

## 4. BASIC RESPONSES

Jump raises - minors	Preempt 5-9 HCP, 5+ cards
Jump raises - Majors	Preempt 0-5 HCP, 4+ cards
Jump shifts after minor opening	2♥/♠ nat, weak; 1♣-2♦ limit raise (9-11); 1♦-3♣ limit raise (9-11)
Jump shifts after Major opening	3♣/3♦ Bergen; 1♥-2♠ & 1♠-3♥ are nat, goodish 6+card, (7-9)
Responses to strong 2 suit open.	2♦=waiting; 2♥=0-4, 2♠=♥ 8+, 2NT=♠ 8+ 3♣/♦/♥/♠=good suit
Responses to 2NT opening	3♣Puppet Stayman; 3♦/3♥=♥/♠; 3♠=44+m; 4♣/♦=Minorwood

## 5. PLAY CONVENTIONS

Show priorities

	Versus <b>Suit</b> (or both)	Versus <b>NoTrump</b> (if different)
<b>Leads</b> Sequences:	Overlead	Overlead
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	2nd highest	
In partner's suit	as above but 3rd if suit unraised	
<b>Discards</b>	Reverse	
<b>Count</b>	Reverse present count	
<b>Signal</b> on partner's lead:	Reverse attitude	
<b>Signal</b> on declarer's lead:	Reverse Count	
<b>Notes</b>	Against 5 or 6 level contracts Ace for Attitude, king for count	

## 6. SLAM CONVENTIONS

4NT: Blackwood ☒ RKCB 1430 4♣ Gerber ☐ when? never

**Slam Notes** PIDO after interference

Cue Bids ☒ 1st/2nd equal

Asking Bids ☐

## 7. OTHER CONVENTIONS

minorwood 1430 then step cue king unless

its queen ask then step +1 for kings

If pref to minor at 4 level step=minorwood

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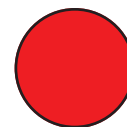
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# AUSTRALIAN BRIDGE FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	121541	Nigel Rosendorff
& Names:	196861	Phil Gue
Basic System:	2/1=GF unless responder rebids their suit, Transfers to 1♣ opening	
Brown Sticker	<input type="checkbox"/>	Classification: Green <input type="checkbox"/> Blue <input type="checkbox"/> Red <input checked="" type="checkbox"/> Yellow <input type="checkbox"/>

## 1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape ☐

1♣ 11-20 HCP, 2+ 1♥ 11-20 HCP, 5+

1♦ 11-20, 4+ 1♠ 11-20 HCP, 5+

1NT 15-17 HCP may contain 5 card Major ☒

1NT Responses 2♣ Drop Dead Stayman

2♦ Transf ♥, super accept all 4+support 2♠ Transf ♣, then 2NT=good fitting hand

2♥ Transf ♠, super accept all 4+support 2NT Transf ♦, then 3♣=good fitting hand

other system on after X, XX=bid 2♣ then pass

2♣ GF

2♦ Weak two in Major, 6-10 HCP

2♥ 5-Hearts and 4+minor, 6-10 HCP vul 5/5

2♠ 5-Spades and 4+minor, 6-10 HCP vul 5/5

2NT 20-22 HCP, BAL

3NT 1st/2nd: Gambling 3rd/4th: TP

other 4suit = nat preempt. 4NT = both minors, preemptive (can be very weak)

## 2. PRE-ALERTS

Support double redoubles

After 1♣ open 2♣ o'call=♣s 2♦=Majors 5/5

After 1♣ opening 1♦ o'call x = 4+♥

1M - 2♣=3way, incl limit 3 card raise of M.

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4♠ Jump overcalls Weak

Responsive doubles through 4♠ Unusual NT lower 2 unbid suits after 1♣-2NT=minors

1NT overcall - immediate 15-18 BAL Immediate cue of minor Both Majors 5+/5+

1NT overcall - re-opening 10-14 BAL Immediate cue of Major Other Major & minor (5+/5+)

Over weak twos Dble=Take out Over opening threes Dble=Take out

Over opponent's 1NT dble= good hand VTP 2♣= 5(4)/4+ Majors; 2♦= 5+M; 2M= 5+M & 4+m

