## 4. BASIC RESPONSES

Jump raises - minors 0-5 5+suit
Jump raises - Majors 0-5 4+suit
Jump shifts after minor opening strong 16+ good six card suit
Jump shifts after Major opening strong 16+ good six card suit
Responses to strong 2 suit open. 2 diamonds negative (no A or AK)
Responses to 2NT opening Puppet Stayman, transfers

## 5. PLAY CONVENTIONS

Show priorities Versus Suit (or both) Versus NoTrump (if different)

Leads Sequences: Overlead all
Four or more with an honour Forth Highest
From 4 small Second Highest
From 3 cards (no honour) Middle
In partner's suit As above
Discards Hight encourage
Count High low = even
Signal on partner's lead: high encourage
Signal on declarer's lead: Natural Count if appropriate Mckenny
Notes

## 6. SLAM CONVENTIONS 4* Gerber

$\square$
4NT: Blackwood X RKCB 1430
Asking Bids $\qquad$ Cue Bids $\mathbf{X}$

## 7. OTHER CONVENTIONS

Michaels(any strength)
Lebensohl
Jacoby
2 way checkback

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## STANDARD SYSTEM CARD



## 3. COMPETITIVE BIDS / OVERCALLS

Doubles

Jump overcalls
1NT overcall: (immediate) 15-18 stopper, stayman
Immediate cue: (minor)
Over: Weak Twos
Opponent's transfers
Opponent's 1NT

Negative DBL thru 4spades Responsive DBL thru

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

| 1\% 1 4cards 5+ points | 2 | 8-11 shapely rise | 3 | Splinter |
| :---: | :---: | :---: | :---: | :---: |
| 1V 4+cards 5+ points | 2 | GF 6+ suit | 30 | Splinter |
| 14 4+cards 5+ points | 24 | GF 6+ suit | 34 | Splinter |
| 1NT 6-10 no majors | 2NT | 11-12 no major | 3NT | to play |
| 2\% inverted minors | $3 \%$ | 5 clubs 0-5 points | 4\% |  |
| other |  |  |  |  |
| 1-1/ 4cards 5+ points | 2 | $3+$ cards 5-9 points | 37 | Splinter |
| 14. 4+cards $5+$ points | 24 | $3+$ cards 5-9 points | 34 | Splinter |
| 1NT 6-10 no majors | 2NT | 11-12 no major | 3NT | to play |
| 2\% 10+ 4 clubs | 30 | 8-11 shapely rise | $4 \%$ | Splinter |
| 2 inverted minors | 3 | 5 diamonds 0-5 points | 4 |  |
| other |  |  |  |  |
| 1-1/ 4cards 5+ points | 2 | 3+cards 5-9 points | 3 | 10-12 H4+ |
| 1NT 5-10 no 4 spades | 24 | 10-12 3hearts | $3 \downarrow$ | 0-5 H4+ |
| 2* 10+ m4+ | 2NT | 12+ H4+GF (Jacoby) | 34 | Splinter |
| 2. 10+m4+ | 30 | 6-9 H4+ | 3NT | 13-15 4-3-3-3 noS4 |
| other |  |  |  |  |
| 14 1NT | 24 | 3+cards 5-9 points | 30 | 10-12 3spades |
| 2* $10+\mathrm{m} 4+$ | 2NT | 12+ S4+GF (Jacoby) | 34 | 0-5 S4+ |
| 2. $10+\mathrm{m} 4+$ | 30 | 6-9 S4+ | 3NT | 13-15 4-3-3-3 noH4 |
| $2{ }^{\text {v }} 10+\mathrm{H} 5+$ | 3 | 10-12 S4+ | 4\% | Splinter |
| other |  |  |  |  |
| 1NT 3\% Puppet Stayman | $3 N$ | both min 5/4 M3 OM1 | 4 |  |
| 3. $5 / 5$ minors GF | 3NT |  | 4 |  |
| 3 b both min 5/4 M3 OM1 | 40\% |  | 44 |  |
| other |  |  |  |  |
| 2* 2 negative or waiting | 2NT | positive balanced 2 ctl | 30 |  |
| 2 positive M5+2 controls | 3\% |  | 34 |  |
| 24 positive M5+2 controls | 3 |  | 3NT |  |
| other |  |  |  |  |
| 2 - 2 | 30 |  | 34 |  |
| 24 | 3 |  | 3NT |  |
| 2NT at least game try enquit | 30 |  | $4 \%$ |  |
| other |  |  |  |  |


| 2-24 | 3 | 3NT |
| :---: | :---: | :---: |
| 2NT | 30 | 40\% |
| $3 \%$ | 34 | 4 |
| other |  |  |
| 24. 2 NT | 30 | 40\% |
| 34 | 34 | $4 V$ |
| 3 | 3NT | 4N |
| other |  |  |
| 2NT 3\% | 34 | 4 |
| 3 | 3NT | 4 |
| 30 | 4\% | 4N |
| other |  |  |

## 9. CONVENTIONS

## Unusual NT:

| 4th Suit Forcing One round | Game force $\mathbf{X}$ |
| :---: | :---: |
| NT Checkback X Priorities: |  |
| Defence to 3NT opening |  |
| Defence to Opening Twos Double |  |
| Multi 2 Double |  |
| RCO style 2-s Double |  |
| Other 2-s Double |  |
| Defence 1club; $\mathrm{Dbl}=$ at least $4 / 3$ in Majors to |  |
| strong (2s) : |  |
| 14/2\% |  |

Over 1NT Interference Double 9+
Lebensohl - other uses After weak two
Take out of 4 level pre-empts $4 \boldsymbol{\omega} / 4$ Double
4V Double
4A Double

## 10. OTHER NOTES

