

## 4. BASIC RESPONSES

Jump raises - minors 1♦ - 2♦ (4)5+♦ F1; 1♦ - 3♦ To Play

Jump raises - Majors Preemptive

Jump shifts after minor opening 1♦ - 2M is 5♠, 4+♥ (NF, INV), 1♦-3♣=Both m NF

Jump shifts after Major opening Nat, To play weak

Responses to strong 2 suit open.

Responses to 2NT opening 3♣=Stayman, 3♦/3♥=Trf, 3♠=Both minors, 4m=6+M Slam try

## 5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
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Leads Sequences:	Overlead (1)	Overlead (2)
Four or more with an honour	3rd/low	4th
From 4 small	3rd	2nd
From 3 cards (no honour)	3rd	Top or 2nd
In partner's suit	3rd (can lead top if supported)	Low from xxx if unsupported
Discards	Low encourage (3)	Low Encourage (3)
Count	Reverse Count (3)	Reverse Count (3)
Signal on partner's lead:	Reverse Attitude (3)	Reverse Attitude (3)
Signal on declarer's lead:	Reverse Count (3)	(3) Rev Smith vs. 3NT/4NT, else SP

Notes (1) A att, K count 5+ level or versus a 6+ suit

(2) May underlead for unblock e.g. Q from KQ109x

(3) Reverse Original Count, SP in trumps, lots of various exceptions, please ask

## 6. SLAM CONVENTIONS

4♣ Gerber

4NT: Blackwood  RKCB 1430

Asking Bids  Cue Bids

## 7. OTHER CONVENTIONS

Relay over 1♣ and 1M Openings

4th suit F

Some low level transfers in competition

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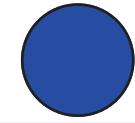
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AUSTRALIAN BRIDGE  
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos. 561789 Sartaj Hans

& Names: 615285 Andy Hung

Basic System: Morgan Club (Precision)

Brown Sticker  Classification: Green  Blue  Red  Yellow

## 1. OPENING BIDS

Describe strength, min.length, or specific meaning Canapé

1♣ (usu) 16+, ART  1♥ 5+, 10-15

1♦ 2+, 10-15 (Rarely stiff ♦A/K)  1♠ 5+, 10-15

1NT 14-16 in 1/2; 15-17 in 3/4  may contain 5 card Major

### 1NT Responses 2♣ Stayman

2♦ Hearts  2♠ Range Probe or Clubs

2♥ Spades  2NT Ask 5cM (1444 or 4414 possible)

(Dbl) Ignore the double  other 3♣=♦'s

2♣ 6+Clubs, 10-15

2♦ 0/1 Diamond, 10-15, 4414, 4405, 4315 or 3415 shapes

2♥ Weak, depends on vulnerability and position

2♠ Weak, depends on vulnerability and position

2NT Does not exist (Rarely 20-21 Bal)

3NT DNE in 1/2; To play in 3/4

other

## 2. PRE-ALERTS

Light action. HCP are only a guide

1M 1NT=Art GF Relay except 1st Fav

Dealer favourable, weak 2 = 0-6, usu 5M

1M 2♣=Art (7)8-11 no fit except 1st Fav

Aggressive 1st seat favourable

1M Pass = Up to 7/8 HCP poss except 1Fav

## 3. COMPETITIVE BIDS / OVERCALLS

Doubles 1♣ (1x/2x) X = Usu 6-7 any or awkward 8+ hands  Negative DBL thru 4S

Responsive DBL thru 4S

Jump overcalls Weak NV and Intermediate Vul  Unusual NT Lowest 2 Unbid suits

1NT overcall: (immediate) 15-18  (re-opening) 14-16

Immediate cue: (minor) Both Majors  (Major) Other Major + ♣

Over: Weak Twos Leb, 4m=Leaping Michael  Opening Threes X = T/O

Opponent's transfers

Opponent's 1NT X=Penalty, 2♣=Majors, 2♦=1 Major, 2M=5+M 4+minor, 2NT=minors

Vs. weak NT: 2NT=4♥ 6+m, 3m=4♦6+m

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦	0-7 usually, any	2♦	12+, BAL no 5M	3♦	3325, GF
1♥ 4+♠	GF, canape poss	2♥	3 suited, short M, GF	3♥	3316, GF
1♠ 4+♥	GF, canape poss	2♠	5+♣, 0-2♠, GF	3♠	(32)17, GF
1NT 4+♦	GF no Major	2NT	5+♣, 0-2♥, GF	3NT	3307, GF
2♣ 8-11 usu, BAL no 5M		3♣	3226 or 2227, GF	4♣	3307, 9(8)+QP
other					

