

4. BASIC RESPONSES

Jump raises - minors	Art@1C; 1D to 3D = To Play
Jump raises - Majors	To Play or pre-emptive
Jump shifts after minor opening	Special; Art@1C; 1D-2M=5S,4H NF; 1D-2C=Inv
Jump shifts after Major opening	3C=Bal; 3D=Inv; OM= suit setting
Responses to strong 2 suit open.	N/A
Responses to 2NT opening	Simple Stayman & Transfers to Majors; 3S=Both minors(4+/4+)

5. PLAY CONVENTIONS

<u>Show priorities</u>	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All(K=count ONLY@5	level or vs 4M Opening)
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	Reverse ie Low-High = Even	
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:	Some reverse Count	
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 Rnd Controls; If they X Ctl Bid then XX=1st Rnd Ctl
No Minorwood, 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; All GF via 2D	System ON if they X;
Fourth Suit Game Force	System OFF if they Overcall
Jacoby 2NT --> shortage >1M	Drury opposite 3/4 1M
Quantitative 4NT > NT Natural Bid	No Blackout; No new minor forcing over 2NT
1NT (2x) X=Takeout	1D (1NT) 2C = Both M(4+/4+) else Natdf

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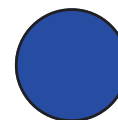
Support X&XX to 2S including 1NT by Opener(Not Over)

Cue Raises opposite opener or overcallers suit by partner



AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos.	950114	Liz Sylvester
& Names:	22381	Peter Gill

Basic System: Strong Club with Variable NT and Weak two's; UDCA; Lead 4ths

Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

1♣ 0+ Art; 16+	1♥ 5+; 10-15
1♦ 2+; 10-15	1♠ 5+; 10-15
1NT 14-16 (1st/2nd); 15-17(3rd/4th)	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ Simple Stayman (Can be weak) then 4NT=1430; After Tfer 4NT=Quant

2♦ Transfer to Hearts	2♠ Minor Hand; Forces 2NT
2♥ Transfer to Spades	2NT Invite
(Dbl) 1NT(2x) X = T/O & Lebensohl	other Opp14-16,9=Inv;10=Game

2♣ 6+ 10-15; Can be 5+ in 3rd/4th seat	
2♦ Diamond shortage, 10-15;(4414, 4405, 4315, 3415)	
2♥ Hearts; 6+Vul; 5 or 6 NV(Fav Vul 3-7pts)	
2♠ Spades; 6+Vul; 5 or 6 NV(Fav Vul 3-7pts)	
2NT (19)20-21(1st/2nd);20-21(3rd/4th)	3NT Solid Min w O/S A/K(1st/2);To Play(3/4)
other 2NT after weak two asks for: Suit length(NV); Shortage(Vul)	

2. PRE-ALERTS

Strong Club Light openings in 3rd seat possible

3. COMPETITIVE BIDS / OVERCALLS

Doubles Support X&XX to 2S including 1NT by OPENER	Negative DBL thru 4S
3rd X by our partnership=Penalty;XX-> then X=Penalty	Responsive DBL thru 4S
Jump overcalls Weak	Unusual NT Two lowest unbid suits; Any
1NT overcall: (immediate) 15-18 Bal; System On	(re-opening) 13-16 Bal; System On
Immediate cue: (minor) Michaels except over Strong C	(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 = Miors(5+/5+)	

