

4. BASIC RESPONSES

Jump raises - minors	weak <8	Other: Inverted
Jump raises - Majors	weak <6	Other: Bergen
Jump shifts after minor opening	2♥/2♠= 0/3-7 +6x♥/♠. Minor jump shift= INV. (Section 8)	
Jump shifts after Major opening	Pre-emptive	
Responses to strong 2 suit open.	Kontrols (see section 8)	
Responses to 2NT opening	See section 8.	

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	A,Q= Att, K= Count	A, Q= Att. K= Count/unblock
Four or more with an honour	3rd/5th	Attitude
From 4 small	3rd highest	Attitude
From 3 cards (no honour)	Bottom	Attitude
In partner's suit	Bottom no supp/hon+supp, else top	Bottom no supp/hon+supp, else top
Discards	Low encourage	Low encourage
Count	Low-High = Even	Low-High = Even
Signal on partner's lead:	Low encourage. (R2 = suit pref)	
Signal on declarer's lead:	Count (R2 = suit pref)	

Notes Priorities in our suits: 1. Attitude 2. Suit pref. In opps' suits: 1. Count. 2. Suit pref.

Vs trumps: suit pref in small trumps, dummy shortage, leading card to be ruffed.

Vs NT: suit pref when clearing stopper.

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 1430 4♣ Gerber when? Never :)

Slam Notes Q ask. 5NT= spc K (6NT with 2xK)

Cue Bids 1st or 2nd round control. Stopper show below 3N, Control show above 3N.

Asking Bids Exclusion RKCB 0, 1, 1+Q, 2, 2+Q etc.

7. OTHER CONVENTIONS

Help suit trials (when no competition)	Non-leaping Michaels
XYZ Checkback (2way)	Unusual vs unusual
Support X/XX to 2♠ VUL or 3♥ NV	4th suit GF
Splinters 12-15HCP	Minorwood
Power X= suit quality, good 18+ HCP	Exclusion RKCB 0, 1, 1+Q, 2, 2+Q etc.

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Lebensohl: 1NT is o/call, we o/call 1N, we X weak 2 (0-1 known)

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In 2/1 sequences: (1) Opener's rebid 2M or 2N is NF.

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(2) jump rebids are SPL with support/agreeing Responder's suit

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(2) jump rebids are SPL with support/agreeing Responder's suit



AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	1099868	Jake Andrew
& Names:	853593	Catherine Chaffey
		9 April 2024
Basic System:	Standard, variable NT	
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

1♣	10+ HCP 2+ ♣	1♥	10+ HCP 5+ ♥
1♦	10+ HCP 4+ ♦	1♠	10+ HCP 5+ ♠
1NT	1/2/3 VUL: 14-16. 1/2/3 NV: 10-12. 4th VUL+NV: 10-15.		may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses	2♣ Simple Stay/ INV- Stay	Other:
2♦	TFR ♥ / GF Stayman	2♠ Range probe / To play
2♥	TFR ♠ / To play	2NT TFR to ♣ or ♦ weak / Relay 3♣ see #1
other	♥ / ♠ super accept always 4x with 2N= MAX (NAT STOP follow on) and 3♥ / 3♠= min	

2♣ +9 tricks OR 20+ bal (via Kokish then GF)

2♦ Weak (3/6-9) 6♥ / ♠ (1st NV maybe 5x). All ♥/♠ are Pass/Cor. (2N reply SSWW)

2♥ Weak (6/10) 5♥+ 4+ another (VUL usu 5x). 2♠ reply Pass/Cor. (2NT reply NAT 3♥= 4x♠)

2♠ Weak (6/10) 5♠+ 4+ minor (VUL usu 5x). 3♣= Pass/Cor. (2NT reply NAT)

