

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)
Leads 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	
Discards	Low Encourage	
Count	Low-High = even	
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:	Reverse Count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB <input type="checkbox"/>	4♣ Gerber <input type="checkbox"/> when?
Slam Notes		
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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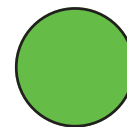
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AUSTRALIAN BRIDGE FEDERATION INC.



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"/>	
1NT Responses 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