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 0-7 HCP, Any	2♦ 8-10 pts, Bal	3♦ 8-10pts; 4414
1♥ 5+S; 8+pts	2♥ 11-13 pts, Bal	3♥ 8-10pts; 4144
1♠ 5+H; 8+pts	2♠ 14+ pts, Bal	3♠ 8-10pts; 1444
1NT 5+C; 8+pts	2NT 11+pts, 4414 Any	3NT -
2♣ 5+D; 8+pts	3♣ 8-10pts; 4441	4♣ -
other		
1♦ 1♥ Nat; 4+H; F1	2♥ 5S,4H;Weak(0-9)	3♥ Spl; Minors(5+/4+); GF
1♠ Nat; 4+S; F1	2♠ 5S,4H;Inv(10-12)	3♠ Spl; Minors(5+/4+); GF
1NT 0-11(NV);(6)7-11(V/Int)	2NT 12 Invite	3NT 13-16 To Play
2♣ GF; 2+C unless 3C nxt	3♣ Minors(5+/4+);Weak(0-9)	4♣ To Play; Short Majors
2♦ GF;5+D unless 3D nxt	3♦ 6+D unbal; Weak(0-9)	4♦ To Play; Short Majors
other	Openers subsequent 1NT or major raise = 11-13(14) Bal	
1♥ 1♠ Nat: 4+S	2♥ Nat; 7-11 Constructive	3♦ 3+H; 11/12 Limit Raise
1NT 0-12;(NV);6-12(V) 3+H	2♠ Sets spades; Slam Try	3♥ 4+H;0-8(NV);5-8(V)
2♣ GF; 2+C unless 3C nxt	2NT Jacoby --> Shortage	3♠ Splinter
2♦ GF;5+D unless 3D nxt	3♣ 3+H;GF; Often 4333	3NT 3H;13+Nat; Choice of
other	2/1 GF unless responder rebids their suit; 3S/4C/4D=Splinters w Slam Interest	
1♠ 1NT 0-12(NV)6-11(V);;3+S	2♠ Nat; 7-11 Constructive	3♥ Sets Hearts; Slam Try
2♣ GF; 2+C unless 3C nxt	2NT Jacoby --> Shortage	3♠ 4+S;0-8(NV);5-8(V)
2♦ GF;5+D unless 3D nxt	3♣ 3+S;GF; Often 4333	3NT 3S;13+Nat; Choice of
2♥ GF;5+H unless 3H nxt	3♦ 3+S; 11/12 Limit Raise	4♣ Splinter w 4+S
other	2/1 GF unless responder rebids their suit; 4C/4D/4H=Splinters w Slam Interest	
1NT 3♣ GF with Short C	3♠ GF with Short S & 4H	4♦ Transfer to S
3♦ GF with Short D	3NT 10+ To Play	4♥ Nat; 6+cards; To Play
3♥ GF with Short H	4♣ Transfer to H	4♠ Nat; 6+cards; To Play
other	1NT (P) 2NT = if they bid then X=Penalty	
2♣ 2♦ Relay asking for Major	2NT Inv; Usually 12pts;No	3♥ GF;6+H; F1->4H=2H
2♥ 9+pts; 5+H;F1->3H=3+	3♣ Nat; NF	3♠ GF;6+S; F1->4S=2S
2♠ 9+pts; 5+S;F1->3S=3+	3♦ 6+ Nat; F then stops	3NT To Play
other	2C - 2M then 2NT=Max/No fit; 3C=min/No Fit; 3x=doubleton M, short in 4th suit	
2♦ 2♥ To Play	3♣ To Play	3♠ To play; Raise w void
2♠ To Play	3♦ Nat; GREAT suit; Inv	3NT To Play
2NT Shape Ask,usually 10+	3♥ To play; Raise w void	4♣ To play; Raise w void
other	2D - 2NT then 3C=min else bid 3 card suit with Max; 2D (2/3y) X = Penalty	

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

2♥ 2♠ 5+S; F(V); NF(NV)	3♦ 5+D, F(V); NF(NV)	3NT To Play
2NT Shortage Ask(V)5566	3♥ To Play	4♣ Spl (V); Nat(NV)
3♣ 5+C; F(V); NF(NV)	3♠ Splinter (V); NF(NV)	4♥ To Play
other	2NT=shortage ask(V);Suit Length(5566) NV	
2♠ 2NT Shortage Ask(V);5566	3♥ 5+H; F(V); NF(NV)	4♣ Spl (V); Nat(NV)
3♣ 5+C; F(V); NF(NV)	3♠ To Play	4♥ To Play
3♦ 5+D; F(V); NF(NV)	3NT To Play	4♠ To Play
other	2NT=shortage ask(V);Suit Length(5566) NV	
2NT 3♣ Simple Stayman/Smol	3♠ Both Minors(4+/4+)	4♦ Nat; Slam Try
3♦ Transfer to H	3NT To Play	4♥ To Play
3♥ Transfer to S	4♣ Nat; Slam Try	4♠ To Play
other	4C/4D Nat Slam Try then 4NT=Sign off else control bid; No Puppet	

9. CONVENTIONS

Unusual NT: Two lowest unbid suits(eg shows D+H after 1C)

4th Suit Forcing One round Game force

NT Checkback Priorities: 2C-->2D; 2D, GF Two way;(2NT->3C;1x (any) 1y (any))

Defence to 3NT opening X=Values(Penalty oriented) Else Natural

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 Strong 1C: X = Both Majors; NT=Both Minors; Else Natural;

to weak jump overcalls apply

strong Strong 2C; Natural; weak jump overcalls apply

1♣/2♣ No Michaels over opponents strong 1C or 2C

Over 1NT Interference Lebensohl;

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

-Michaels & Unusual NT defence is unusual over unusual ie bid of 4th suit=NF

Checkback;(1x (any) 1y (any)) THEN 1NT (P) 2C -->2D and (X) 2D is GF;2NT->3C;3lvl