

## 4. BASIC RESPONSES

Jump raises - minors Inverted: <7 HCP, 4+ cards, Jump in other minor 8-11 5+ cards

Jump raises - Majors Preempt 0-6 HCP, 4+ cards

Jump shifts after minor opening weak, +6x

Jump shifts after Major opening weak, +6x

Responses to strong 2 suit open. 2♣: 2♦ waiting, then Kokish. 2♣ 2♦; 2N is NF

Responses to 2NT opening 3♣/♦ P/C; 3♥/♠ 1RF; 4♣/♦: Minorwood.

## 5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead All	Attitude
Four or more with an honour	3rd (Odd), 5th (Even)	Attitude
From 4 small	3 <sup>rd</sup> highest	Attitude
From 3 cards (no honour)	Bottom	Attitude
In partner's suit	as above	Count or Att if unbid
<b>Discards</b>	Low enc	Low enc
<b>Count</b>	Low-High = Even (Rev)	Low-High = Even (Rev)
<b>Signal</b> on partner's lead:	attitude if obvious then suit pref	
<b>Signal</b> on declarer's lead:	Suit pref for trump, else attitude or count	
<b>Notes</b>	odd/even Suit/P to card led if singleton in dummy (Wencelaus)	

## 6. SLAM CONVENTIONS

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

**Slam Notes** Next suit after RKCB response is Speck ask (5N asks for K's)

Cue Bids  1<sup>st</sup> or 2<sup>nd</sup> Round Control

Asking Bids  Exclusion KC Blackwood replies: 0, 1, 1+Q, 2, 2+Q etc

## 7. OTHER CONVENTIONS

2 way checkback	Michael Cue; 16 + HCP
Long Suit Trial	Lebensohl (Direct to 3N denies stopper)
Inverted Minor (3 way / Criss cross)	1♣ (1♦) X = 4x♠. 1♣ (1♦) 1♠ = 5x♠+
Splinter & GS Force 5♥/♠	SA Texas
Support X/XX by Opener	Landik 1m (1N) 2C = 5-4 majors <10HCP

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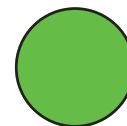
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Minorwood after: 2NT opening; 2♣... 2NT AND 1m 2m  
... then Q ask. (spec K).



# AUSTRALIAN BRIDGE FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos. 1099868 Jake Andrew 12 Oct 2023

& Names: 1052586 Tony White

Basic System: Standard, Variable NT, multis, UDCA

Brown Sticker  Classification: Green  Blue  Red  Yellow

## 1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 11-20 HCP, 3+♣ 1♥ 11-20 HCP 5+♥

1♦ 11-20 HCP, 3+♦ 1♠ 11-20 HCP 5+♠

1NT 14-16 1/2/3VUL. 8-10 1st FAV. 8-12 3rd FAV. 10-12 other may contain 5 card Major

1NT Responses 2♣ Stayman

2♦ TRF ♥ (14-16), GF stayman 10-12 2♠ TRF ♣, to play 10-12

2♥ TRF ♠ 12-14, to play (10-12) 2NT TRF, relay to 3C 10-12 (see note #7)

other 14-16 2-suited response: tfr to lower Suit 1st GF 5-5, higher suit 1st INV 5-5

2♣ Bal 20+ HCP or 9+ playing tricks

2♦ Multi : Weak Major <11 HCP

2♥ Multi : Weak, ♥ and ♠ <11 HCP

2♠ Multi : Weak, 5+♠ & 4+minor <11 HCP

2NT Wk Minor 2-suited (♣5+ ♦5+) <11 HCP 3NT Solid ♣/♦ suit, 7/8 playing tricks

other 3-suit & 4♥/♠: NAT Pre-empt.

## 2. PRE-ALERTS

No transfers after weak 1NT opening

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4♥ Jump overcalls Weak NAT (Rule 123)

Responsive doubles through Unusual NT Lower 2 unbid suits

1NT overcall - immediate 15-17 BAL Immediate cue of minor Michaels 5/5 Majors

1NT overcall - re-opening 11-14, no stopper Immediate cue of Major 5 other Major & 5 minor

Over weak twos t/oX, Lebensohl Over opening threes t/o X,

Over opponent's 1NT COSMIC in direct (incl 16HCP). Multi Landy vs wk NT and in P/O seat

