b>3NT</b> PRE in a minor including the Ace
other 4m=solid M, 3.5 to 4.5 losers, 4NT=SABW	

## 2. PRE-ALERTS

STR club, short (0+) diamond, variable NT	1NT:10-12, 10-13, 10-15, 14-15 OR 15
HCP only a guide, v aggr O/C, open & resp	many unusual double/rdbl,
Unusual carding, Several ART (FG) relays	unusual openings from 2H-2NT and 3NT

## 3. COMPETITIVE BIDS / OVERCALLS

Doubles Support dbl/rdbl, lead directing, anti-lead,	Negative DBL thru 2♠ + 3♠
responsive. Relay/TRF or 4/1 dbl at 3-level	Responsive DBL thru 2♠ + 3♠
Jump overcalls PRE but 1♣-2♦ & 1♦-2M=Mich	Unusual NT Lowest 2 unbid suits
1NT overcall: (immediate) 15-17 BAL	(re-opening) 10-14 (1♠: 11-16)
Immediate cue: (minor) (1♣)-2♣:5/4 MM,(1♦)-2♦:5♠/4♥ (Major) 5+ OM & 5+m, wide range	
<b>Over:</b> Weak Twos X with LEB, 2NT=15-17	Opening Threes Non-leaping Michaels
Opponent's transfers X=lead dir, bid of their shown suit=T/O (but NAT if a jump)	
Opponent's 1NT STR(includes 16HCP); X=♣+♠ or ♦+♥, 2♣=♣+♥ or ♦+♠, 2♦=MM,2N=mm	
WK: X=PEN, 2♣=MM, 2♦=6M, 2M=5 and 4+m, 2N=mm, 3m=constructive, 3M=PRE	

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ ART 0-7	2♦ ART BAL FG 8-10/14+	3♦ 11-13: 3-4-2-4
1♥ 4+♠ FG	2♥ Any 5332 8-10	3♥ 11-13: 4-2-4-3
1♠ 4+♥ FG	2♠ 11-13BAL 4333 OR...	3♠ 11-13: 2-4-3-4
1NT 5(4)+♣ FG	2NT 11-13BAL MM or mm	3NT 11-13: 4-3-4-2
2♣ 5+♦ FG	3♣ 11-13BAL 4333 w/4m	4♣ 8(7)♥ 1-4 hcp
other 1♣-4♦/♥/♠=8(7) TRF 1-4 hcp		
1♦ 1♥ usually 6+ HCP 4+♥	2♥ 5♠+4♥+ non-INV	3♥ To play
1♠ usually 6+ HCP 4+♠	2♠ 5♠+4♥+ INV	3♠ To play
1NT <11 HCP	2NT pick a minor	3NT To play
2♣ usually 10+ 4(3)+♣	3♣ To play	4♣ To play
2♦ usually 10+ 5+♦	3♦ To play	4♦ To play
other Responses may be light. 4M=To play, 4NT=Aces?		
1♥ 1♠ usually 6+, F1, 4+♠	2♥ 3♥, 8.5+ losers	3♦ To play
1NT usually 6+, NF <4♠	2♠ To play	3♥ PRE
2♣ ART FG asking	2NT 4♥ INV+	3♠ To play
2♦ pup to 2♥, any INV	3♣ To play	3NT Any 4333, NF
other Responses may be light. 4m=SPL, 4M=To play, 4NT=Aces?		
1♠ 1NT 6+, NF	2♠ 3♠, 8.5+ losers	3♥ To play
2♣ ART FG asking	2NT 4♠+ INV+	3♠ PRE
2♦ PUP 2♥, usly 6+, 4+♥	3♣ To play	3NT Any 4333 NF
2♥ Any INV, F1	3♦ To play	4♣ SPL
other Responses may be light. 4m=SPL, 4M=To play, 4NT=Aces?		
1NT 3♣ TRF to ♦>3M=NAT FG	3♠ 4♠ & 6(5)+♣, FG	4♦ mild S/T in ♠ 4-5 CTRL
3♦ 4(5)♦ & 6(5)+♣, FG	3NT To play	4♥ To play
3♥ 4♥ & 6(5)+♣, FG	4♣ mild S/T in ♥ 4-5 CTR	4♠ To play
other Over WK NT: 2♦=ART GF, 2♥, 2♠, 3♠ & 3♦=to play, 3M=INV		
2♣ 2♦ ART INV+ asks	2NT NAT INV	3♥ NAT S/T
2♥ 5+ NF constructive	3♣ NAT less than INV	3♠ NAT S/T
2♠ 5+ NF constructive	3♦ NAT S/T	3NT To play
other		
2♦ 2♥ P/C	3♣ How many ♥? 0/1,2..	3♠ P/C, not promising ♥
2♠ P/C, not promising ♥	3♦ How many ♠? 0/1,2	3NT To play
2NT INV+ asks	3♥ P/C not promising ♠	4♣ asks TRF to suit
other 4♦: asks to bid suit, 4M=To play		

