

4. BASIC RESPONSES

Jump raises - minors	Preempt	Other:
Jump raises - Majors	Preempt	Other:
Jump shifts after minor opening	Weak	
Jump shifts after Major opening	Weak	
Responses to strong 2 suit open.	2D (0-5 hcp), 2H (6-9 hcp) Others 10+ hcp	
Responses to 2NT opening	New suit is forcing	

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All	Lead top of a sequence
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	Show a doubleton	
Discards	Odd=Enc., Even=McKenney	
Count	High-Low = Even	
Signal on partner's lead:	High encourage	
Signal on declarer's lead:	Natural count	

Notes Count is shown when it doesn't conflict with attitude. Suit preferences are given when a singleton or void are seen in dummy. Suit preference signals are given when a ruff is expected.

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 1430 4♣ Gerber when? After 1NT opening

Slam Notes 5NT bid asks ptrn to bid K's up the line.

Cue Bids Cue raises, asking for help in NT, after a major fit, first round control

Asking Bids 4th suit forcing, Crowhurst, 2NT after multi-2 bids

7. OTHER CONVENTIONS

Lebensohl	PODI
Minorwood 1430	Inverted minors
RKCB = on last bid suit.	

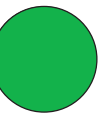
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**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	499102	Denise Clarke
& Names:	138010	Kae French
Basic System:	Standard American with Acoll NT	
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+ (10-20 hcp) 1♥ 5+ (10-20 hcp)

1♦ 3+ (10-20 hcp) 1♠ 5+ (10-20 hcp)

1NT 12-14 hcp balanced may contain 5 card Major

1NT Responses 2♣ Stayman	Other:
2♦ Hearts	2♠ Clubs
2♥ Spades	2NT Diamonds
other 2C may not include a 4 card major	

2♣ 21+ unbalanced (or 9 playing tricks) OR 23+ balanced

2♦ 6 card major 6-10, OR 21-22 balanced

2♥ 5 Hearts & 4+ minor, 6-10 hcp

2♠ 5 Spades & 4+ minor, 6-10 hcp

2NT 5/5 in the minors, 6-10 hcp

3NT 6/5 in the majors, less than 10 hcp

other 4NT = 6/5 in the minors, less than 10 hcp

2. PRE-ALERTS

Pre-emptive raises	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4H	Jump overcalls	Weak
Responsive doubles through	3S	Unusual NT	Minors over major opening, other minor & a major
1NT overcall - immediate	15-17 hcp	Immediate cue of minor	Majors
1NT overcall - re-opening	15-17 hcp	Immediate cue of Major	Other major & a minor
Over weak twos	Lebensohl	Over opening threes	X = take-out
Over opponent's 1NT	Multi-Landy (X= points, 2C = majors at least 4/4, 2D = 6 card major, 2H = 5H & 4+ minor, 2S = 5S & 4+ minor, 2NT = minors, at least 5/5)		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ suit, 5+ hcp	2♦ weak & long	3♦ splinter
1♥ suit, 5+ hcp	2♥ weak & long	3♥ splinter
1♠ suit, 5+ hcp	2♠ weak & long	3♠ splinter
1NT 5-9 hcp, denies a major	2NT 11-12hcp, denies a major	3NT to play
2♣ fit (5+) & 10+ hcp	3♣ pre-emptive	4♣ pre-emptive
other		
1♦ 1♥ suit, 5+ hcp	2♥ weak & long	3♥ splinter
1♠ suit, 5+ hcp	2♠ weak & long	3♠ splinter
1NT 5-9 hcp, denies a major	2NT 11-12 hcp, denies a major	3NT to play
2♣ suit, 10+ hcp	3♣ weak & long	4♣ splinter
2♦ fit (4+) & 10+ hcp	3♦ pre-emptive	4♦ pre-emptive
other		
1♥ 1♠ suit, 5+ hcp	2♥ fit, 5-9 tp	3♦ weak & long
1NT 5-9 hcp, denies spades	2♠ weak & long	3♥ pre-emptive
2♣ suit, 10+ hcp	2NT fit, 10-15 tp	3♠ splinter
2♦ suit, 10+ hcp	3♣ weak & long	3NT fit, 15+ tp
other		
1♠ 1NT 5-9 hcp	2♠ fit, 5-9 tp	3♥ weak & long
2♣ suit, 10+ hcp	2NT fit, 10-15 tp	3♠ pre-emptive
2♦ suit, 10+ hcp	3♣ weak & long	3NT fit, 15+ tp
2♥ suit 5+, 10+ hcp	3♦ weak & long	4♣ splinter
other		
1NT 3♣ suit & forcing	3♠ suit & forcing	4♦ N/A
3♦ suit & forcing	3NT to play	4♥ to play
3♥ suit & forcing	4♣ Gerber	4♠ to play
other 2C does not guarantee a 4 card major. 2S t/fers to Clubs, 2NT t/fers to Diamonds		
2♣ 2♦ 0-5 hcp	2NT 10+ hcp, balanced	3♥ N/A
2♥ 6-9 hcp	3♣ 10+ hcp, 5+ card suit	3♠ N/A
2♠ 10+ hcp, 5+ card suit	3♦ 10+ hcp, 5+ card suit	3NT N/A
other		
2♦ 2♥ Pass or correct	3♣ to play	3♠ game force if suit Hearts
2♠ pre-emptive in Hearts	3♦ to play	3NT 4/4 in the majors
2NT asking bid, 14+ hcp	3♥ pass or correct	4♣ N/A
other 4H = 5/5 in the majors.		

