

#### 4. BASIC RESPONSES

ump raises - minors Inverted Other:  
 ump raises - Majors Preempt Other:  
 ump shifts after minor opening Strong, natural.  
 ump shifts after Major opening 3m = mod. Bergen, 2NT = Jacoby. Other major is 3 card raise, invite.  
 responses to strong 2 suit open. 2♦ = negative. Others = positive, 8+ points.  
 responses to 2NT opening 3♣ = Puppet Stayman, 3♦/3♥ = transfers, 3♠ = minor ask.

#### 5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead almost always.	Overlead almost always.
Four or more with an honour	4th highest	4th highest
From 4 small	2nd highest	2nd highest
From 3 cards (no honour)	Middle	Middle
In partner's suit	Same mostly.	Same mostly.
<b>Discards</b>	High Encourage	High Encourage
<b>Count</b>	High-Low = Even	High-Low = Even
<b>Signal</b> on partner's lead:	Attitude primarily.	Attitude primarily.
<b>Signal</b> on declarer's lead:	Count / suit preference	
<b>Notes</b>		

#### 6. SLAM CONVENTIONS

NT: Blackwood ☐ RKC 3041 4♣ Gerber ☒ when? over 1NT

**Slam Notes**

True Bids ☒ First round control up the line usually.  
 Asking Bids ☐ N/A

#### 7. OTHER CONVENTIONS

4th suit forcing to game Cue raises in competition  
 Drury 2♦ after 3rd/4th seat opening CTP doubles (cards/takeout/penalty)

[www.abf.com.au](http://www.abf.com.au)

PDF Form Rev. 13E21 by RoL  
 MyRev. 3 Jun 2015  
 Copyright © ABF 2013



AUSTRALIAN BRIDGE  
**FEDERATION INC.**

#### STANDARD SYSTEM CARD

ABF Nos. 232637 Avi Kanetkar  
 & Names: 45632 ~~Bruce Neill~~ *Sartaj Hans*  
 Basic System: Standard. 2/1 shows 10+.  
 Brown Sticker ☐ Classification: Green ☒ Blue ☐ Red ☐ Yellow ☐

#### 1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape ☐

1♣ 3, 12+ or less with shape 1♥ 5, 12+ or less with shape  
 1♦ 3, 12+ or less with shape 1♠ 5, 12+ or less with shape  
 1NT 15-17 or thereabouts. May be off shape. may contain 5 card Major ☒

**1NT Responses** 2♣ Simple Stayman Other:  
 2♦ Transfer to ♥ 2♠ Transfer to ♣  
 2♥ Transfer to ♠ 2NT Transfer to ♦  
 other 3 of a suit = natural, slam interest.

2♣ Game force  
 2♦ Weak, usually 6 card suit, 6-10 HCP.  
 2♥ Weak, usually 6 card suit, 6-10 HCP.  
 2♠ Weak, usually 6 card suit, 6-10 HCP.  
 2NT 20-22 balanced. 3NT minimum opening, 5♠ 6♥  
 other

#### 2. PRE-ALERTS

3NT opening shows major 2 suiter.

#### 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4♠ Jump overcalls Weak.  
 Responsive doubles through 4♠ Unusual NT Lower unbid suits, 5-5.  
 1NT overcall - immediate 15-18. System on. Immediate cue of minor 5-5 in majors.  
 1NT overcall - re-opening 12-15. Immediate cue of Major 5-5 including other major.  
 Over weak twos Double Over opening threes Double  
 Over opponent's 1NT 2♣ = some long suit. 2♦ = both majors. 2M = that major + a minor.



## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ Nat F1. Prefer 1M if <11	2♦ Strong natural	3♦ Splinter GF
1♥ Nat, F1	2♥ Strong natural	3♥ Splinter GF
1♠ Nat, F1	2♠ Strong natural	3♠ Splinter GF
1NT 6-10	2NT invite	3NT 13-15
2♣ Nat, F1, 10+	3♣ ♣ weak	4♣
other		
1♦ 1♥ Nat, F1	2♥ Strong natural	3♥ Splinter GF
1♠ Nat, F1	2♠ Strong natural	3♠ Splinter GF
1NT 6-10	2NT invite	3NT 13-15
2♣ Nat, F1, 10+	3♣ Strong natural	4♣
2♦ Nat, F1, 10+	3♦ ♦ weak	4♦
other		
1♥ 1♠ Nat, F1	2♥ Nat 6-9	3♦ 4+ support 6-9
1NT 6-10	2♠ 3 card invitational raise.	3♥ weak
2♣ Nat, F1, 10+	2NT 4+ support GF	3♠ Splinter GF
2♦ Nat, F1, 10+	3♣ 4+ support invite	3NT 13-15
other		
1♠ 1NT	2♠ Nat 6-9	3♥ 3 card invitational raise.
2♣ Nat, F1, 10+	2NT 4+ support GF	3♠ weak
2♦ Nat, F1, 10+	3♣ 4+ support invite	3NT 13-15
2♥ Nat, F1, 10+	3♦ 4+ support 6-9	4♣ Splinter GF
other		
1NT 3♣ Strong natural	3♠ Strong natural	4♦
3♦ Strong natural	3NT	4♥
3♥ Strong natural	4♣ Gerber	4♠
other		
2♣ 2♦ Negative or waiting	2NT Nat 8+	3♥
2♥ Nat 8+	3♣ Nat 8+	3♠
2♠ Nat 8+	3♦ Nat 8+	3NT
other		
2♦ 2♥ Nat, F1	3♣	3♠
2♠ Nat, F1	3♦	3NT
2NT Ask	3♥	4♣
other		

Notes

2♥ 2♠ Nat, F1	3♦ Nat, F1	3NT Nat, NF.
2NT Ask	3♥ To play	4♣ Splinter
3♣ Nat, F1	3♠ Splinter	4♥ To play
other		
2♠ 2NT Ask	3♥ Nat, F1	4♣ Splinter
3♣ Nat, F1	3♠ To play	4♥ Splinter
3♦ Nat, F1	3NT To play	4♠ To play
other		
2NT 3♣ Puppet Stayman	3♠ Minor ask	4♦ Nat, F1.
3♦ Transfer to ♥	3NT To play	4♥ Nat, slam try.
3♥ Transfer to ♠	4♣ Nat, F1	4♠ Nat, slam try.
other		

## 9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round ☐

Game force ☒

NT Checkback ☒ Priorities: 2♣ checkback or to sign off in 3♣

Defence to 3NT opening

Defence to Opening Twos Double, lebensohl

Multi 2♦ Double = 13-15 or 18+

RCO style 2-s 1/2/3 doubles

Other 2-s

Defence Double = majors, 1NT = minors.

to  
strong  
♣

Over 1NT Interference Lebensohl

Lebensohl - other uses

Take out of 4 level pre-empts

4♣/4♦ Double

4♥ Double

4♠ Double

## 10. OTHER NOTES