2NT Weak (3/6 -10 HCP) 5♣+ 5♦+ **3NT** Gambling

other In 4th seat: 2♦ 2♥ 2♠= NAT 6x 10-15HCP

2. PRE-ALERTS

Responses to 1N varies (transfers on or off)	Support X and XX
Cue raise	Namyats
NO Jacoby 2N	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak (NV if ptrn pass= wide range non-constr)
Responsive doubles through	3♠	Unusual NT	Low unbid suits / om + ?M <10HCP or <=4 losers
1NT overcall - immediate	15-18	Immediate cue of minor	♥+♠ <10HCP or <=4 losers
1NT overcall - re-opening	11-14	Immediate cue of Major	oM + minor <10 or <=4 losers
Over weak twos X=T/O, 12+, 2N= 15-17		Over opening threes	X T/O, Suit Nat except over 3NT
Over opponent's 1NT	X= lower/12+. 2♣= ♥+♠. 2♦= ♥/♠. 2M= 5M+ 4+ minor. 3m= NAT		
After T/O: Cue X= 10+. Jump response 7-9 HCP 5x+. Rebid cue by either= stop show			
(Power X= max 5 losers, good suit quality, good 18+ HCP).			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ 4♦+	2♦ INV (8-11/12) 5♣+	3♦ Weak 6♦+
1♥ 6+ 4♥+	2♥ Weak 6♥+	3♥ SPL
1♠ 6+ 4♠+	2♠ Weak 6♠+	3♠ SPL
1NT 5-9/10	2NT 10-12 (no 4x♥/♠)	3NT 13-15 (no 4x♥/♠)
2♣ 12+5♣+ F3♣	3♣ Weak (0/3-7) 5♣+	4♣ Minorwood 1430
other		
1♦ 1♥ 6+ 4♥+	2♥ Weak (0/4-7) 6♥+	3♥ SPL
1♠ 6+ 4♠+	2♠ Weak (0/4-7) 6♠+	3♠ SPL
1NT 5-9/10	2NT 10-12 Bal (no 4x♥/♠)	3NT 13-15 (no 4x♥/♠)
2♣ 10+ 4♣+	3♣ INV (8-11/12) 4♦+	4♣ SPL
2♦ 12+4♦+ F3♦	3♦ Weak (0/3-7) 4♦+	4♦ Minorwood 1430
other Pre-empt		
1♥ 1♠ 6+ 4♠+	2♥ 6-9 3x♥	3♦ 0/3-6 6x♦+
1NT 5-9/10	2♠ 0/3-6 +6x♠	3♥ Weak (0-5) 4x♥
2♣ 10+, 4+♣	2NT 6+ 4♥+	3♠ SPL
2♦ 10+, 4+♦	3♣ 0/3-6 +6x♣	3NT 13-15, (2-3x♥)
other 4♣ and 4♦ SPL (12-15HCP). 4♥= 5x♥, weak with shortage		
1♠ 1NT 5-9 <3S	2♠ 6-9 3x♠	3♥ 0/3-6 6x♥+
2♣ 10+ 4♣+	2NT 6+ 4♠+	3♠ Weak (0-5) 4x♠
2♦ 10+ 4♦+	3♣ 0/3-6 6x♣+	3NT 13-15 (2-3x♠)
2♥ 10+ 5♥+	3♦ 0/3-6 6x♦+	4♣ SPL
other 4♦ and 4♥ SPL (12-15HCP). 4♠= 5x♠, weak with shortage		
1NT 3♣ 6♣+ 2xAKQ, INV to 3N	3♠ 4♣+ 4♦+ 3x♥ 0-1x♠ GF	4♦ Transfer to ♠
3♦ 6♦+ 2xAKQ, INV to 3N	3NT To play	4♥ To play
3♥ 4♣+ 4♦+ 0-1x♥ 3x♠ GF	4♣ Transfer to ♥	4♠ To play
other		
2♣ 2♦ 0-1 kontrols	2NT 3 kontrols GF	3♥ AKQ (any suit)
2♥ 2 kontrols, GF	3♣ 4 kontrols GF	3♠ AKQJ (any suit)
2♠ +5x any suit, 2 of AKQ GF	3♦ 5 kontrols SF	3NT -
other (Opener jump rebids= suit lock, GF. If 3♥/3♠ CTRL ask. If 4♣/4♦ then RCKB)		
2♦ 2♥ Pass/Cor	3♣ to play	3♠ Pass/Correct
2♠ Pass/Cor	3♦ to play	3NT To play
2NT Enquiry (reply SSWW)	3♥ Pass / Correct	4♣ N/A
other After 2♦ 2♠, open bid 2N for weak with ♥ and 3C for strong with ♥		

