

4. BASIC RESPONSES

Jump raises - minors	weak
Jump raises - Majors	weak
Jump shifts after minor opening	weak
Jump shifts after Major opening	reverse Bergen
Responses to strong 2 suit open.	2D waiting
Responses to 2NT opening	Puppet Stayman & Transfers

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	overlead	overlead seq of 3
Four or more with an honour	lowest	4th highest
From 4 small	mud	mud
From 3 cards (no honour)	mud	mud
In partner's suit	same as above	same as above
Discards	odds & evens	odds & evens
Count	reverse	reverse
Signal on partner's lead:	low encourage	low encourage
Signal on declarer's lead:	reverse count	
Notes		

6. SLAM CONVENTIONS

4♣ Gerber <input checked="" type="checkbox"/>	after NT openings
4NT: Blackwood <input checked="" type="checkbox"/> RKCB 1430	Quantitative raise
Asking Bids <input checked="" type="checkbox"/> Cue Bids <input checked="" type="checkbox"/>	

7. OTHER CONVENTIONS

Jacoby 2NT	Inverted Minors
Splinters	Lebonsol
Minorwood	RCO Multi 2's style
4th suit Game force	Kokish
Ogust	Trial Bids

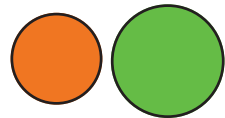
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New Minor Forcing



**AUSTRALIAN BRIDGE
 FEDERATION LTD.**

STANDARD SYSTEM CARD



ABF Nos. 967343 Nick Walsh
 & Names: 180963 Wayne (Spotty) Leppard
 Basic System: 5 Card majors, 15-17 NT, Multi 2 diamonds
 Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS Describe strength, min.length, or specific meaning Canapé

1♣ 3+ 11+ 1♥ 5+ 11+
 1♦ 3+ 11+ 1♠ 5+ 11+
 1NT 15-17 may contain 5 card Major

1NT Responses 2♣ Puppet Stayman
2♦ Tfr Hearts 2♠ Tfr Clubs
2♥ Tfr Spades 2NT Tfr Diamonds
(Dbl) other

2♣ 4 Loser 22+ Balanced
 2♦ 6 Hearts or 6 Spades less than opening OR 20-21 Balanced
 2♥ 5 Hearts & 5 Spades OR 5 Clubs & 5 Diamonds less than opening
 2♠ 5 Spades & 5 Clubs OR 5 Diamonds & 5 Hearts less than opening
 2NT 5C & 5H OR 5D & 5S less than opening 3NT Gambling
 other

2. PRE-ALERTS

NT response no stopper

3. COMPETITIVE BIDS / OVERCALLS

Doubles Balancing and Lead Directing Negative DBL thru 3S
 Responsive DBL thru _____
 Jump overcalls 2 Suited weak - Ref Section 10 Unusual NT N/A
 1NT overcall: (immediate) 15-17 (re-opening)
 Immediate cue: (minor) 2 Suited (Major) 2 suited
Over: Weak Twos Double 16+ bid 5 card suit Opening Threes Double 16+ bid 5 card suit
 Opponent's transfers Double 16+ bid 5 card suit
 Opponent's 1NT Strong=DONT, Weak=Cappelletti
 DONT: X=SingleSuit;2C=C&higher,2D=D&higher,2H=5H&4S,2S=5S&4H,2NT=5/5 minors
 CAPPELLETTI: X=Penalty;2C=SingSuit;2D=4/4maj;2H=5H/4min;2S=5S/4min;2NT=5/5min

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4 & 6+	2♦ 6+ <6	3♦ splinter GF
1♥ 4 & 6+	2♥ 6+ <6	3♥ splinter GF
1♠ 4 & 6+	2♠ 6+ <6	3♠ splinter GF
1NT 6-9	2NT 11hcp	3NT to play
2♣ 5C & 10+	3♣ 5C & <9	4♣ minorwood 1430
other		
1♦ 1♥ 4 & 6+	2♥ 6 <6	3♥ splinter GF
1♠ 4 & 6+	2♠ 6 <6	3♠ splinter GF
1NT 6-9	2NT 11	3NT to play
2♣ 4 & 10+	3♣	4♣ splinter GF
2♦ 5 & 10+	3♦ 5 <9	4♦ minorwood 1430
other		
1♥ 1♠ 4 & 6+	2♥ 3 6-9	3♦ 4H 6-9
1NT 6-9	2♠ 6 <6	3♥ 4H <6
2♣ 4 & 10+	2NT Jacoby 2NT	3♠ 4H + void 10+
2♦ 4 & 10+	3♣ 4H 10-11	3NT 4H singleton 10+
other		
1♠ 1NT 6-9	2♠ 6-9	3♥ 6H <6
2♣ 4 10+	2NT Jacoby 2NT	3♠ 4S <6
2♦ 4 10+	3♣ 4S 10-11	3NT 4S Void 10+
2♥ 5 10+	3♦ 4S 6-9	4♣
other	4H = 4S+singleton & 10+	
1NT 3♣ 1C 5D 4/3 majors GF	3♠ 1S 3H 5/4 minors GF	4♦
3♦ 1D 5C 4/3 majors GF	3NT	4♥
3♥ 1H 3S 5/4 minors GF	4♣ gerber	4♠
other		
2♣ 2♦ waiting always	2NT	3♥
2♥	3♣	3♠
2♠	3♦	3NT
other		
2♦ 2♥ P or C	3♣ forcing	3♠
2♠ P or C	3♦ forcing	3NT to play
2NT forcing	3♥ forcing	4♣
other		

Notes

2♥ 2♠ pass or correct	3♦ pass or correct	3NT to play
2NT enquiry	3♥ pass or correct	4♣
3♣ pass or correct	3♠	4♥
other		
2♠ 2NT enquiry	3♥ pass or correct	4♣
3♣ pass or correct	3♠	4♥
3♦ pass or correct	3NT to play	4♠
other		
2NT 3♣ enquiry	3♠ pass or correct	4♦
3♦ pass or correct	3NT to play	4♥
3♥ pass or correct	4♣	4♠
other		

9. CONVENTIONS

Unusual NT: No

4th Suit Forcing One round Game force

NT Checkback Priorities:

Defence to 3NT opening Nil

Defence to Opening Twos Dbl 16+

Multi 2♦ Dbl 16+

RCO style 2-s Dbl 16+

Other 2-s Dbl 16+

Defence (1♣) : Lead Directing Double

to

strong (2♣) : Lead Directing Double

1♣ / 2♣

Over 1NT Interference

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ Dbl

4♥ Dbl for penalty

4♠ Dbl for penalty

10. OTHER NOTES

Defence of Opening 1 bids: Jump Bids=2 suited less than opening

1C - 2D=5D&5H, 2H=5H&5S, 2C=5D&5S, 2NT=strong 2 suited

1D - 2H=5H&5S, 2S=5S&5C, 2D=5H&5C, 2NT=strong 2 suited

1H - 2S=5S&5C, 3C=5C&5D, 2H=5S&5C, 2NT=strong 2 suited

1S - 3C=5C&5D, 3D=5D&5H, 2S=5C&5H, 2NT=strong 2 suited