#### **4. BASIC RESPONSES**

Jump raises - minors Weak (4-9 HCP) Weak (0-5 HCP)

Jump raises - Majors Jump shifts after minor opening Jump shifts after Major opening Responses to strong 2 suit open. Responses to 2NT opening

#### 1 - 2 = 1 + 3 = 1 invitational raises; 2M very weak (3-5); Splinters Bergen raises; 1♥-2♠/1♠-3♥ = invit. raises, 3cd supp; Splinters 2 = waiting, 2 / 2 = good 5c suit, 3 / 3 = good 6c suitSimple Stayman & Smolen

		5. PL	AY	CONVENT	<b>FIONS</b>		Sho	ow priorities
		Versus S	Suit	(or both)	Versus	NoTr	ump	(if different)
Leads	Sequences:	Overlead	all*		underle	ead as	ks fo	r unblock
Four or I	more with an honour	4th						
From 4 s	small	2nd						
From 3 of	cards (no honour)	MUD						
In partne	er's suit	low from I	engtl	n; att if raised				
Discarc	ls	Low enco	urage	9				
Count		Reverse p	orese	nt count				
Signal	on partner's lead:	Low enco	urage	9				
Signal	on declarer's lead:	Reverse p	orese	nt count				
Notes	King lead asks	for count a	again	st 5-lvl contracts o	or pre-em	pts (sh	nape l	nands)
Notes	King lead asks	for count a	again	st 5-IvI contracts o	or pre-em	pts (sh	nape l	nands)

#### 6. SLAM CONVENTIONS

RKCB 1430 44 Gerber when? Blackwood 4NT: Slam Notes 1. step Queen ask, 2. step King ask;

Cue Bids X 1st/2nd round controls

Asking Bids

## 7. OTHER CONVENTIONS

2-way checkback	Michaels
Bergen & Jacoby	Splinters
Inverted Minors	Simple checkback over 2N
Smolen	Lebensohl
Support doubles/redoubles	Blackout
www.abf.com.au	
PDF Form Rev. 15F06 by RoL	
MyRev.	
Copyright © ABF 2015	



# **AUSTRALIAN BRIDGE FEDERATION INC.**



#### STANDARD SYSTEM CARD

ABF	Nos.	636134	Fraser	Rew				
&	Names:	534765	Dagma	r Neuma	ann			
Bas	ic System:	2/1 GF, Se	emi-forcing	NT				
Brov	vn Sticker	Clas	sification:	Green	X	Blue	Red	Yellow
			1. C	PEN	IING	BIDS		
Des	cribe stren	gth, minimum	length, or s	pecific m	eaning			Canape
1♣	2+				1♥	5+		
1♦	4+				1♠	5+		
1NT	(14) 15	-17					may contain 5 c	ard Major 🗙
1N	T Responses	2 <b>♣</b> Simp	le Staymar	, after 2	2 <b>•</b> : Gai	bage, Invite	e, Smolen	
	2 🔶 💙				2	•		
	2♥ 🔶				2NT	•		
0	other 3 秦 =	Puppet Sta	yman, 4m =	- Texas				
2♣	Game F	orce, or 23-2	24 bal					
2�	(5)6 <ope< th=""><th>ning 2NT</th><th>= shortage</th><th>ask N</th><th>New su</th><th>it = NF if fa</th><th>V</th><th></th></ope<>	ning 2NT	= shortage	ask N	New su	it = NF if fa	V	
2 💙	(5)6 <ope< th=""><th>ning 2NT</th><th>= shortage</th><th>ask N</th><th>New su</th><th>it = NF if fa</th><th>V</th><th></th></ope<>	ning 2NT	= shortage	ask N	New su	it = NF if fa	V	
2	(5)6 <ope< th=""><th>ning 2NT</th><th>= shortage</th><th>ask N</th><th>New su</th><th>it = NF if fa</th><th>V</th><th></th></ope<>	ning 2NT	= shortage	ask N	New su	it = NF if fa	V	
2NT	20-22				3NT	Gambling, ı	no more than o	utside K
other								

