

## 4. BASIC RESPONSES

Jump raises - minors	Preempt	Other:
Jump raises - Majors	Preempt	Other:
Jump shifts after minor opening	16+ HCP, 6-card suit	
Jump shifts after Major opening	Bergen	
Responses to strong 2 suit open.	2♦ = <3 controls; suit = 5+ cards, 3+ controls; 2NT = 3+ controls, flat	
Responses to 2NT opening	Puppet Stayman; TFRs to Majors; 3♠ = 5♠/4♥; 4♣/♦ = Minorwood	

## 5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead except AKx(+)	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	Top
In partner's suit	any 3rd if unsupported; 3rd from H if supported; H from Hx	
<b>Discards</b>	Odd=Enc., Even=McKenney	
<b>Count</b>	Low-High = Even	
<b>Signal</b> on partner's lead:	Low encourage	
<b>Signal</b> on declarer's lead:	Reverse count (often not given)	
<b>Notes</b> Overlead interior sequences		

## 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
<b>Slam Notes</b> Most 4♣/♦ = Minorwood		
Cue Bids <input type="checkbox"/>	First-round control	
Asking Bids <input type="checkbox"/>		

## 7. OTHER CONVENTIONS

Cue raises	Splinters
Jacoby 2NT	4th suit = FG
Help-suit trials	Ogust
Drudry 2♣	2-way checkback
Lebensohl	DOPI/ROPI

Non-leaping Michaels

Minorwood

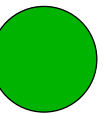
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AUSTRALIAN BRIDGE  
FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	264210	Judy Bills
& Names:	100171	Wynne Webber
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 <input type="checkbox"/>
1♣ 11 HCP; 3		1♥ 11 HCP; 5
1♦ 11 HCP; 3		1♠ 11 HCP; 5
1NT 15-17 HCP		may contain 5 card Major <input type="checkbox"/>
<b>1NT Responses</b> 2♣ Simple Stayman		Other:
2♦ TFR to ♥		2♠ TFR to ♣
2♥ TFR to ♠		2NT TFR to ♦
other Super-accepts		
2♣ 22+HCP		
2♦ 6-card suit, 5-9 HCP		
2♥ 6-card suit, 5-9 HCP		
2♠ 6-card suit, 5-9 HCP		
2NT 20-21 HCP, semi-balanced		3NT Gambling
other		

## 2. PRE-ALERTS

Bergen Raises	Jacoby 2NT over major suit openings
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## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak
Responsive doubles through	4♥	Unusual NT	Lower unbid suits
1NT overcall - immediate	15-18 (system on)	Immediate cue of minor	Michaels for Majors
1NT overcall - re-opening	11-14 (system on)	Immediate cue of Major	Michaels (other Major/minor)
Over weak twos	X = T/O (then Lebensohl)	Over opening threes	X = T/O
Over opponent's 1NT	2♣ = Majors; 2♦ = single Major; 2♥/♠ = that Major/minor; 2NT = minors;		
X = values			

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ HCP; 4	2♦ 16+ HCP; strong suit	3♦ Splinter
1♥ 6+ HCP; 4	2♥ 16+; strong suit	3♥ Splinter
1♠ 6+ HCP; 4	2♠ 16+; strong suit	3♠ Splinter
1NT 8–10 HCP	2NT 11–12 HCP	3NT To play (16–18?)
2♣ 6–9 HCP; 4	3♣ Preemptive	4♣ Minorwood
other 4♦ = Minorwood		
1♦ 1♥ 6+ HCP; 4	2♥ 16+; strong suit	3♥ Splinter
1♠ 6+ HCP; 4	2♠ 16+; strong suit	3♠ Splinter
1NT 6–10 HCP	2NT 11–12 HCP	3NT To play (16–18?)
2♣ 10+ HCP; 4	3♣ 16+; strong suit	4♣ Minorwood
2♦ 6–9 HCP; 4	3♦ Preemptive	4♦ Minorwood
other		
1♥ 1♠ 6–9 HCP; 4	2♥ 6-9 HCP; 3♥	3♦ Bergen (9-11 HCP, 4♥)
1NT 6–9 HCP	2♠ 16+; strong suit	3♥ Preemptive
2♣ 10+ HCP; 4	2NT 12+ HCP; Jacoby	3♠ Preemptive
2♦ 10+ HCP; 4	3♣ Bergen (6-9 HCP, 4♥)	3NT
other 4♣/♦ = splinters		
1♠ 1NT 6–9 HCP	2♠ 6-9 HCP; 3♠	3♥ Preemptive
2♣ 10+ HCP; 4	2NT 12+ HCP; Jacoby	3♠ Preemptive
2♦ 10+ HCP; 4	3♣ Bergen (6-9 HCP, 4♠)	3NT
2♥ 10+ HCP; 5	3♦ Bergen (9-11 HCP, 4♠)	4♣ /4♦ = splinters
other		
1NT 3♣ 6+ suit, 2 of top 3, INV	3♠ 6+ suit, slammish	4♦ Minorwood
3♦ 6+ suit, 2 of top 3, INV	3NT To play	4♥ To play
3♥ 6+ suit, slammish	4♣ Minorwood	4♠ To play
other 4NT = QUANT		
2♣ 2♦ <3 controls	2NT 3+ CTRLs, no 5-card suit	3♥
2♥ Suit, 3+ CTRLs	3♣ Suit, 3+ CTRLs	3♠
2♠ Suit, 3+ CTRLs	3♦ Suit, 3+ CTRLs	3NT
other		
2♦ 2♥ 1-round force	3♣ 1-round force	3♠ FG; 6+ card suit
2♠ 1-round force	3♦ Preemptive	3NT To play
2NT Ogust	3♥ FG; 6+ card suit	4♣ Minorwood
other 4♦ = Minorwood		

Notes

2♥ 2♠ 1-round force	3♦ 1-round force	3NT To play
2NT Ogust	3♥ Preemptive	4♣ Minorwood
3♣ 1-round force	3♠ FG, sets trumps	4♥ To play
other 4♦ = Minorwood		
2♠ 2NT Ogust	3♥ 1-round force	4♣ Minorwood
3♣ 1-round force	3♠ Preemptive	4♥ To play
3♦ 1-round force	3NT To play	4♠ To play
other 4♦ = Minorwood		
2NT 3♣ Puppet Stayman	3♠ 5♠/4♥	4♦ Minorwood
3♦ TFR to ♥	3NT To play	4♥ To play
3♥ TFR to ♠	4♣ Minorwood	4♠ To play
other		

## 9. CONVENTIONS

**Unusual NT:** Lower 2 unbid suits

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

**NT Checkback**  Priorities: 2-way; lower of 4-card Majors; 3-card support

**Defence to 3NT opening** X = T/O

**Defence to Opening Twos** Generally, X = T/O, then 2NT is Lebensohl

Multi 2♦ 2NT = 15-18, system on (3♠ = TFR to either minor: i.e. demands 4♣ response)

RCO style 2-s

Other 2-s

**Defence** X = Majors; 1NT = minors; otherwise natural

to

strong

♣

**Over 1NT Interference** Lebensohl

**Lebensohl - other uses** After X of weak opening 2s

**Take out of 4 level pre-empts** 4♣/4♦ X

4♥ X

4♠ X = values; 4NT = 2-suiter

## 10. OTHER NOTES

After Jacoby 2NT, 3 of the Major is very minimum.