

4. BASIC RESPONSES

Jump raises - minors	Inverted
Jump raises - Majors	Limit
Jump shifts after minor opening	Natural, weak
Jump shifts after Major opening	Natural, Weak
Responses to strong 2 suit open.	2D Waiting else Natural
Responses to 2NT opening	Simple Stayman and Transfers to Majors; Smolen

5. PLAY CONVENTIONS

<u>Show priorities</u>	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All	Overlead All
Four or more with an honour	4th Highest	4th Highest
From 4 small	2nd Highest	2nd Highest
From 3 cards (no honour)	MUD	Top or MUD
In partner's suit	As Above	As above
Discards	Low Encourage	
Count	Natural ie Low-High = Odd	
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:	SOME natural count; Count is unreliable	
Notes	Suit Preference on occasion	

6. SLAM CONVENTIONS

4♣ Gerber <input type="checkbox"/>	Not Used
4NT: Blackwood <input type="checkbox"/>	RKCB 1430 Quantitative over partner's Natural NT Bid
Asking Bids <input type="checkbox"/>	Cue Bids <input checked="" type="checkbox"/> 1st/2nd Round Controls
No Minorwood, No Exclusion, No DOPI/ROPI	
Assume 0 Keycards after 5D response to 1430; Responder bids Slam if 3; Ditto 1/4 if 4	

7. OTHER CONVENTIONS

Two Way Checkback	System ON if they X;
Fourth Suit Game Force	System OFF if they Overcall
Jacoby 2NT --> shortage >1M	Blackout;
Drury	No new minor forcing over 2NT
Smolen	No Lebensohl except after X of weak two

www.abf.com.au
 Support X&XX to 2S including 1NT by Opener(Not Overcall)
 Cue Raises opposite opener or overcallers suit by partner

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**AUSTRALIAN BRIDGE
 FEDERATION LTD.**

STANDARD SYSTEM CARD



ABF Nos.	61395	Judith Tobin
& Names:	950114	Liz Sylvester
Basic System:	Standard with 15-17NT and Weak two's; UDCA; Lead 4ths	
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

1♣ 3+	1♥ 5+
1♦ 3+	1♠ 5+
1NT 15-17	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses	2♣ Simple Stayman (Can be weak) then 4NT=1430
2♦ Transfer to Hearts	2♠ Transfer to Clubs OR Diamonds
2♥ Transfer to Spades	2NT Invite
(Dbl) 1NT(2x) X = T/O else Nat	other 1NT(2x)<3D NF; >3H F; 4NT after tfer

2♣ Strong	
2♦ Weak Diamonds	
2♥ Weak Hearts	
2♠ Weak Spades	
2NT 20-21	3NT Gambling
other 2NT after weak two asks for shortage	

2. PRE-ALERTS

Cue Raises

3. COMPETITIVE BIDS / OVERCALLS

Doubles Support X&XX to 2S including 1NT by OPENER	Negative DBL thru 3S
3rd X by our partnership=Penalty;XX-> then X=Penalty	Responsive DBL thru 3S
Jump overcalls Usually weak - see pre-alert	Unusual NT Two lowest unbid suits
1NT overcall: (immediate) 15-18 Bal; System On	(re-opening) 12-15(16) System On
Immediate cue: (minor) Michaels	(Major) Michaels; ANY STRENGTH
Over: Weak Twos 2NT=15-18;T/O X w Leb	Opening Threes X = Takeout
Opponent's transfers X=T/O of THEIR suit; Other Bids Natural; No Michaels	
Opponent's 1NT X=Penalty; 2C=Majors(4+/4+) then 2D = No preference	
2D=Long Major; 2H=5+H & 4+m; 2S=5+S & 4+m	
2NT = Minors(5+/5+)	