#### 2. PRE-ALERTS

All system on after a double

### 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	<b>4♥</b> J	Jump overcalls	Weak	
Responsive doubles through	4♥ (	Unusual NT	Lowest unbid s	uits
1NT overcall - immediate 1	5-18	Ir	nmediate cue of minor	Michaels
1NT overcall - re-opening 1	1-14(m), 14	4-16(M) Ir	nmediate cue of Major	Michaels
Over weak twos Natural,	x = t/o		Over opening threes	Natural, x = t/o
Over opponent's 1NT La	ndy (2 <b>♣</b> =m	najors, 2NT	minors, others n	atural), x= points

			ES TO OPENI		
	Describe stre	ength,	minimum length, or specifi	ic mea	aning
1♣ 1♦	4+♦	2�	5+♣, 10-12	3�	spl
1♥	4+♥	2 💙	6+♥, (0)3-5	3 💙	spl
1♠	4+♠	2	6+♠, (0)3-5	3♠	spl
1NT	<4 <b>♦/♥/♠</b> , 7-10	2NT	<4♥/4♠, 11-12	3NT	<4 <b>♥</b> /4♠, 13-15 bal
2♣	5+ <b>♣</b> , GF	34	5+♣, 4-9	4	pre-emptive
other	1m-2m-2y stopper sho	owing	(also 2N or limit raise);	1m-2	M-2N shortage ask
1♦ 1♥	4+♥, 6+	2 💙	6+ <b>♥</b> , (0)3-5	3 💙	spl
1♠	4+♠, 6+	2	6+♠, (0)3-5	3♠	spl
1NT	<4♥/♠, 6-10	2NT	<4♥/4♠, 11-12	3NT	<4♥/4♠, 13-15 bal
2♣	4+ <b>♣</b> , GF	34	4+�, 10-12	4	spl
2�	4+ <b>♦</b> , GF	3�	4+�, 4-9	4�	preemtpive
other	1m-2m-2y stopper sho	owing	(also 2N or limit raise);	1m-2	M-2N shortage ask
1♥ 1♠	4+♠	2 💙	3♥, 6-9	3	4+♥, 10-12
1NT	<4♠, 6-12	2	3♥, 10-12	3 💙	4+♥, 0-5
2♣	3+♣, GF	2NT	4+♥, 12+	3	spl
2�	5+♦, GF	34	4+♥, 6-9	3NT	12-15HCP, gen 4333
other	4♠ and 5m to play; Jac	oby, E	Bergen		
1 🛧 1NT	6-12	2	3♠, 6-9	3 🧡	3♠, 10-12
2♣	3+ <b>♣</b> , GF	2NT	4+♠, 12+	3♠	4+♠, 0-5
2�	5+♦, GF	34	4+♠, 6-9	3NT	12-15HCP, gen 4333
2 🧡	5+♥, GF	3�	4+♠, 10-12	4	
other	4♥ and 5m to play; Ja	icoby,	Bergen		
1NT 3 <b>♣</b>	Puppet Stayman	3	(0-1♠, 3♥)	4�	Texas 🚖 (play or KC)
3�	(5+ <b>♣</b> +5+♦, GF)	3NT	to play	4♥	to play
3♥	(0-1♥, 3♠)	4	Texas 🧡 (play or KC)	4	to play
other	Smolen; 1N-2♣-2M-3	= Mo	sets suit, S/T		
24 2	Waiting	2NT		3 💙	
2 💙	5+ good 🧡	34	6+ good 秦	3	
2♠	5+ good 🛧	3�	6+ good 🔶	3NT	
other	2 <b>♣</b> -2 <b>♦</b> -2N = 23+				
2 2 2	nat, F1 vul	34	nat, F1 vul	3♠	
2♠	nat, F1 vul	3�	to play	3NT	To play
2NT	shortage inquiry	3 💙		4	
other	4M to play; 2N: 34=s	ol, 3♥	/ <b>≜=</b> non-min spl; 3 <b>♦</b> =mir	n; 3N=	=max, no spl
Notes					

