## 4. BASIC RESPONSES

## Jump raises - minors Inverted (6-9HCP)

## Jump raises - Majors Weak

Jump shifts after minor opening Preemptive
Jump shifts after Major opening Bergen - 3!C = 6-9 4M. 1M-3!D = 10-12 4M. 1H-2S = weak
Responses to strong 2 suit open. $2 \downarrow$ = waiting
Responses to 2NT opening $\quad 3 *$ Puppet Stayman, $3 \checkmark 3 \vee$ transfers, $3<$ minor stayman

|  | 5. PLAY CONVENTIONS |  | Show priorities |
| :--- | :--- | :--- | :--- |
|  | Versus Suit | (or both) | Versus |
| NoTrump | (if different) |  |  |
| Leads $\quad$ Sequences: | Overlead |  |  |
| Four or more with an honour | 3rd and low | 4th highest |  |
| From 4 small | 3rd | 2nd highest |  |
| From 3 cards (no honour) | low | MUD |  |
| In partner's suit | As above | Low from xxx (if count unknown) |  |
| Discards | Low encourage |  |  |
| Count | Reverse |  |  |
| Signal on partner's lead: | Low encourage |  |  |
| Signal on declarer's lead: | Reverse count |  |  |
| Notes Suit preference when relevent |  |  |  |
| K against 5 level or preempts is asking for Count |  |  |  |

## 6. SLAM CONVENTIONS

4NT: Blackwood X RKCB 1430 4\% Gerber $\square$ when? never
Slam Notes Serious 3NT, Kickback
Cue Bids $\mathbf{X}$ 1st/2nd controls
Asking Bids $\square$

## 7. OTHER CONVENTIONS

Two-way checkback
Kickback
Transfers over 1M-(X)
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## AUSTRALIAN BRIDGE FEDERATION INC.

## STANDARD SYSTEM CARD



Canape
Describe strength, minimum length, or specific meaning
ellow $\qquad$
1\% 2+ 11+hcp (can have longer
1 5 5+ 11+
1 5+ unless (4441) 11+
14 5+11+

1NT (14)15-17 bal/semi-bal
may contain 5 card Major
1NT Responses 2\& Simple Stayman
2- Transfer
24 Transfer or Range Ask
24 Transfer
2NT Transfer
other $3=5$ card stayman, $3=5-5$ minors GF, $3 v=31(54), 3=13(54)$ GF
2\% GF or 22+ Bal
2 Weak Both Majors (4/4 not vul)
2V Weak $6 \vee$ (can be $5 \vee$ not vul)
24 Weak 6 (can be 5ot vul)
2NT 20-21
3NT Gambling
other

## 2. PRE-ALERTS

Transfers over 1a
1* can have longer *

## 3. COMPETITIVE BIDS / OVERCALLS

| Negative doubles through | 4 S | Jump overcalls 3C = two suiter, otherwise weak |  |  |
| :---: | :---: | :---: | :---: | :---: |
| Responsive doubles through | 4S | Unusual NT LUBS |  |  |
| 1NT overcall - immediate | 15-18 |  | Immediate cue of minor | 2D = Majs, 1C- |
| 1NT overcall - re-opening | 11-16 |  | Immediate cue of Major | OM + Diamonds |
| Over weak twos $X=\mathrm{t} / \mathrm{o}$, lebensohl |  |  | Over opening threes | X = t/o |
| Over opponent's 1NT $\mathrm{X}=$ values |  |  |  |  |
| multi-Landy - $2 \mathrm{C}=$ b | both majors | s, $2 \mathrm{D}=$ sing | gle suited major | $M=5 M+4 m, 2 N$ |