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

<p>1♣ 1♦ Nat but prefer 4M 1♥ Nat; 4+H 1♠ Nat: 4+S 1NT 6-10(11) Bal 2♣ 10+;5+cards then stop other No Criss Cross</p>	<p>2♦ Weak(0-6);Nat:6+cards 2♥ Weak(0-6);Nat:6+cards 2♠ Weak(0-6);Nat:6+cards 2NT 11-12 Invite 3♣ 6-9;5+cards unbal 4♣</p>	<p>3♦ Weak(3-7);Nat:7+cards 3♥ Weak(3-7);Nat:7+cards 3♠ Weak(3-7);Nat:7+cards 3NT 13-15 To Play 4♣</p>
<p>1♦ 1♥ Nat; 4+H 1♠ Nat; 4+S 1NT 6-10(11) 2♣ 10+;5+cards 2♦ 10+;4+cards then stop other No Criss Cross</p>	<p>2♥ Weak(0-6);Nat:6+cards 2♠ Weak(0-6);Nat:6+cards 2NT 11-12 Invite 3♣ Weak(3-7);Nat:7+cards 3♦ 6-9;4+cards unbal 4♦</p>	<p>3♥ Weak(3-7);Nat:7+cards 3♠ Weak(3-7);Nat:7+cards 3NT 13-15; To Play 4♣</p>
<p>1♥ 1♠ Nat: 4+S 1NT 6-10 Bal 2♣ 10+;Nat; 4+ Cards 2♦ 10+;Nat; 4+ Cards other 3S/4C/4D=Splinters</p>	<p>2♥ Nat; 6-10 2♠ Weak(0-6);Nat:6+cards 2NT Jacoby --> Shortage 3♣ Weak(3-7);Nat:7+cards 3♦ Weak(3-7);Nat:7+cards</p>	<p>3♦ Weak(3-7);Nat:7+cards 3♥ Limit 10-12;Less if sh 3♠ Splinter 3NT 13-15 Nat; To Play 4♣ Splinter</p>
<p>1♠ 1NT 6-10 Bal 2♣ 10+;Nat; 4+ Cards 2♦ 10+;Nat; 4+ Cards 2♥ 10+;Nat; 5+ Cards other 4C/4D/4H=Splinters</p>	<p>2♠ Nat; 6-10 2NT Jacoby --> Shortage 3♣ Weak(3-7);Nat:7+cards 3♦ Weak(3-7);Nat:7+cards</p>	<p>3♥ Weak(3-7);Nat:7+cards 3♠ Limit 10-12;Less if sh 3NT 13-15 Nat; To Play 4♣ Splinter</p>
<p>1NT 3♣ Nat; 6+cards; Slam Try 3♦ Nat; 6+cards; Slam Try 3♥ Nat; 6+cards; Slam Try other After 3D/3H/3S Slam try, bid cts up the line with a suitable hand; 4NT is 1430</p>	<p>3♠ Nat; 6+cards; Slam Try 3NT 10+ To Play 4♣ Transfer to H</p>	<p>4♦ Transfer to S 4♥ Nat; 6+cards; To Play 4♠ Nat; 6+cards; To Play</p>
<p>2♣ 2♦ 0-7 or waiting 2♥ Nat; 8+pts; 5+Cards 2♠ Nat; 8+pts; 5+Cards other Cue bid if Opener sets suit;2C (P) 2D (P) 3M;After their Interference P=T/O;X=P</p>	<p>2NT 8+pts; Bal 3♣ Nat; 8+pts; 5+Cards 3♦ Nat; 8+pts; 5+Cards 3NT -</p>	<p>3♥ - 3♠ - 3NT -</p>
<p>2♦ 2♥ 5+H; F 2♠ 5+S; F 2NT Shortage Ask, F other 2D (P or X) 2NT=shortage ask;Bid 3D with short M & min;3NT=Max+No Shortage</p>	<p>3♣ 5+C; F 3♦ To Play 3♥ -</p>	<p>3♠ - 3NT To Play 4♣ -</p>

Notes Any X by partner after a weak 2 Opening by us is Penalty
X/X/X; 1st X=cards; 2nd X = T/O; 3rd X = Penalty by our partnership

<p>2♥ 2♠ 5+S; F 2NT Shortage Ask 3♣ 5+C; F other 2H (P or X) 2NT=shortage ask;Bid 3H with short S & min;3NT=Max+No Shortage</p>	<p>3♦ 5+D, F 3♥ To Play 3♠ - 3♥ 5+H; F 3♠ To Play 3♦ 5+D; F 3NT To Play</p>	<p>3NT To Play 4♣ - 4♥ To Play 4♠ To Play 4♣ - 4♥ To Play 4♠ To Play 4♦ Nat; Slam Try 4♥ To Play 4♠ To Play</p>
<p>2♠ 2NT Shortage Ask 3♣ 5+C; F 3♦ 5+D; F other 2S (P or X) 2NT=shortage ask;Bid 3S with no shortage;3NT=Max+No Shortage</p>	<p>3♥ 5+H; F 3♠ To Play 3NT To Play 3♠ Both Minors(4+/4+) 3NT To Play 4♣ Nat; Slam Try</p>	<p>4♣ - 4♥ To Play 4♠ To Play 4♦ Nat; Slam Try 4♥ To Play 4♠ To Play</p>
<p>2NT 3♣ Simple Stayman 3♦ Transfer to H 3♥ Transfer to S other 4C/4D Nat Slam Try the 4NT=Sign off else control bid; SMOLEN</p>	<p>3♠ Both Minors(4+/4+) 3NT To Play 4♣ Nat; Slam Try</p>	<p>4♦ Nat; Slam Try 4♥ To Play 4♠ To Play</p>

9. CONVENTIONS

Unusual NT:	Two lowest unbid suits(eg shows D+H after 1C) ANY STRENGTH
4th Suit Forcing	One round <input type="checkbox"/> Game force <input checked="" type="checkbox"/>
NT Checkback	<input checked="" type="checkbox"/> Priorities: 2C-->2D; 2D, GF Two way;(1x (any) 1y (any))
Defence to 3NT opening	Natural (1NT (P/X) checkback is ON)
Defence to Opening Twos	2NT=15-18 with Stop & System ON; XXX applies for all "2's"
Multi 2♦	X = 13+pts; (2D) P (2H/2S) X=simply T/O
RCO style 2-s	X = Takeout
Other 2-s	2NT(Both Minors Opening); X/X/X; 3C=5+H/4+S; 3D=5+S/4+H
Defence to	Strong 1C: X = Both Majors; NT=Both Minors; Else Natural
strong	Strong 2C; Natural
1♣/2♣	No Michaels over opponents strong 1C or 2C

Over 1NT Interference	1NT (2x) X=T/O else Nat;<3D NF; >3H F
Lebensohl - other uses	(2M) X OR (2M) P (P) X then 2NT=0-6pts;
Take out of 4 level pre-empts	4♣/4♦ X=Takeout 4♥ X=Takeout 4♠ X=Good hand-> 4NT very T/O-2suited

10. OTHER NOTES

Defence to:	-Bergen: (1M) P/X (3C) then X= T/O of THEIR suit and 3M=Michaels -Two lvl Opening of Both Majors:X/X/X;We can always play in their major if they dont bid Example (2H=Both majors) X by us is T/O. They pass. We can play in S/C or D not H Two way Checkback;(1x (any) 1y (any)) THEN 1NT (P) 2C -->2D and (X) 2D is GF - 2NT Invite via Checkback; Transfer to 3C via 2NT without checkback - NO CHECKBACK OVER 2NT ie 1x (any) 1y (any) then 3C/3D after 2NT is nat
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