Over RHO interference: Cue Raise

Simple overcalls: 8-16 HCP, Natural

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5-9, 4+, <4♥/♠	2♦ 5+ ♣, 8-11, <4 ♥/♠	3♦ Splinter, 6+♣
1♥ 5-9, 4+	2♥ NAT weak 6 cards	3♥ Splinter; 6+♣
1♠ 5-9. 4+♠	2♠ NAT weak 6 cards	3♠ Splinter; 6+♣
1NT 5-9 BAL, <4♥/♠	2NT 10-12 HCP BAL <4♥♠	3NT 13-14 BAL <4♥/♠
2♣ 12+, 5+♣, <4♥/♠	3♣ Pre-empt, 6+♣	4♣
other 1♥/♠ response may have longer ♦. All Splinter Ranges are 15-17 HCP		
1♦ 1♥ 5-9 HCP, 4+♥	2♥ NAT weak 6+ ♥	3♥ Splinter, 5+♦
1♠ 5-9 HCP, 4+♠	2♠ NAT weak 6+ ♠	3♠ Splinter, 5+♦
1NT 5-9, BAL, <4♥/♠	2NT 10-12, <4♥/♠	3NT 13-14 BAL <4♥/♠
2♣ 10, 3+♣	3♣ 5+ ♣, 8-11, <4 ♥/♠	4♣ Splinter, 5+♦
2♦ 12+, 5+♦, <4♥/♠	3♦ Pre-empt, 5+♦	4♦
other 1♠ response may be 4/5 ♥/♠, All Splinter Ranges are 15-17 HCP		
1♥ 1♠ 5+HCP, 4+♠	2♥ 3-card ♥. 8-10 losers.	3♦
1NT 5-9 HCP <3♥	2♠ NAT weak 6+ ♠	3♥ 4+♥, <6 HCP
2♣ 10+, 3+♣	2NT 4+♥ 6+ HCP	3♠ Splinter; 4+♥
2♦ 10+, 3+♦	3♣	3NT 13-15 BAL 3♥
other After 2NT Opener shows losers,, All Splinter Ranges are 15-17 HCP		
1♠ 1NT 5-9 HCP <3♠	2♠ 3-card ♠, 8-9 losers. L <sub>5</sub>	3♥
2♣ 10+, 2+♣	2NT 4+♠, 6 + HCP	3♠ 4+♠ <6 HCP
2♦ 10+, 5+♦	3♣	3NT 13-15 BAL, 3♠
2♥ 10+, 5+♥	3♦	4♣ Splinter 4+♠
other All Splinter Ranges are 15-17 HCP		
1NT 3♣ Minor 2-suited; Weak	3♠ (0-1♠), 3♥,4+,4+	4♦ tfr to ♠
3♦ Minor2-suited GF	3NT To play	4♥
3♥ 3♠, (0-1♥),4+,4+, GF	4♣ tfr to ♥	4♠
other		
2♣ 2♦ Waiting	2NT	3♥
2♥	3♣	3♠
2♠	3♦	3NT
other		
2♦ 2♥ P/C	3♣	3♠ P/C
2♠ P/C	3♦	3NT N/A
2NT 15+ reply WWSS	3♥ P/C	4♣
other		

**Notes** After 1♥-2NT, 3♣,♦,♥ is <6,6,7 losers. 1♠-2NT 3♣,♦,♥,♠ is <6,6,7,8 losers  
 After 3♣ from opener: 3♦ shortage ask then NLMH  
 ... 3M is 10 losers, 4M is 9 losers and 3oM, 3NT, 4♣, 4♦ is 8, 7, 6, 5 losers

2♥ 2♠ P/C	3♦	3NT To play
2NT 15+ rely wwss	3♥ to play	4♣
3♣	3♠	4♥ To play
other		
2♠ 2NT 15+ Reply WWSS	3♥	4♣
3♣ P/C	3♠ To Play	4♥ To play
3♦	3NT To play	4♠ To play
other		
2NT 3♣ To play	3♠ NAT 1RF	4♦ Minorwood ♦
3♦ To play	3NT To play	4♥ To play
3♥ NAT 1RF	4♣ Minorwood ♣	4♠ To play
other		

## 9. CONVENTIONS

**Unusual NT:** Lower 2 unbid suits

**4th Suit Forcing** One round  At 1-level or passed hand Game force

**NT Checkback**  Priorities: 2 way checkback up the line

**Defence to 3NT opening** Pen X;

**Defence to Opening Twos** Lebensohl 2N after X in direct seat

Multi 2♦ (X direct) 12-14 Bal or 18+ unbal, 2NT 15-17 cover ♥♠, X of P/C bid for TO

RCO style 2-s Same approach as Multi 2♦

Other 2-s Same approach

**Defence** COSMIC, only 1NT= colour, (2♣ = odd, 2♦ = ♥ + ♠), X = minors

to ♦ / ♥ / ♠ = Nat, lead directing

strong

1♣ / 2♣ 2♦ = ♥+♠, 2♥/2♠ = Nat, 2N = minors, X = 2 Col

**Over 1NT Interference** Penalty X and Lebensohl

**Lebensohl - other uses** After Wk2 opening & partner doubles

**Take out of 4 level pre-empts** 4♣/4♦ X for ♥&♠; 4N for other 2-suited.

4♥ X for ♠ 4♠ 4N with 2-suited, X = pen

## 10. OTHER NOTES

(4) 4th hand after 3 passes: 2/3/4-suit=8/9/10 playing tricks; 2N=21-22 & 2C=23+HCP.

(5) COSMIC - X 2 suits same colour, 2♣ 2 suits same shape, 2♦ majors, 2♥/♠ nat

(5a) LANDY 2♣ majors, 2♦ long major, 2♥/♠ 5/4+ M/m, X = Pen

(6) 1m 1-level response; jump 3N rebid = 8 playing tricks in opening m suit

(7) After 3♣, Pass to play, 3♦ to play, 3♥, ♥+m 5/5 GF, 3♠, ♠+m 5/5 GF,

3NT, 4♣, 4♦, 4♥ shows 0, 1 card in next suit up GF