1♦ 1♥	natural	2♥	5♠, 4+♥, NF	3♥	SPL, with both m
1♠	natural	2♠	5♠, 4♥, INV	3♠	SPL, with both m
1NT	natural, upto 11	2NT	INV, about 12 hcp	3NT	To Play
2♣ (3)4+♣, F1		3♣	C+D, NF	4♣	To Play
2♦ 5+♦, F1		3♦	To Play	4♦	To Play
other					

1♥ 1♠	natural	2♥	Weak raise **	3♦	Nat, less than GF
1NT GFR (0-12 @ 1st Fav)		2♠	Nat invite	3♥	invite
2♣ Art, (7)8-11 **		2NT	INV+ raise in H	3♠	Any SPL 11-13ish
2♦ 8-10 Raise **		3♣	Nat, less than GF	3NT	♠ void
other					

1♠ 1NT GFR (0-12 @ 1st Fav)		2♠	Weak raise **	3♥	Nat, less than GF
2♣ Art, (7)8-11 **		2NT	INV+ raise in S	3♠	preemptive
2♦ 5+♥ **		3♣	Nat, less than GF	3NT	Any SPL 11-13 issh
2♥ 8-10 Raise **		3♦	Nat, less than GF	4♣	♣ void
other					

1NT 3♣ ♦'s		3♠	SPL	4♦	spades
3♦ minors, GF		3NT		4♥	nat
3♥ SPL, 3-4 ♣'s		4♣	hearts	4♠	nat
other					

2♣ 2♦ ART, asking		2NT	Nat, INV	3♥	6+♥, GF
2♥ Nat, F1		3♣	natural	3♠	6+♣, GF
2♠ Nat, F1		3♦	6+♦, GF	3NT	To Play
other					

2♦ 2♥ To Play		3♣	To Play	3♠	To Play
2♠ To Play		3♦	4/4MM invite	3NT	To Play
2NT Asking		3♥	To Play	4♣	
other					

Notes \*\* 1st Fav: 1M - 1NT = Nat 0-12, 1M-2♣ = 2+♣ "GF" (unless OPN rebids

2♦=Art Sub min then RES can pass or rebid 2M as NF)

\*\* 1st Fav: 1M - 2♦ = Nat GF, 1♠ - 2♥ = Nat GF, 1M-2M = 8-10 raise

2♥ 2♠	F1 (except 1st fav)	3♦	F1 (except 1st fav)	3NT	To Play
2NT	Asking	3♥	To Play	4♣	Art, Slam Try
3♣	F1 (except 1st fav)	3♠	GF	4♥	To Play
other					
2♠ 2NT	Asking	3♥	F1 (except 1st fav)	4♣	Art, Slam Try
3♣	F1 (except 1st fav)	3♠	To Play	4♥	To play
3♦	F1 (except 1st fav)	3NT	To Play	4♠	to play
other					
2NT 3♣	Simple Stayman	3♠	Minor Suit Stayman	4♦	6+♠ S/T
3♦	♥ Trf	3NT		4♥	6+♣ S/T
3♥	♠ Trf	4♣	6+♥ S/T	4♣	6+♦ S/T
other					

## 9. CONVENTIONS

Unusual NT: Lowest 2 unbid suits, any strength

4th Suit Forcing One round

Game force

NT Checkback  Priorities:

Defence to 3NT opening 4♣ = both majors

Defence to Opening Twos LEB, 4m = Leaping

Multi 2♦ X values, takeout, pen, 4m=♥+m

RCO style 2-s

Other 2-s (2M weak) 3M = stopper ask/good minor, 4m = leaping NF

Defence (1♣) : X=Majors, 1NT=minors

to

strong (2♣) :

1♣ / 2♣

Over 1NT Interference

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦

4♥ 4♠

## 10. OTHER NOTES

Non serious 3S/3N

After value X, next X t/o

After business/values XX, next X pen (except for Advancer's XX)

(1x) X (1y) X = t/o values