

4. BASIC RESPONSES

Jump raises - minors	Limit 10-12	Other: In competition, weak (5+ card support & up to 7 pts)
Jump raises - Majors	Limit 10-12	Other: In competition, weak (4+ card support & up to 7 pts)
Jump shifts after minor opening	0-5 Hcp, 6-card suit.	
Jump shifts after Major opening	1M: 3m = 5-9 Hcp (usually no A), 6+ suit, no sup, NF 1♥:2♠ = 0-5 Hcp	
Responses to strong 2 suit open.	2♦ = semi-automatic waiting bid	
Responses to 2NT opening	3♣ = Puppet Stayman. 3♦/♥ = Transfer to ♥/♠	

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All except if AK stiff	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Top [try to avoid leading from xxx]	
In partner's suit	Top to discourage, low to encourage	
Discards	McKenney	
Count		
Signal on partner's lead:	Attitude (low encourage)	
Signal on declarer's lead:		
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 1430 4♣ Gerber when? Over natural 1NT or 2NT

Slam Notes

Cue Bids

Asking Bids

7. OTHER CONVENTIONS

Unassuming Cue Bid (IG+ with support/any FG)

PRE: (interference): X = penalty

Jacoby 2NT (FG, but only IG+ over T/O X)

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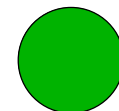
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	886092	Angus Gray
& Names:	886076	Anastasia Mulcahy
Basic System:	Standard American	
Brown Sticker	<input type="checkbox"/>	Classification: Green <input checked="" type="checkbox"/> Blue <input type="checkbox"/> Red <input type="checkbox"/> Yellow <input type="checkbox"/>

1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 11/12+ (Rule 20), 3 1♥ 11/12+ (Rule 20), 5

1♦ 11/12+ (Rule 20), 3 1♠ 11/12+, (Rule 20), 5

1NT 15-17 may contain 5 card Major

1NT Responses	2♣ Simple Stayman	Other:
2♦ Transfer to ♥, 0+ pts, 5+ suit	2♠ Transfer to ♣, 0+ pts, 6+ suit (5+ c if FG)	
2♥ Transfer to ♠, 0+ pts, 5+ suit	2NT Transfer to ♦, 0+ pts, 6+ suit (5+ c if FG)	
other		

2♣ Artificial strong, 22+

2♦ Good 6-card ♦ suit, 2+ of the top 3 honors. 5-11 Hcp, with most of points in the suit opened

2♥ Good 6-card ♥ suit, similar to 2♦ above. [Not 4-card suit in any (other) Major. Preferably

2♠ Good 6-card ♠ suit, similar to 2♦ above. [no more than 1 A or K in outside suit. Pref. no void.

2NT 20-21 HCP, can include a 5-card Major 3NT 25+ Balanced

other

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4♦ Jump overcalls Weak, opening preempt at that level & vulnerability

Responsive doubles through 4♦ Unusual NT 2 lowest suits, 5-5

1NT overcall - immediate 15-17, Systems on Immediate cue of minor Both Majors, 5-5

1NT overcall - re-opening 12-15, Systems on Immediate cue of Major Other Major & a minor, 5-5

Over weak twos O/C is NF, X = T/O, 2NT = NAT Over opening threes O/C = NF, X = T/O. 3NT = NAT