T     shortage ask     3♥ to play     4♣       nat, F1 vul     3♠ 5+♠, game force     4♥ to play       yr     4♠ to play; 2N: 3♠/3♦=spl, 3♠=non-min spl; 3♥=min; 3N=max, no spl       T     shortage ask     3♥ nat, F1 vul     4♣       nat, F1 vul     3♠ to play     4♥ to play       nat, F1 vul     3♠ to play     4♥ to play       nat, F1 vul     3♠ to play     4♠ to play       nat, F1 vul     3♠ To play     4♠ to play       nat, F1 vul     3♠ To play     4♠ to play       nat, F1 vul     3♠ To play     4♠ to play       nat, F1 vul     3♠ Minor suit stayman     4♠ to play       yr     2N: 3♠/♦/♥=spl, 3♠=min; 3N=max, no spl     5       Simple Stayman     3♠ Minor suit stayman     4♠ 6+♦suit, S/T       Image: transfer     3M to play     4♥ to play       Image: transfer     3M 6+♦suit, S/T     4♠ to play       Image: transfer     3● 6+♦suit, S/T     4♠ to play       Image: transfer     4♠ 6+♦suit, S/T     4♠ to play       Image: transfer     3● 6+♦suit, S/T     5€       Image: transfer     9. CONVENTIONS     6ame force       Image: transfer	2NT Sh 3 and a other 4 and 2 2NT Sh 3 and a 3 and a other 2N 2NT 3 and 3 2NT 3 and 3 2NT 3 and 3 3 and 3 Cher Sh 3 and 3 3 an	ortage ask t, F1 vul to play; 2N: : ortage ask t, F1 vul t, F1 vul l: 3♣/♦/♥=spl mple Stayma transfer molen; 2N-3♣	3♥ 3♠ 3♣/3♦=spl, 3♥ 3♠ 3NT 1, 3♠=min; 3 in 3♠ 3NT 4♣ -3M-3/4oM	to play 5+♠, game force 3♠=non-min spl; 3♥=r nat, F1 vul to play to play N=max, no spl Minor suit stayman to play 6+♣suit, S/T	4♣ 4♥ min; 3N 4♣ 4♥ 4♣	to play I=max, no spl to play to play 6+♦suit, S/T to play	
nat, F1 vul     3♠ 5+♠, game force     4♥ to play       yr     4♠ to play; 2N: 3♠/3♦=spl, 3♠=non-min spl; 3♥=min; 3N=max, no spl       T     shortage ask     3♥ nat, F1 vul     4♣       nat, F1 vul     3♠ to play     4♥ to play       nat, F1 vul     3♠ to play     4♥ to play       nat, F1 vul     3♠ to play     4♥ to play       nat, F1 vul     3♠ To play     4♠ to play       yr     2N: 3♠/♦/♥=spl, 3♠=min; 3N=max, no spl     5       Simple Stayman     3♠ Minor suit stayman     4♠ 6+♦suit, S/T       Image transfer     3NT to play     4♥ to play       Image transfer     3N=3/40M = sets suit, S/T     4♠ to play       Image transfer     3N=3/40M = sets suit, S/T     4♠ to play       Image transfer     3N=3/40M = sets suit, S/T     5       Image transfer     S     S     S       Image transfer     S     S     S       Image transf	3*  na    other  4*    2*  2NT  Sh    3*  na    3*  na    other  2N    2NT  3*    3*  *    3*  *    3*  *    3*  *    other  Sn	t, F1 vul to play; 2N: 3 ortage ask t, F1 vul t, F1 vul l: 3♣/♦/♥=spl mple Stayma transfer molen; 2N-3♣	3♠ 3♣/3♦=spl, 3♥ 3♠ 3NT 1, 3♠=min; 3 n 3♠ 3NT 4♣ -3M-3/4oM	5+♠, game force 3♠=non-min spl; 3♥=r nat, F1 vul to play to play N=max, no spl Minor suit stayman to play 6+♣suit, S/T	4♥ min; 3N 4♣ 4♥ 4♠	I=max, no spl to play to play 6+♦suit, S/T to play	