**Notes** 14+ NT: coded shortness after TRFs & STAY: 1N-2♠-2N/3♣-3♦/♥/♠=clubs with short ♠, ♥ or ♦ in that order 1N-2N-3♣/♦-3Z=coded shortage with diamonds but 1N-3♣-3♦-3M=NAT and 3N=4♣ NF 1N-2♠-2Z-3♣=3-card raise of Z, 3♦=short Z

2♥ 2♠ To play	3♦ To play	3NT To play
2NT INV+ asks	3♥ To play	4♣ PRKC in ♥
3♣ To play	3♠ To play	4♥ To play
other 4♦=PRKC in/♠		
2♠ 2NT asks>3♥=max w ♣	3♥ NAT NF	4♣ P/C
3♣ P/C	3♠ PRE	4♥ To play
3♦ To play	3NT To play	4♠ To play
other 4♦=P/C. Same responses VUL and NV		
2NT 3♣ Asking for M	3♠ NAT F1	4♦ PRE
3♦ To play	3NT To play	4♥ To play
3♥ NAT F1	4♣ PRKC in ♦	4♠ To play
other		

## 9. CONVENTIONS

**Unusual NT:** Lowest unbid, wide range

**4th Suit Forcing** One round  Game force

**NT Checkback**  Priorities: 2♣=puppet to 2♦ (but to play by PH), 2♦=FG relay

**Defence to 3NT opening** 4♣=TO, 4♦=ART S/T, 4♥♠/5♣/♦=To play, 4NT=SAB

**Defence to Opening Twos** X=TO > Normal Lebensohl

Multi 2♦ Dbl=Defensive hand>PEN dbls, 2NT=Nat with source of tricks, 2M=Short

RCO style 2-s x-x-x

Other 2-s Bid of opponents known suit=TO. Dbl of specific 2's=preference for defence

<b>Defence</b>	(1♣):CRO and TWERB:2♣=2♦/MM,2♦=♥/♠+♣,2♥=♠/mm,2♠=♣/♥+♦,
<b>to</b>	2N=non-touch. (1♣)-no-(1♦): dbl=col,1N=non-touch, 2♣=rank, similar at 3-lvl
<b>strong</b>	(2♣): CRO, 2M=NAT, 2NT=non-touching and higher bids=TWERB
<b>1♣ / 2♣</b>	(2C)-no-(2D): dbl=col, 2N=non-touch, 3♣=rank, higher=TWERB

**Over 1NT Interference** (2♣/2♦-1M):SYSON,2Z(NAT):X=T/O,2NT=Leb,3♣/♦/♥=TRF INV+

**Lebensohl - other uses** Many e.g. WK 2 and (1M)-X-(2M), also if our PEN dbl is pulled

**Take out of 4 level pre-empts** 4♣/4♦ X=T/O

4♥ X=TO

4♠ X=PEN

## 10. OTHER NOTES

1♣/1♦/NT: (3♣): dbl=♦, 3♦=♥, 3♥=♠, 3♠=neg dbl, 4♣=Mich, 4♦/♥=Texas, 4NT=Aces

(3♦): dbl=♥, 3H=♠, 3♠=neg dbl, 4♣=Mich, 4♦/♥=Texas, 4♠=♣ (S/T), 4NT=Aces?

(3♥): dbl=♠, 3♠=neg dbl, 4♣=♦, 4♦=♠ (S/T), 4♥=♠ (no S/T), 4♠=♣ (S/T), 4NT=Aces?

(3♠): dbl=neg dbl, 4♣=♦, 4♦=♥ (S/T), 4♥=To play, 4♠=♣ (S/T), 4NT=Aces?

(4♣): dbl=negative, 4♦=♥, 4H=♠

We overcall 3NT: 4♣=puppet to 4♦ for sign-off, 4♦/♥/♠/NT=TRF S/T, 5♣=Aces?