Over opponent's 1NT 2♣ = Both majors. 2♦/2♥/2♠/3♣ = Natural. X = Penalty

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ pts, 4(3)-c suit	2♦ 0-5 HCP, 6-c suit	3♦
1♥ 6+ pts, 4-card suit	2♥ 0-5 HCP, 6-c suit	3♥
1♠ 6+ pts, 4-card suit	2♠ 0-5 HCP, 6-c suit	3♠
1NT 8-10, no M unless 4333	2NT 10-12, no M unless 4333	3NT 13-15, no M unless 4333
2♣ 6-9/10, 4-card support	3♣ 10-12, 5-c suit, no M	4♣
other Note 1♣:1NT = 8-10. If only 6-7 points and can't bid 1M or support ♣'s bid 1♦		
1♦ 1♥ 6+ pts, 4-card suit	2♥ 0-5 HCP, 6-c suit	3♥
1♠ 6+ pts, 4-card suit	2♠ 0-5 HCP, 6-c suit	3♠
1NT 6-10, no M unless 4333	2NT 11-12, no M unless 4333	3NT 13-15, no M unless 4333
2♣ 10/11+ pts, 4-card suit	3♣ 5-9Hcp,6+ suit,no sup,NF	4♣
2♦ 6-9/10 pts, 4-card support	3♦ 10-12 pts, good 4-c sup	4♦
other [Negative X = 6/7+ points if partner is likely to reply at the 1 level, +2 points per level]		
1♥ 1♠ 6+ pts, 4-card suit	2♥ 6-9/10, 3-c support	3♦ 5-9Hcp,6+ suit,no sup,NF
1NT 6-10, denies 4 spades	2♠ 0-5 HCP, 6-c suit	3♥ 10/11-12, 4-c support
2♣ 10/11+, 4-card suit	2NT 4+ sup, FG, no shortage	3♠
2♦ 10/11+, 4-card suit	3♣ 5-9Hcp,6+ suit,no sup,NF	3NT 13-15, 2(3)-card supp,bal
other If 3-card ♥ support & 4 spades, prefer to raise to 2♥ to bidding 1♠ if weak (6-9/10 pts).		
1♠ 1NT 6-10	2♠ 6-9/10, 3-c support	3♥ 5-9Hcp,6+ suit,no sup,NF
2♣ 10/11+, 4-card suit	2NT 4+ sup, FG, no shortage	3♠ 10/11-12, 4-c support
2♦ 10/11+, 4-card suit	3♣ 5-9Hcp,6+ suit,no sup,NF	3NT 13-15, 2(3)-card support
2♥ 10/11+,5-c [4-c in COMP]	3♦ 5-9Hcp,6+ suit,no sup,NF	4♣
other Over 1M, prefer 1NT to raise to 2M if 6 (or a poor 7) pts & would decline all game tries.		
1NT 3♣ 6-c suit, AQ or KQ	3♠	4♦
3♦ 6-c suit, AQ or KQ	3NT To play.	4♥ To play
3♥	4♣ Gerber [Step 1 = 0]	4♠ To play
other If 5-4 in MM after 1NT:2♣, 2♦ (a) 2M = S/O, (b)3♦/♥ = IG+ in ♥/♠ - O MUST S/A if max		
2♣ 2♦ Waiting, 0+ pts	2NT Do not use	3♥ Do not use
2♥ KJxxx+ in ♥, 6+ Hcp	3♣ Do not use	3♠ Do not use
2♠ Do not use	3♦ Do not use	3NT Do not use
other		
2♦ 2♥ INV, but NF	3♣ F1,raise if 3-c or Qx+ sup	3♠ F1,raise if 3-c or Qx+ sup
2♠ INV, but NF	3♦ Preemptive sign off	3NT To play
2NT 15-16+ pts, Ogust Relay	3♥ F1,raise if 3-c or Qx+ sup	4♣
other		

Notes (1any): P: (1NT): X = T/O.

2NT Ogust: 3♣ = minimum strength, poor suit 3♦ = minimum strength, good suit, 3♥ = maximum strength, poor suit, 3♠ = maximum strength, good suit, 3NT = AKQxxx

2♥ 2♠ F1,raise if 3-c or Qx+ sup	3♦ F1,raise if 3-c or Qx+ sup	3NT To play
2NT 15-16+ pts, Ogust Relay	3♥ Preemptive sign off	4♣
3♣ F1,raise if 3-c or Qx+ sup	3♠ NoPartnershipAgreement	4♥ To play, 2+ support
other		
2♠ 2NT 15-16+ pts, Ogust Relay	3♥ F1,raise if 3-c or Qx+ sup	4♣
3♣ F1,raise if 3-c or Qx+ sup	3♠ Preemptive sign off	4♥
3♦ F1,raise if 3-c or Qx+ sup	3NT To play	4♠ To play, 2+ support
other		
2NT 3♣ Puppet Stayman, FG	3♠	4♦
3♦ Transfer to ♥, 0+ pts	3NT To play	4♥ To play
3♥ Transfer to ♠, 0+ pts	4♣ Gerber Ace Ask	4♠ To play
other		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round FG if after 4SF Resp bids at 3 level Game force

NT Checkback Priorities:

Defence to 3NT opening

Defence to Opening Twos X = 16 DP in direct/11 DP in passout.2NT=16-18 with stop.O/C = NF

Multi 2♦ X = 12-15 bal/v strong 1 suit/19+ bal. 2NT = 16-18 & both M stopped. O/C = NF

RCO style 2-s

Other 2-s

Defence X = both Majors. NT = both minors. Suit bids are natural

to We tend to (at least initially) pass if balanced, even if strong. If strong & balanced we

strong may re-enter the bidding if opposition bidding stops at a low level

♣ We tend to bid with distributional hands, even if weak in HCP

Over 1NT Interference NAT, not Leben. 2 lvl = WK, 3 level = F1, X 2 lvl = PEN,X 3lvl = T/O

Lebensohl - other uses Cuebid = FG Stayman If interf = X/2♣, ignore (if 2♣, X = Stayman).

Take out of 4 level pre-empts 4♣/4♦ Double

4♥ Double

4♠ Double

10. OTHER NOTES

Weak two opening bids (a) In 3rd seat may be opened light (b) In 4th seat are 10-13 Hcp.

Leading: tend to avoid leading from Jxxx, xxx, singleton trump, (in suit contract) unspup A on 1st trick

After 1st trick, low spot card lead in new suit = strength in the suit, high spot card lead = weakness