ar     4♠ to play; 2N: 3♠/3♦=spl, 3♠=non-min spl; 3♥=min; 3N=max, no spl       T     shortage ask     3♥ nat, F1 vul     4♣       nat, F1 vul     3♠ to play     4♥ to play       nat, F1 vul     3♠ to play     4♥ to play       nat, F1 vul     3♠ to play     4♥ to play       nat, F1 vul     3♠ to play     4♥ to play       nat, F1 vul     3NT to play     4♠ to play       ar     Simple Stayman     3♠ Minor suit stayman     4♠ 6++suit, S/T       Image: Simple Stayman     3♠ Minor suit stayman     4♠ 6++suit, S/T     4♠ to play       Image: Simple Stayman     3♠ Minor suit stayman     4♠ 6++suit, S/T     4♠ to play       Image: Simple Stayman     3♠ Minor suit stayman     4♠ 6++suit, S/T     4♠ to play       Image: Simple Stayman     3♠ Minor suit stayman     4♠ 6++suit, S/T     4♠ to play       Image: Simple Stayman     3♠ 6++suit, S/T     4♠ to play     5m for play       Image: Simple Stayman     3♠ 6++suit, S/T     4♠ to play     5m for play       Image: Simple Stayman     3● for play     6+ suit, S/T     5m for play       Image: Simple Stayman     1● for play     10 for play     5m for play       Ima	other 44 2 2NT sh 3 2NT sh 3 2NT sh 3 2NT 3 2NT 3 2NT 3 2NT 3 3 2NT 3 3 2NT 3 3 2NT 3 3 2NT sh 3 2NT sh 3 2NT sh 3 2NT sh 3 2NT sh 3 2NT sh 3 2NT sh 3 2NT sh 3 3 2NT sh 3 3 2NT sh 3 3 2NT sh 3 3 2NT sh 3 3 2NT sh 3 3 2NT sh 3 3 3 3 3 3 3 3 3 3 3 3 3	to play; 2N: 3 ortage ask t, F1 vul t, F1 vul l: 3♣/♠/♥=spl mple Stayma transfer molen; 2N-3♣	3♣/3♦=spl, 3♥ 3♠ 3NT I, 3♠=min; 3 in 3♠ 3NT 4♣ -3M-3/4oM	3♠=non-min spl; 3♥=r nat, F1 vul to play to play N=max, no spl Minor suit stayman to play 6+♣suit, S/T	min; 3N 4♣ 4♥ 4♠ 4♠ 4♥	I=max, no spl to play to play 6+♦suit, S/T to play	
T     shortage ask     3♥     nat, F1 vul     4♣       nat, F1 vul     3♠     to play     4♥     to play       nat, F1 vul     3NT     to play     4♠     to play       nat, F1 vul     3NT     to play     4♠     to play       nat, F1 vul     3NT     to play     4♠     to play       attransfer     3♠     Minor suit stayman     4♠     6+♦suit, S/T       Image: Stayman     3♠     Minor suit stayman     4♠     6+♦suit, S/T       Image: Stayman     3♠     Minor suit stayman     4♠     6+♦suit, S/T       Image: Stayman     3♠     Minor suit stayman     4♠     6+♦suit, S/T       Image: Stayman     3♠     6+♦suit, S/T     4♠     to play       Image: Stayman     3♠     6+♦suit, S/T     4♠     to play       Image: Stayman     3♠     6+♦suit, S/T     4♠     to play       Image: Stayman     3●     6+♦suit, S/T     4♠     to play       Image: Stayman     3●     6+♦suit, S/T     4♠     to play       Image: Stayman     3●     6+♦suit, S/T     4♠     to play	2♠ 2NT sh 3♣ na 3♠ na other 2N 2NT 3♣ Sin 3♠ ♥ 3♥ ♠ 1 other Sn	ortage ask t, F1 vul t, F1 vul I: 3♣/♦/♥=spl mple Stayma transfer molen; 2N-3♣	3♥ 3♠ 3NT 1, 3♠=min; 3 n 3♠ 3NT 4♣ -3M-3/4oM =	nat, F1 vul to play to play N=max, no spl Minor suit stayman to play 6+ <b>♣</b> suit, S/T	4♣ 4♥ 4♠ 4 4	to play to play 6+♦suit, S/T to play	