2NT=GF big 2 suiter

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+ points 4+♥	2♦ 9-11 HCP, 5+♣	3♦ 13-14 HCP, splinter
1♥ 5+ points 4+♠	2♥ 3-6 HCP, 6+♥, weak	3♥ 13-14 HCP, splinter
1♠ 6-9 Bal or ♦s	2♠ 3-6 HCP, 6+♠, weak	3♠ 13-14 HCP, splinter
1NT 11-12 HCP, nat	2NT 13+GF 4 clubs Bal	3NT To play
2♣ 12+ HCP, 5+♣	3♣ 3-6 HCP, 5+♣	4♣ preempt
other		
1♦ 1♥ 5+ HCP, 4+♥	2♥ 3-6 HCP, 6+♥, weak	3♥ 13-14 HCP, splinter
1♠ 5+ HCP, 4+♠	2♠ 3-6 HCP, 6+♠, weak	3♠ 13-14 HCP, splinter
1NT 6-11 HCP, nat	2NT 11-12 HCP, bal no M	3NT 13-15 HCP, bal, only ♣
2♣ 10+ HCP, 4+♣	3♣ 9-11 HCP, 4+♦, no M	4♣ 13-14 HCP, splinter
2♦ 12+ HCP, 4+♦	3♦ 5-9 HCP, 5+♦, no M	4♦ preempt
other		
1♥ 1♠ 5+ HCP, 4+♠	2♥ 5-9 HCP, 3♥	3♦ 10-12 HCP, 4+♥
1NT 6-11 HCP, nat	2♠ nat, 6+ card, 7-9HCP	3♥ 0-5 HCP, 4+♥
2♣ 10+3way	2NT 12+HCP, GF, 4+♥	3♠ 10-14 HCP, splinter
2♦ 10+ nat	3♣ 6-9 HCP, 4+♥	3NT 13-15 HCP, bal, 3♥
other 4♣/4♦= 10-14 HCP splinter		
1♠ 1NT 6-11 HCP, nat	2♠ 5-9 HCP, 3♠	3♥ nat, 6+card, 7-9HCP
2♣ 10+3way	2NT 12+ HCP, GF, 4+♠	3♠ 0-5 HCP, 4+♠
2♦ 10+ nat	3♣ 6-9 HCP, 4+♠	3NT 13-15 HCP, bal, 3♠
2♥ 10+ HCP, 5+♥	3♦ 10-12 HCP, 4+♠	4♣ 10-14 HCP, splinter
other 4♦/4♥= 10-14 HCP, splinter		
1NT 3♣ Puppet	3♠ short ♥	4♦ transfer to 4♠
3♦ 5+/5+ ms, GF	3NT TP	4♥ nat, TP
3♥ short ♠	4♣ transfer to 4♥	4♠ nat, TP
other 4NT= quantitative.		
2♣ 2♦ 5-7 or waiting	2NT 5+♠s	3♥ Solid or near Suit
2♥ 0-4 double neg	3♣ nat, 1 loser max suit	3♠ Solid or near Suit
2♠ 5+ ♥s	3♦ nat, 1 loser max suit	3NT
other		
2♦ 2♥ P/C	3♣ nat, 1-round force	3♠ P/C
2♠ P/C	3♦ nat, 1-round force	3NT (& 4♠) to play
2NT strong enquiry	3♥ P/C	4♣ asks for suit
other 4♦=asks for Major; 4♥= P/C ; 4♠/5♣/♦=to play		

**Notes** After 2♦ - 2NT Enquiry; 3♣/3♦ = max hearts/spades; 3♥/3♠ = min bid Major

2♥ 2♠ Nat, NF	3♦ to play	3NT to play
2NT strong enquiry	3♥ pre-emptive	4♣ P/C
3♣ P/C	3♠ natural, forcing	4♥ to play
other After 2NT enquiry, 3m =min; 3♥/3♠ = max (♣/♦)		
2♠ 2NT strong enquiry	3♥ nat, forcing	4♣ P/C
3♣ P/C	3♠ preemptive	4♥ to play
3♦ to play	3NT to play	4♠ to play
other After 2NT enquiry, 3m =min; 3♥/3♠ = max (♣/♦). 4NT asks for m if unknown.		
2NT 3♣ Puppet Stayman	3♠ minors Stayman, 44m	4♦ nat, Minorwood
3♦ Transfer to ♥	3NT TP	4♥ To Play
3♥ Transfer to ♠	4♣ nat, Minorwood	4♠ To Play
other 4NT=quantitative		

## 9. CONVENTIONS

**Unusual NT:** Lower 2 unbid suits after 1♣ 2NT=minors

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

**NT Checkback** ☒ Priorities: 2♣=force 2♦ then next is inv; 2♦=art, GF; 2NT=force 3♣

**Defence to 3NT opening** CTP X; over gambling, 4♣ for majors all else natural

**Defence to Opening Twos** CTP X; T/O X of nat 2's

Multi 2♦ CTP X

RCO style 2-s CTP X

Other 2-s Over nat 2's: T/O X; Leaping Michaels; Michaels over nat 2♦

**Defence** 1♣ : X=Majors 5+/4+; 1NT=minors

to

**strong** 2♣ : X=Majors; 2NT=minors

♣

**Over 1NT Interference** X=T.O. 2NT Step to 3♣ SLOW SHOWS DIRECT DENIES

**Lebensohl - other uses** After weak 2 M, dble 2NT transfer to 3♣

**Take out of 4 level pre-empts** 4♣/4♦ X=T/O ; 4NT=Nat

4♥ X=T/O ; 4NT= Nat 4♠ X=values; 4NT=T/O

## 10. OTHER NOTES

CTP X (1st=cards/2nd=Takeout/3rd=Penalty) when they open/overcall weak & artificial (1m) - 3m=natural intermediate jump (good 6c suit, 11-15HCP).

Passed hand bidding system on, protective NT10-14

After 1x-1M; 2M-2NT= Enq, then 3♣=min 3, 3♦=max 3, 3♥=min 4, 3♠=max 4