

4. BASIC RESPONSES

Jump raises - minors	Preempt	Other:
Jump raises - Majors	Preempt	Other:
Jump shifts after minor opening	Weak pre-emptive	
Jump shifts after Major opening	bergen	
Responses to strong 2 suit open.	multi-landy	
Responses to 2NT opening	natrual	

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	overlead or 0/1	overlead or 0/1
Four or more with an honour	3rd/Low	4th highest
From 4 small	2nd highest	4th highest
From 3 cards (no honour)	Middle	Middle
In partner's suit	high-low M-U-D	
Discards	Low Encourage	Low Encourage
Count	Low-High = Even	Low-High = Even
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:	unsidedown count	
Notes	standard 0/1 leading, UDCA	

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 3041 4♣ Gerber when? after a NT opening

Slam Notes P0/D1, PODE, one step for trump q and lowest king

Cue Bids first round control

Asking Bids

7. OTHER CONVENTIONS

Check-back	
supportive double	
supportive double	

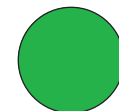
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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	888834	818879
& Names:	Angus Lum	Alexander Smith
Basic System:	Standard	
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♣ 3+C, 12+HCP	1♥ 5+H, 12+HCP
1♦ 3+D, 12+HCP	1♠ 5+S, 12+HCP
1NT 15-17, balance	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses	2♣ Extended Stayman	Other:
2♦ transfer to H	2♠ transfer to C	
2♥ transfer to S	2NT transfer to D	
other		

2♣ 22+HCP or 9+ playing tricks
2♦ weak Major or 22-23 balance
2♥ H+m, 5-5+, weak
2♠ S+m, 5-5+, weak
2NT 20-21 balance

3NT Gambling

other

2. PRE-ALERTS

Negative free-bids	
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3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4H	Jump overcalls	pre-emptive
Responsive doubles through	4H	Unusual NT	2 lowest unbid suit
1NT overcall - immediate	15-18	Immediate cue of minor	micheals
1NT overcall - re-opening	12-14	Immediate cue of Major	micheals
Over weak twos		Over opening threes	
Over opponent's 1NT	2C: both major, 2D: any one suiter, 2H: H+m, 2S:S+m		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+D, 6+HCP	2♦ weak jump shift	3♦ splinter
1♥ 4+H, 6+HCP	2♥ WJS	3♥ splinter
1♠ 4+S, 6+HCP	2♠ WJS	3♠ splinter
1NT 6-9HCP, balacne	2NT 10-12HCP, balance	3NT to play
2♣ 10+HCP, 5+C	3♣ weak pre-emptive	4♣ pre-emptive
other 4H/4S : to play 4NT:RKCB		
1♦ 1♥ 4+H, 6+HCP	2♥ weak jump shift	3♥ splinter
1♠ 4+S, 6+HCP	2♠ WJS	3♠ splinter
1NT 6-9HCP, balance	2NT 10-12HCP, balacne	3NT to play
2♣ 10+HCP, 4+C	3♣ splinter	4♣ -
2♦ 10+HCP, 5+D	3♦ weak pre-emptive	4♦ pre-emptive
other 4H/4S : to play 4NT:RKCB		
1♥ 1♠ 4+S, 6+HCP	2♥ 6-9HCP, 3+H	3♦ 10-12HCP, 4+H
1NT 6-9HCP, balance	2♠ WJS	3♥ pre-emptive
2♣ 10+HCP, 4+C	2NT 12+HCP, 4+H	3♠ splinter
2♦ 10+HCP, 4+D	3♣ 6-9HCP, 4+H	3NT to play
other 4C/4D:splinter 4H/4S: to play, 4NT: RKCB		
1♠ 1NT 6-9HCP, balance	2♠ 6-9HCP, 3+S	3♥ splinter
2♣ 10+HCP, 4+C	2NT 12+HCP, 4+S	3♠ pre-emptive
2♦ 10+HCP, 4+D	3♣ 6-9HCP, 4+S	3NT to play
2♥ 10+HCP, 4+H	3♦ 10-12HCP, 4+S	4♣ splinter
other 4D:splinter 4H:splinter 4S: to play, 4NT: RKCB		
1NT 3♣ 6+C invite to 3NT	3♠ slam interest in S	4♦ transfer to H
3♦ 6+D invite to 3NT	3NT to play	4♥ transfer to S
3♥ slam interest in H	4♣ geber	4♠
other 4NT: inv to 6NT, 5NT:slam forcing		
2♣ 2♦ 0-1 control	2NT 1king, 1ace	3♥ 8+HCP, 6+H
2♥ 2 controls	3♣ 4+control	3♠ 8+HCP, 6+S
2♠ 3kings	3♦ 8+HCP, 6+D	3NT 8+HCP, 6+C
other		
2♦ 2♥ pass or correct	3♣ ask for transfer	3♠ natural
2♠ pass or correct	3♦ natural	3NT to play
2NT asking	3♥ natural	4♣
other		

Notes

2♥ 2♠ asking	3♦ natural	3NT to play
2NT invite to 3NT	3♥ invite to 4H	4♣ natural
3♣ natural	3♠ natural	4♥ to play
other		
2♠ 2NT asking	3♥ natural	4♣ natural
3♣ natural	3♠ natural	4♥ to play
3♦ natural	3NT to play	4♠ to play
other		
2NT 3♣ puppet stayman	3♠ minor slam try	4♦ transfer to H
3♦ transfer to H	3NT to play	4♥ transfer to S
3♥ transfer to S	4♣ gerber	4♠
other 4NT: inv to 6NT, 5NT:slam forcing		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round

Game force

NT Checkback Priorities:

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦ X = strength, 2H tak out in H, 2S = natural

RCO style 2-s

Other 2-s

Defence 1♣ :

to

strong 2♣ :

♣ multi-landy

Over 1NT Interference lebensohl

Lebensohl - other uses

Take out of 4 level pre-empts

4♣/4♦

4♥

4♠

10. OTHER NOTES