

4. BASIC RESPONSES

Jump raises - minors	over 1D, 3D is nat (5+) invite, 2D nat (5+) 6-9
Jump raises - Majors	4M 6-9, 3C 4M 10-12, 3D 4M 13+
Jump shifts after minor opening	2H/S over 1D is 4M/longer minor weak
Jump shifts after Major opening	3C 4M 6-9, 3D Jacoby 13+
Responses to strong 2 suit open.	NA
Responses to 2NT opening	NA

5. PLAY CONVENTIONS

<u>Show priorities</u>	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Over	
Four or more with an honour	4th	
From 4 small	2nd	
From 3 cards (no honour)	2nd	
In partner's suit	as above	
Discards	Nat Count	
Count	Nat	
Signal on partner's lead:	Nat count	
Signal on declarer's lead:	Nat count	
Notes	in trumps H/L 3, McKenney where obvious	

6. SLAM CONVENTIONS

4NT: Blackwood	<input type="checkbox"/>	RKCB	3041
Asking Bids	<input type="checkbox"/>	Cue Bids	<input checked="" type="checkbox"/> 1st control, then 2nd

7. OTHER CONVENTIONS

In GF, PASS over opp bid is forcing	
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AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos.	71781	Stephen Burgess
& Names:	196861	Phil Gue
Basic System:	Strong Club 16+hcp	
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♣	16+hcp any	1♥	11-15 hcp 5+(4)
1♦	11-15 hcp 2+	1♠	11-15 hcp 5+
1NT	13-15, no 5-major	may contain 5 card Major <input type="checkbox"/>	

1NT Responses	2♣	Simple Stayman	
2♦	trf H	2♠	trf C
2♥	trf S	2NT	invite
(Dbl)	XX asks for best minor, others natural other 3C trf D, 3D/H/S slamish		

2♣	11-15 5+C if 5C then 4M		
2♦	6-10 6M in 4th 11-13 6+D		
2♥	8-10(11) 5H in 4th 11-13 6+H		
2♠	8-10(11) 5S in 4th 11-13 6+S		
2NT	8-11 minors 5+	3NT	8-11 5S/6H
other	3-level and 4-level standard preempts 4NT 8-11 5D/6C		

2. PRE-ALERTS

1C - 1D GF (9+) any, others 0-8	
X over opp 1C (<4C) 16+ system on	

3. COMPETITIVE BIDS / OVERCALLS

Doubles	standard TO, XX 10+ looking for penalty	Negative DBL thru	4H
		Responsive DBL thru	4H
Jump overcalls	weakish 7-10 (+2hcp for vul/3 level)	Unusual NT	2-lowest
1NT overcall: (immediate)	15-18 system on	(re-opening)	15-18 system on
Immediate cue: (minor)	majors 5+ any strength	(Major)	OM/m 5+ any strength
Over: Weak Twos	X TO, 2NT 15-18, Michaels	Opening Threes	X TO, Michaels
Opponent's transfers	X suit, cue TO		
Opponent's 1NT	X penalty, 2C H/other, 2D S/minor, 2H/S nat		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 9+ any GF	2♦ 0-8 4H/5+D	3♦ 5-8 6D+
1♥ 0-8 5+S	2♥ 0-8 4S/5+C	3♥ 5-8 7H
1♠ 0-8 flatish	2♠ 0-8 4S/5+D	3♠ 5-8 7S
1NT 0-8 5+H	2NT 5-8 5+/5+ m	3NT
2♣ 0-8 4H/5+C	3♣ 5-8 6+C	4♣
other		
1♦ 1♥ 5+ 4+H	2♥ 3-5 6+H	3♥ 3-5 7+H
1♠ 5+ 4+S	2♠ 3-5 6+S	3♠ 3-5 7+S
1NT 6-10 no 4M	2NT 11/12 invite no 4M	3NT 13-15 flat no 4M
2♣ 10+ 4+C	3♣ 5-7 6+C NF	4♣
2♦ 10+ 5+D 1RF	3♦ 5-9 6+D NF	4♦
other		
1♥ 1♠ 6+ 4+S	2♥ 7-10 3H	3♦ 15+ 4+H Jacoby
1NT 6-10 NF	2♠ 3-5 6+S	3♥ 6-9 4H
2♣ 10+ 4+C	2NT 13-15 flat 3H	3♠ 11-14 splinter
2♦ 10+ 4+D	3♣ 10-12 4H flat	3NT 13-15 4H flat
other splinters 11-14		
1♠ 1NT 6-10 NF	2♠ 7-10 3S	3♥ 3-5 6+H
2♣ 10+ 4+C	2NT 13-15 flat 3S	3♠ 6-9 4S
2♦ 10+ 4+D	3♣ 10-12 4S flat	3NT 13-15 4S flat
2♥ 10+ 4+H	3♦ 15+ 4+S Jacoby	4♣ 11-14 splinter
other 11-14 splinter		
1NT 3♣ trf to D	3♠ nat 6+S slamish	4♦
3♦ nat 6+D slamish	3NT to play	4♥
3♥ nat 6+H slamish	4♣ Gerber	4♠
other		
2♣ 2♦ Inquiry 10+	2NT Inquiry of shortage	3♥ nat forcing
2♥ 5+H NF	3♣ pre-emptive	3♠ nat forcing
2♠ 5+S NF	3♦ nat forcing	3NT to play
other		
2♦ 2♥ pass/correct	3♣ nat to play	3♠ pass/correct
2♠ pass/correct	3♦ nat to play	3NT to play
2NT Game interst inquiry	3♥ pass/correct	4♣ nat NF
other nat NF		

Notes

2♥ 2♠ nat NF	3♦ nat NF	3NT to play
2NT Game interst inquiry	3♥ pre-emptive	4♣ splinter
3♣ nat NF	3♠ splinter	4♥ splinter
other 4S to play		
2♠ 2NT Game interst inquiry	3♥ nat NF	4♣ splinter
3♣ nat NF	3♠ pre-emptive	4♥ splinter
3♦ nat NF	3NT to play	4♠ tp play
other		
2NT 3♣ to play	3♠ nat forcing	4♦ pe-emptive
3♦ to play	3NT to play	4♥ to play
3♥ nat forcing	4♣ pre-emptive	4♠ to play
other		

9. CONVENTIONS

Unusual NT: two lowest suits any strength

4th Suit Forcing One round Game force

NT Checkback Priorities:

Defence to 3NT opening X penalty, then X TO, others natural

Defence to Opening Twos x TO

Multi 2♦ x 15/16+, then x TO, 2NT 15-18 nat, others nat 10-15

RCO style 2-s x 15+, 2NT 15-18

Other 2-s x val if artifial otherwise x TO if natural

Defence (1♣) x H/other, 1D S/m, NT minors, others natural

to

strong (2♣) : as above

1♣ / 2♣

Over 1NT Interference over X, XX asks for better minor, others natural, over O/C x TO

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ x TO

4♥ X TO

4♠ X values

10. OTHER NOTES