Notes 2H/S - (2NT), X = points & defence for one of the minors, 3C is invitational in the major, a 3-level raise of the major is to play, whereas a 3-level bid of the other major is forcing.

2♥ 2♠ suit & forcing	3♦ to play	3NT to play
2NT asking bid, 14+ hcp	3♥ pre-emptive	4♣ pre-empt, pass/correct
3♣ pass or correct	3♠ pre-emptive	4♥ pre-emptive
other		
2♠ 2NT asking bid, 14+ hcp	3♥ suit & forcing	4♣ pre-empt, pass/correct
3♣ pass or correct	3♠ pre-emptive	4♥ to play
3♦ to play	3NT to play	4♠ pre-emptive
other		
2NT 3♣ to play	3♠ suit & forcing	4♦ to play
3♦ to play	3NT to play	4♥ to play
3♥ suit & forcing	4♣ pre-emptive	4♠ to play
other		

9. CONVENTIONS

Unusual NT: minors

4th Suit Forcing One round Game force

NT Checkback Priorities: Major support (Crowhurst)

Defence to 3NT opening X = 15+ hcp, 4C = majors, H's may be longer, 4D = majors, S's longer.

Defence to Opening Twos X = 15+ hcp, suit = length & opening strength

Multi 2♦ PTP (points, take-out, penalties), + bids with Lebensohl inferences.

RCO style 2-s

Other 2-s

Defence to 1C Truscott, X = H & C, 1D = H & D, 1H = H & S, 1S = S & minor, 1NT = single suit,
strong 2C = minors (1NT is the asking bid for the minor)
 2♣ : {Replace with your defence to strong 2♣ openings}
 ♣ Same defence as for strong 1C opening.

Over 1NT Interference lebensohl If doubled, see not below

Lebensohl - other uses Over weak 2 openings.

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

4♥ double 4♠ 4NT

10. OTHER NOTES

Defence over weak & strong NT openings = Multi-Landy (X = points, 2C = majors, 2D = 6-card major, 2H = H & a minor, 2S = S & a minor).

Defence strong 1C - 1D response: X = H & a minor, 1H = majors, 1S = S & a minor, 1NT = single suit, 2C = minors.

1NT - X by opponents: XX = long Clubs, or 2 suits other than Clubs, 2C = Clubs & another, 2D/H/S = 5+ card suits, to play