nat, F1 vul     3♠ to play     4♥ to play       nat, F1 vul     3NT to play     4♠ to play       ant, F1 vul     3NT to play     4♠ to play       2N: 3♣/♠/♥=spl, 3♠=min; 3N=max, no spl     5       Simple Stayman     3♠ Minor suit stayman     4♠ 6+♠suit, S/T       ♥ transfer     3NT to play     4♥ to play       ♥ transfer     3MT to play     4♥ to play       ● transfer     3♣ 6+♣suit, S/T     4♠ to play       ● transfer     4♣ 6+♣suit, S/T     4♠ to play       ● transfer     9. CONVENTIONS     6ame force       ● CONVENTIONS     Game force     Game force       ● ckback     Priorities:     2♣ trf ♦: to play or INV; 2♦: art GF; 2N: ♣ re-transfer       e to Opening Twos     Natural, x= t/o     x/x/x (FP)       yle 2-s     x/x/x (FP)     x/x/x (FP)	3 na   3 na   other 2N   2NT 3   3 3   3 4   other Sn	t, F1 vul t, F1 vul l: 3♣/♦/♥=spl nple Stayma transfer nolen; 2N-3♣	3♠ 3NT I, 3♠=min; 3 n 3♠ 3NT 4♣ -3M-3/4oM	to play to play N=max, no spl Minor suit stayman to play 6+ <b>♣</b> suit, S/T	4♥ 4♠ 4♥	to play 6+♦suit, S/T to play	
nat, F1 vul     3NT to play     4♠ to play       2N: 3♣/♠/♥=spl, 3♣=min; 3N=max, no spl       Simple Stayman     3♠ Minor suit stayman     4♠ 6+♦suit, S/T       ♥ transfer     3NT to play     4♥ to play       ● transfer     3NT to play     4♥ to play       ● transfer     3NT to play     4♥ to play       ● transfer     4♣ 6+♣suit, S/T     4♠ to play       ● transfer     4♣ 6+♣suit, S/T     4♠ to play       ● transfer     9. CONVENTIONS       BINT:     Lowest unbid suits       it Forcing     One round     Game force       eckback     X     Priorities:     2♣ trf ♦: to play or INV; 2♦: art GF; 2N: ♣ re-transfer       te to Opening Twos     Natural, x= t/o     x/x/x (FP)       yle 2-s     x/x/x (FP)     x/x/x (FP)	3♦ na other 2N 2NT 3♣ Sin 3♦ ♥ 3♥ ♠ 1 other Sn	t, F1 vul I: 3♣/♦/♥=spl mple Stayma transfer molen; 2N-3♣	3NT I, 3♠=min; 3 n 3♠ 3NT 4♣ -3M-3/4oM =	to play N=max, no spl Minor suit stayman to play 6+♣suit, S/T	4 <b>♠</b> 4 <b>♦</b> 4♥	to play 6+♦suit, S/T to play	
2N: 3♣/♠/♥=spl, 3♠=min; 3N=max, no spl       Simple Stayman     3♠ Minor suit stayman     4♠ 6+♠suit, S/T       ♥ transfer     3NT to play     4♥ to play       ♠ transfer     4♣ 6+♣suit, S/T     4♠ to play       ♥ smolen; 2N-3♣-3M-3/4oM = sets suit, S/T     4♠ to play       ● CONVENTIONS     Game force       ■ NT:     Lowest unbid suits       it Forcing     One round     Game force       ■ eckback     X     Priorities:     2♣ trf ♦: to play or INV; 2♦: art GF; 2N: ♣ re-transfer       te to 3NT opening     to opening Twos     Natural, x= t/o       x/x/x (FP)     x/x/x (FP)     x/x/x (FP)	other 2N 2NT 3♣ Sin 3◆ ♥ 3♥ ♠ 1 other Sn	i: 3♣/♦/♥=spl mple Stayma transfer transfer nolen; 2N-3♣	I, 3 <b>≜</b> =min; 3 n 3 <b>♠</b> 3NT 4 <b>♣</b> -3M-3/4oM =	N=max, no spl Minor suit stayman to play 6+ <b>♣</b> suit, S/T	4 <b>♦</b> 4♥	6+♦suit, S/T to play	
