

4. BASIC RESPONSES

Jump raises - minors	LOTT	Other:	
Jump raises - Majors	Strong	Other:	
Jump shifts after minor opening	splinter; but fit showing after interference		
Jump shifts after Major opening	splinter; but fit showing after interference		
Responses to strong 2 suit open.			
Responses to 2NT opening	we play Puppet Stayman after strong 2NT rebid		

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead: A-Attitude, K-Count	
Four or more with an honour	Attitude - low encourage	4th highest
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit		
Discards	Odd=Enc, Even=McKenney	
Count	Low-High = EVEN	
Signal on partner's lead:	Low encourage	
Signal on declarer's lead:	Low encourage	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input checked="" type="checkbox"/>	when? after 1NT
Slam Notes			
Cue Bids <input checked="" type="checkbox"/>			
Asking Bids <input type="checkbox"/>			

7. OTHER CONVENTIONS

4th suit forcing	
No Trump raises	Ghestem
Lebensohl over weak 2 and NT interference	
Cue bids	Long suit trials

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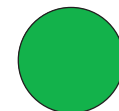
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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	146439	EVA Samuel
& Names:	137782	FRANCI Halmos
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 <input type="checkbox"/>
1♣ 11+, 3♣	1♥ 11+, 5♥	
1♦ 11+, 3♦	1♠ 11+, 5♠	
1NT 15-17	may contain 5 card Major <input type="checkbox"/>	
1NT Responses	2♣ Simple Stayman	Other:
2♦ Transfer ♥	2♠ Transfer ♣	
2♥ Transfer ♠	2NT Transfer ♦	
other	♣ and ♦: Burke variation	
2♣	Game Force or 23 - 24 Balanced	
2♦	Weak in ♥/♠ (6 card) or 20 - 22 Balanced	
2♥	Weak 5/5 ♥ and other suit	
2♠	Weak 5/5 ♠ and minor	
2NT	Weak 5/5 ♣ and ♦	3NT Gambling
other		

2. PRE-ALERTS

Major super accept with 4	Double or 2♣ over our NT
2NT MAX 4333; 3X MAX other 4 card suit	System on; Pass requires opener to redouble
3M minimum 4 card support	redouble requires opener to bid 2♣

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	VUL=Intermediate
Responsive doubles through	3♦	Unusual NT	lowest unbid suits
1NT overcall - immediate	15-18	Immediate cue of minor	Ghestem weak or strong
1NT overcall - re-opening	11-14	Immediate cue of Major	Ghestem weak or strong
Over weak twos	X T/O & Lebensohl; 2NT 15-18	Over opening threes	X takeout
Over opponent's 1NT			

(Weak or strong): X penalty; 2♣=♥+♠; 2♦=♥ or ♠; 2NT ♣+♦;

2♥/♠ = 4+ major and 5+ minor

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+, 4♦	2♦ Splinter (5♣)	3♦ Splinter (5♣)
1♥ 5+, 4♥	2♥ Splinter (5♣)	3♥ Splinter (5♣)
1♠ 5+, 4♠	2♠ Splinter (5♣)	3♠ Splinter (5♣)
1NT 8-10	2NT 10-12, 4♣	3NT 13-15 to play
2♣ 6-9, 5♣	3♣ 6-9, 6♣	4♣ RKCB
other		
1♦ 1♥ 5+, 4♥	2♥ Splinter (5♦)	3♥ Splinter (5♦)
1♠ 5+, 4♠	2♠ Splinter (5♦)	3♠ Splinter (5♦)
1NT 8-10	2NT 10-12 BAL	3NT 13-15, to play
2♣ 10+, 4+♣	3♣ Splinter (5♦)	4♣ SPD
2♦ 6-9, (4♦)	3♦ 6-9, (5♦)	4♦ RKCB
other		
1♥ 1♠ 5+, 4♠	2♥ 6-9, 3♥	3♦ SPL, FSJ if interference
1NT 6-9	2♠ SPL, FSJ if interference	3♥ 15+, 3+♥, FG
2♣ 10+, 4+♣	2NT 10-12 BAL or 16+, 3♥	3♠ SPL
2♦ 10+, 4+♦	3♣ SPL, FSJ if interference	3NT 13-14 BAL, 3+♥
other 4♥/♠ to play		
1♠ 1NT 6-9	2♠ 6-9, 3♠	3♥ SPL, FSJ if interference
2♣ 10+, 4+♣	2NT 10-12 BAL or 16+, 3♠	3♠ 15+, 3+♠, FG
2♦ 10+, 4+♦	3♣ SPL, FSJ if interference	3NT 13-14 BAL, 3+♠
2♥ 10+, 5+♥	3♦ SPL, FSJ if interference	4♣ SPL
other		
1NT 3♣ 6♣, slam try	3♠ 6♠, slam try	4♦ RKB
3♦ 6♦, slam try	3NT to play	4♥ to play
3♥ 6♥, slam try	4♣ Gerber	4♠ to play
other		
2♣ 2♦ weak, < A+K	2NT 8-11	3♥ self supp. suit 5+♥
2♥ positive, 5♥	3♣ positive, 5♣	3♠ self supp. suit 5+♠
2♠ positive, 5♠	3♦ positive, 5♦	3NT 12+
other 4♣/♦ self supp. suit 5+cards		
2♦ 2♥ pass or correct	3♣ to play	3♠ to play
2♠ pass or correct	3♦ to play	3NT 4♥ & 4♠, 6-10 HCP
2NT STR ask, 3♣/♦ STR H/S	3♥ to play	4♣ to play
other		

Notes

2♥ 2♠ pass or correct	3♦ pass or correct	3NT to play
2NT strong inquiry	3♥ to play	4♣ pass or correct
3♣ pass or correct	3♠ pass or correct	4♥ to play
other		
2♠ 2NT strong inquiry	3♥	4♣ pass or correct
3♣ pass or correct	3♠ to play	4♥
3♦ pass or correct	3NT to play	4♠ to play
other 5♣/♦ to play		
2NT 3♣ to play	3♠ 1 round force	4♦ RKCB
3♦ to play	3NT to play	4♥ to play
3♥ 1 round force	4♣ RKCB	4♠ to play
other		

9. CONVENTIONS

Unusual NT:	lower 2 unbid suits	Ghestem weak or strong
4th Suit Forcing	One round <input type="checkbox"/>	Game force <input checked="" type="checkbox"/>
NT Checkback	<input type="checkbox"/> Priorities:	
Defence to 3NT opening		
Defence to Opening Twos	2NT: 16-18	
Multi 2♦	If NO anchor suit, 1st X = values, 2nd X = T/O; 3rd X = penalty	
RCO style 2-s	If IS an anchor suit, 1st X = values & T/O; 2nd X = penalty	
Other 2-s		
Defence to	1♣ : X= strong; 2♣= 4+♥ and 4+♠; 2♦ = ♥/♠ 6 card	
strong	2♥/♠ = 4+♥/♠ and 5+♣ or ♦; 2NT = 5+♣ and 5+♦	
♣	2♣ : natural	
Over 1NT Interference	lebensohl	
Lebensohl - other uses	weak 2's	
Take out of 4 level pre-empts	4♣/4♦ X	
	4♥ X	4♠ 4NT

10. OTHER NOTES

Multi Landy over opponents NT:

X penalty - top of opponents range

2♣ = ♥ + ♠; 2♦ = ♥ or ♠; 2NT = ♣ and ♦

2♥ = 4+♥ and 5+ minor; 2♠ = 4+♠ and 5+ minor