Notes #1: 3meanings. 1) long min WK 2) 2 suit +5♥/♠ + 5min GF 3) 3 suiter GF (1below short)

After puppet to 3♣: Pass= play, 3♦= play, 3♥= ♥+m 5/5 GF, 3♠= ♠+m 5/5 GF ...

3NT, 4♣, 4♦, 4♥= 0, 1 card in next suit up GF (1 below shortage)

2♥ 2♠ Pass/Cor	3♦ To play	3NT To play
2NT Enq GF if resp bids new	3♥ Pre-emptive	4♣
3♣ To play	3♠ GF	4♥ To play
other ? 4N DISC Exclusion?		
2♠ 2NT Enq GF if resp bids new	3♥ To play	4♣
3♣ Pass/Cor	3♠ Pre-emptive	4♥
3♦ To play	3NT To play	4♠ To Play
other		
2NT 3♣ To play	3♠ To play, NV NF, VUL F1	4♦ RCKB in ♦
3♦ To play	3NT To play	4♥ To Play
3♥ To play, NV NF, VUL F1	4♣ RCKB in ♣	4♠ To Play
other		

9. CONVENTIONS

Unusual NT: minors Other major and unbid minor after 1♥/1♠

4th Suit Forcing One round Game force

NT Checkback Priorities: 2♣ is puppet to 2♦

Defence to 3NT opening 4♣=t/o, emphasis on ♥; 4♦=t/o, emphasis on ♠; 4M= +5xM

Defence to Opening Twos X = 13+; 2NT=15-17, Any suit = 5+, opening hand

Multi 2♦ X = 13+; 2NT=15-17, Any suit = 5+, opening hand

RCO style 2-s X = 13+; 2NT=15-17, Any suit = 5+, opening hand

Other 2-s X = 13+; 2NT=15-17, Any suit = 5+, opening hand

Defence 1♦ = Majors; 1NT = minors X = takeout, X&bid is strong 16+

to 1♥, 1♠, 2♣, 2♦ = single suit, intermediate 10-15

strong 2♥/♠; 3♣/♦ = pre-empt

♣ 2♦ = Majors; 2NT = minors X = takeout, X&bid is strong 16+

Over 1NT Interference Lebensohl Multi Landy defense

Lebensohl - other uses Over weak 2s, multi 2s and reverse by opener, 1NT interference

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X

4♠ 4NT 2 suiter; X = Pen

10. OTHER NOTES

#1: After 3♣ (3 meanings), Pass= play, 3♦= play, 3♥= ♥+m 5/5 GF, 3♠= ♠+m 5/5 GF ...

Namyats: 4♣= +7x♥, 4♦= +7x♠, +17HCP/ 8.5 tricks, outside control, force relay to +1

After 1m 2m; 3NT = 17-19 bal 1m 2m; 2N=minimum NT outside 1NT opening

After 1NT 2C 2D/2NT (but not 2M), 3C is Stayman, 3D/H are transfers DISC

After 1m 2m; 3NT = 18/19 bal 1m 2m; 2N=minimum NT outside 1NT opening

2D (P) 2S = tolerate 3H! or long min. (Opener rebids 2NT= weak with ♥ 3or C= strong with ♥)

1M Ps 2m promises a 5+ suit. What if responder is 16+ 2344 after 1S? Conflict with rest. DISC