Simple Stayman     3♠ Minor suit stayman     4♠ 6+♦suit, S/T       ♥ transfer     3NT     to play       ♠ transfer     4♣ 6+♣suit, S/T     4♠ to play       ● transfer     4♣ 6+♣suit, S/T     4♠ to play       ● smolen; 2N-3♣-3M-3/4oM = sets suit, S/T     4♠ to play       ● CONVENTIONS     B       al NT:     Lowest unbid suits       it Forcing     One round       Game force     Game force       eckback     X     Priorities:     2♣ trf ♦: to play or INV; 2♦: art GF; 2N: ♣ re-transfer       Set to Opening Twos     Natural, x= t/o     x/x/x (FP)       yle 2-s     x/x/x (FP)     x/x/x (FP)	2NT 3♣ Sin 3♦ ♥ 3♥ ♠ 1 other Sn	nple Stayma transfer transfer nolen; 2N-3&	in 3♠ 3NT 4♣ -3M-3/4oM =	Minor suit stayman to play 6+ <b>♣</b> suit, S/T	4♥	to play	
<pre>   transfer 3NT to play 4♥ to play   transfer 4♣ 6+♣suit, S/T 4♠ to play   to play   Smolen; 2N-3♣-3M-3/4oM = sets suit, S/T</pre>	3♦ ♥ 3♥ ♠ 1 other Sn	transfer transfer nolen; 2N-3&	3NT 4 <b>♣</b> -3M-3/4oM =	to play 6+ <b>♣</b> suit, S/T	4♥	to play	
♦ transfer 4♣ 6+♣suit, S/T 4♠ to play Smolen; 2N-3♣-3M-3/40M = sets suit, S/T        9. CONVENTIONS       al NT:     Lowest unbid suits       it Forcing     One round     Game force       eckback     X     Priorities:     2♣ trf ♦: to play or INV; 2♦: art GF; 2N: ♣ re-transfer       se to 3NT opening     x/x/x (FP)       yle 2-s     x/x/x (FP)	3♥ ♠ t other Sn	ransfer nolen; 2N-3♣	4 <b>♣</b> -3M-3/4oM ∺	6+ <b>∳</b> suit, S/T			
gr     Smolen; 2N-3♣-3M-3/4oM = sets suit, S/T       9. CONVENTIONS       al NT:     Lowest unbid suits       it Forcing     One round     Game force       eckback     X     Priorities:     2♣ trf ♦: to play or INV; 2♦: art GF; 2N: ♣ re-transfer       ce to 3NT opening     se to Opening Twos     Natural, x= t/o       x/x/x (FP)     x/x/x (FP)	other Sn	nolen; 2N-3♣	-3M-3/4oM =	,	4	to play	
9. CONVENTIONS       al NT: Lowest unbid suits       Game force [       it Forcing     One round []     Game force [       eckback     X     Priorities:     2 the triansfer       eckback     X     X     Priorities:     2 the triansfer       eckback     X     x/x/x (FP)       yland     x/	Inusual NT:			= sets suit. S/T		to play	
al NT: Lowest unbid suits it Forcing One round Game force Game force Game force C eckback X Priorities: 2♣ trf ♦: to play or INV; 2♦: art GF; 2N: ♣ re-transfer te to 3NT opening te to Opening Twos Natural, x= t/o x/x/x (FP) yle 2-s x/x/x (FP)							
al NT: Lowest unbid suits it Forcing One round Game force Game force Game force C eckback X Priorities: 2♣ trf ♦: to play or INV; 2♦: art GF; 2N: ♣ re-transfer te to 3NT opening te to Opening Twos Natural, x= t/o x/x/x (FP) yle 2-s x/x/x (FP)			9. C	ONVENTIONS	5		
	Defence to ( Multi 2	Dpening Twos x/x/x (FP)	Natural, x	:= t/o			
		x/x/x (FP)					
			<b>T</b> '				
Other bids preemptive			•				
		ass and bid w	with good ha	nd			
	•						
ce x	RCO style 2-s Other 2-s Defence × to O		x/x/x (FP) = majors, 1N	x/x/x (FP) = majors, 1NT = minors ther bids preemptive	x/x/x (FP) = majors, 1NT = minors ther bids preemptive	x/x/x (FP) = majors, 1NT = minors ther bids preemptive	x/x/x (FP) = majors, 1NT = minors ther bids preemptive

Notes