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

| 1\% 1 - $6+4+$ - | 2 Weak nat 6-9 | 3 Weak 7 |
| :---: | :---: | :---: |
| $1 \cdot 6+4+$ | 2v Weak nat 6-9 | 3V Weak 7V |
| 11. Bal or Club GF | 24. Weak nat 6-9 | 3N Weak 7 ¢ |
| 1NT 11-12 no 4M | 2NT Bal GF 12-15 or 18/19 | 3NT To play 13-15 |
| 2\% 5+ GF | 3\% Weak 6+a 3-7 | 4\% weak |
| other |  |  |
| $1 \checkmark 6+4+!H$ | 2 weak nat | 3- Splinter 12+5+ |
| 14 $6+4+$ ! | 21 weak nat | 3^ Splinter 12+5+* |
| 1NT 6-12 no 4M | 2NT 11-12 no 4M | 3NT To play 13-15 |
| 2\% GF 5+e | 3\% Splinter 12+5+ | $4 \%$ |
| 2-10+4+!D | 3 6-9 5+ | 4 |
| other |  |  |
| 1-14 6+4+ (5+4 GF) | 2v 8-10 3v | 3-10-12 4+ |
| 1NT 6-12 or 3v weak | 24 Nat weak | $3 \downarrow$ 4+ $\downarrow$ preemptive |
| 2\% 3 way | 2NT GF Jacoby 4+ ${ }^{+}$ | 34 Splinter |
| 2 GF 5+ | 3\% 6-9 4+V | 3NT Unspecified splinter |
| other 2 = Nat GF, 30 inv or Bal GF |  |  |
| 14 1NT 6-12 any or 31 weak | 24 8-10 3! | $3 \checkmark$ Nat invite |
| 24 3 way | 2NT GF Jacoby 4+ | 34 4+ preemptive |
| 2 GF 5+* | 3\%6 6-9 4+4 | 3NT Unspecified splinter |
| 2 - GF 5+V | 3. 10-12 4+ | 4\% Splinter |
| other 20 Nat GF, $3 v$ inv or Bal GF, $4 \vee=$ splinter |  |  |
| 1NT 3\% 5 Card Stayman | 34. 13(45) GF | 4 Transfer S |
| 3. 5-5 minors GF | 3NT To play | 4- To Play |
| 3v 31(45) GF | 4\% Transfer H | 4. To Play |
| other ^ |  |  |
| 2* 2 Waiting | 2NT 5/5 Minors good suits | 3) 1 loser suit opp void |
| 2 -7+5+v | 3\% 6+ good suit | 34 1 loser suit opp void |
| 24.7+5+4 | 3 6+ good suit | 3NT |
| other Kokish ( $\downarrow$ 's or 24+ Bal) |  |  |
| $2 \checkmark$ To Play | 34. Natural forcing | 34 Preemptive |
| 24 To Play | 3 Natural Forcing | 3NT To play |
| 2NT Inquiry | 3v Preemptive | $4 \%$ |
| other |  |  |


| 2V 2N Natural forcing | 3 Natural forcing | 3NT To play |
| :---: | :---: | :---: |
| 2NT Inquiry | 30 To play | 4\% |
| 3\% Natural forcing | 34 To play | 4 To play |
| other 2NT = shortage ask |  |  |
| 24 2NT Inquiry | 3) Natural forcing | 4\% To play |
| 30\% Natural forcing | 34. To play | 4 To play |
| 3 Natural forcing | 3NT To play | 4. To play |
| other 2NT = shortage ask |  |  |
| 2NT 3\% Puppet Stayman | 34. Minor Stayman | $4 \checkmark$ Spades |
| 3 Transfer H | 3NT To play | 4V Clubs |
| 3v Transfer S | 4\% Hearts | 41 Diamonds |
| other Over 4V/4: $4 \mathrm{NT}=$ to play, other step $=\mathrm{KC}$ |  |  |

## 9. CONVENTIONS

Unusual NT: LUBS


Over 1NT Interference negative/TO doubles, lebensohl
Lebensohl - other uses After X over a weak 2

Take out of 4 level pre-empts 4

