

#### 4. BASIC RESPONSES

Jump raises - minors	Strong
Jump raises - Majors	Strong
Jump shifts after minor opening	Weak
Jump shifts after Major opening	Weak
Responses to strong 2 suit open.	2♦ = 0-7 HCP or waiting, else Natural
Responses to 2NT opening	3♣ = Stayman, 3♦/3♥ = TRF, 3♠ = minor suit Stayman

#### 5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead all	
Four or more with an honour	4th Highest	
From 4 small	2nd Highest	
From 3 cards (no honour)	MUD	
In partner's suit	as above	
<b>Discards</b>	Low Encourage	
<b>Count</b>	Low-High = even	
<b>Signal</b> on partner's lead:	Low Encourage	
<b>Signal</b> on declarer's lead:	Reverse Count	
<b>Notes</b>		

#### 6. SLAM CONVENTIONS

4NT: Blackwood	<input type="checkbox"/>	RKCB	<input type="checkbox"/>	4♣ Gerber	<input type="checkbox"/>	when?
<b>Slam Notes</b>						
Cue Bids	<input checked="" type="checkbox"/>					
Asking Bids	<input type="checkbox"/>					

#### 7. OTHER CONVENTIONS

All systems ON after opponents' X	All system OFF after other interference
4th Suit Forcing to Game	Two Way Checkback (optional)
Jacoby 2NT (original)	Quantitative (optional)

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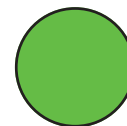
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**AUSTRALIAN BRIDGE  
FEDERATION INC.**



#### STANDARD SYSTEM CARD

ABF Nos.		NSWBA Women's Teams of Three
& Names:		
Basic System:		
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

Describe strength, minimum length, or specific meaning		Canape	<input type="checkbox"/>
1♣ 12-20 HCP 3+♣		1♥ 12-20 HCP 5+♥	
1♦ 12-20 HCP 3+♦		1♠ 12-20 HCP 5+♠	
1NT 15-17 HCP balanced		may contain 5 card Major	<input checked="" type="checkbox"/>
<b>1NT Responses</b> 2♣ Simple Stayman			
2♦ Transfer ♥		2♠ Transfer ♣	
2♥ Transfer ♠		2NT Transfer ♦	
other			
2♣ 23+HCP Bal or any Game Force			
2♦ Weak 6-10 HCP 6+♦			
2♥ Weak 6-10 HCP 6+♥			
2♠ Weak 6-10 HCP 6+1♠			
2NT 20-22 HCP balanced		3NT Not used	
other			

#### 2. PRE-ALERTS

#### 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak
Responsive doubles through	4♥	Unusual NT	Lower 2 Unbid Suits, less than opening
1NT overcall - immediate	15-18 HCP	Immediate cue of minor	Michaels 5/5 Majors 8+HCP
1NT overcall - re-opening	12-14 HCP	Immediate cue of Major	5oM & 5 minors 8+HCP
Over weak twos	X=TO, others natural	Over opening threes	X=TO, others natural
Over opponent's 1NT	X=penalty 2♣ = both Majors, others natural		

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+HCP 4+♦	2♦ 6+♦ weak	3♦ Splinter
1♥ 6+HCP 4+♥	2♥ 6+♥ weak	3♥ Splinter
1♠ 6+HCP 4+♠	2♠ 6+♠ weak	3♠ Splinter
1NT 6-9HCP	2NT 10-12 natural invite	3NT 16-18 bal, no 4 Major
2♣ 6+HCP 5+♣	3♣ 10+HCP 5+♣	4♣ pre-emptive
other		
1♦ 1♥ 6+HCP 4+♥	2♥ 6+♥ weak	3♥ Splinter
1♠ 6+HCP 4+♠	2♠ 6+♠ weak	3♠ Splinter
1NT 6-9HCP	2NT 10-12 natural invite	3NT 16-18 bal, no 4 Major
2♣ 10+HCP 4+♣	3♣ 6+♣ weak	4♣ Splinter
2♦ 6+HCP 5+♦	3♦ 10+HCP 5+♦	4♦ pre-emptive
other		
1♥ 1♠ 6+HCP 4+♠	2♥ 6-9HCP 3♥	3♦ 6+♦ weak
1NT 6-9HCP	2♠ 6+♠ weak	3♥ 10-12 3+♥
2♣ 10+HCP 4+♣	2NT 12+HCP 4+♥	3♠ Splinter
2♦ 10+HCP 4+♦	3♣ 6+♣ weak	3NT 16-18HCP
other 4♣ = Splinter		
1♠ 1NT 6-9HCP	2♠ 6-9HCP 3♠	3♥ 6+♥ weak
2♣ 10+HCP 4+♣	2NT 12+HCP 4+♠	3♠ 10-12 3+♠
2♦ 10+HCP 4+♦	3♣ natural strong	3NT 16-18HCP bal
2♥ 10+HCP 5+♥	3♦ natural strong	4♣ Splinter
other		
1NT 3♣ natural, slam invite	3♠ natural, slam invite	4♦
3♦ natural, slam invite	3NT To play	4♥
3♥ natural, slam invite	4♣	4♠
other Stayman + Transfers		
2♣ 2♦ any 0-7HCP	2NT 8+HCP no 5 card suit	3♥
2♥ 8+HCP 5+♥	3♣ 8+HCP 5+♣	3♠
2♠ 8+HCP 5+♠	3♦ 8+HCP 5+♦	3NT
other		
2♦ 2♥ Nat, forcing for 1 round	3♣ Nat, forcing for 1 round	3♠
2♠ Nat, forcing for 1 round	3♦ pre-emptive	3NT
2NT Nat, invitational	3♥	4♣
other		

Notes

2♥ 2♠ Nat, forcing for 1 round	3♦ Nat, forcing for 1 round	3NT To play
2NT Asks for shortage	3♥ pre-emptive	4♣ Splinter
3♣ Nat, forcing for 1 round	3♠ Splinter	4♥ To play
other after 2NT, bid shortage or 3♥ if no singleton or void		
2♠ 2NT Asks for shortage	3♥ Nat, forcing for 1 round	4♣ Splinter
3♣ Nat, forcing for 1 round	3♠ pre-emptive	4♥ To play
3♦ Nat, forcing for 1 round	3NT To play	4♠ To play
other after 2NT, bid shortage or 3♠ if no singleton or void		
2NT 3♣ Simple Stayman	3♠ minor suit Stayman	4♦ Nat, slamming
3♦ TRF to ♥	3NT To play	4♥ To play
3♥ TRF to ♠	4♣ Nat, slamming	4♠ To play
other after 3♠ bid 3NT with no 4 card minor		

## 9. CONVENTIONS

**Unusual NT:** Lower 2 unbid suits, at least 5-5 less than opening hand

**4th Suit Forcing** One round  Game force

**NT Checkback**  Priorities:

**Defence to 3NT opening**

**Defence to Opening Twos** X=TO

Multi 2♦

RCO style 2-s

Other 2-s

**Defence** 1♣ : {Replace with your defence to strong 1♣ openings}

to

**strong** 2♣ : {Replace with your defence to strong 2♣ openings}

♣

**Over 1NT Interference** X=TO

**Lebensohl - other uses**

**Take out of 4 level pre-empts**

4♣/4♦

4♥

4♠

## 10. OTHER NOTES