

4. BASIC RESPONSES

Jump raises - minors	Limit 7-9	Other:
Jump raises - Majors	Limit 7-9	Other:
Jump shifts after minor opening	Cue Double Jump = Splinter	
Jump shifts after Major opening	Cue Double Jump = Splinter	
Responses to strong 2 suit open.	NA	
Responses to 2NT opening	See Over	

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All	Journalist
Four or more with an honour	4th highest	4th highest
From 4 small	2nd highest	2nd highest
From 3 cards (no honour)	Middle	Middle
In partner's suit	Low from Honour	Low from Honour
Discards	McKenney	McKenney
Count	High-Low = Even	High-Low = Even
Signal on partner's lead:	Count	Count
Signal on declarer's lead:	Count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 1430 4♣ Gerber when? After 1NT Opening or Rebid

Slam Notes After Q ask: if holding, bid lowest K

Cue Bids

Asking Bids

7. OTHER CONVENTIONS

Blue Club:	DOPI, ROPI
Cue=Extremes;	Drury
2NT=two lowest;	After 1NT X (DONT) Transfers apply
2D over 1C=Majors;	After 1NT X (Penalty) Suit=Natural
3C=Other two suits;	After RKCB, 4NT asks for lowest K

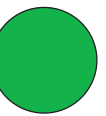
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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	129127	Diedre Greenfeld
& Names:	128041	Debbie Frankel
Basic System:	Standard American with Multi Two's	
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 cards 11+	1♥ 5 cards 11+
1♦ 3 cards 11+	1♠ 5 cards 11+

1NT 15 - 17 may contain 5 card Major

1NT Responses 2♣ Lavings	Other: Super Accept in Minors
2♦ Transfer to Hearts	2♠ Transfer to Clubs
2♥ Transfer to Spades	2NT Transfer to Diamonds
other After 2D min, 3D asks for Major	

2♣ Game Force or 23+ Balanced	
2♦ Weak 6-card major, or balanced 20 - 22	
2♥ 5+ Hearts and 5+ other (6 - 10 hcp)	
2♠ 5+ Spades plus 5+ card minor (6 - 10 hcp)	
2NT 5+/5+ Minors (6 - 10 hcp)	3NT Gambling
other	

2. PRE-ALERTS

2 Diamonds (as above)	
Blue Club O/Calls	
Drury	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	3S	Jump overcalls	Weak
Responsive doubles through	3S	Unusual NT	Blue Club
1NT overcall - immediate	15 - 18	Immediate cue of minor	Blue Club
1NT overcall - re-opening	10 - 12	Immediate cue of Major	Blue Club
Over weak twos	X = Opt. T/Out	Over opening threes	X = Opt. T/Out
Over opponent's 1NT	Capiletti		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+ cards, 5+ hcp	2♦ Cue	3♦ Splinter
1♥ 4+ cards, 5+ hcp	2♥ Cue	3♥ Splinter
1♠ 4+ cards, 5+ hcp	2♠ Cue	3♠ Splinter
1NT 8 - 10 hcp	2NT 11 - 12 hcp + Clubs	3NT To Play
2♣ 5+ cards, 5 - 7 hcp	3♣ Limit Bid + Shape	4♣ RKCB
other		
1♦ 1♥ 4+ cards, 5+ hcp	2♥ Cue	3♥ Splinter
1♠ 4+ cards, 5+ hcp	2♠ Cue	3♠ Splinter
1NT 6 - 9 (10) hcp	2NT 11 - 12 hcp	3NT To Play
2♣ 4+ cards (10) 11+ hcp	3♣ Cue	4♣ Splinter
2♦ Weak	3♦ Limit Bid	4♦ RKCB
other		
1♥ 1♠ 4+ cards, 5+ hcp	2♥ 5 - 9 hcp, 3+ hearts	3♦ Cue
1NT 6 - 9 (10) hcp	2♠ Cue	3♥ Limit
2♣ 4+ cards, (10)11+ hcp	2NT 4+ Hearts, 16+ hcp	3♠ Splinter
2♦ 4+ cards, (10)11+ hcp	3♣ Cue	3NT 12 - 14 hcp, bal. with fit
other		
1♠ 1NT 6 - 9 (10) hcp	2♠ Limit	3♥ Cue
2♣ 4+ cards, (10)11+ hcp	2NT 4+ Spades, 16+ hcp	3♠ Limit
2♦ 4+ cards, (10)11+ hcp	3♣ Cue	3NT 12 - 14 hcp, bal. with fit
2♥ 5+ cards, (10)11+ hcp	3♦ Cue	4♣ Splinter
other		
1NT 3♣ Slam Try	3♠ Slam Try	4♦ RKCB
3♦ Slam Try	3NT To Play	4♥ To Play
3♥ Slam Try	4♣ Gerber	4♠ To Play
other		
2♣ 2♦ 0 - 7 hcp	2NT 8+ hcp, Bal.	3♥ Natural, 5+ cards
2♥ 8+ hcp, 5+ cards	3♣ Natural, 5+ cards	3♠ Natural, 5+ cards
2♠ 8+ hcp, 5+ cards	3♦ Natural, 5+ cards	3NT NA
other		
2♦ 2♥ Relay	3♣ Long Suit, non Forcing	3♠ Pass or bid 4 Hearts
2♠ Non Forcing, Heart Supp.	3♦ Long Suit, non Forcing	3NT To Play
2NT Enquiry	3♥ Pass or Correct	4♣ NA
other		

Notes

2♥ 2♠ Pass or Correct	3♦ Long Suit, non Forcing	3NT To Play
2NT Enquiry	3♥ Extending Preempt	4♣ NA
3♣ Long Suit, non Forcing	3♠ To Play	4♥ To Play
other		
2♠ 2NT Enquiry	3♥ To Play	4♣ NA
3♣ Pass or Correct	3♠ Extending Preempt	4♥ To Play
3♦ To Play	3NT To Play	4♠ To Play
other		
2NT 3♣ To Play	3♠ To Play	4♦ RKCB
3♦ To Play	3NT To Play	4♥ To Play
3♥ To Play	4♣ RKCB	4♠ To Play
other		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: Strength, Shape

Defence to 3NT opening X=Penalty; 4C = longer Hearts; 4D = longer Spades

Defence to Opening Twos X = Take Out (16+ hcp)

Multi 2♦ X = Take Out (16+ hcp)

RCO style 2-s X = Take Out (16+ hcp)

Other 2-s X = Take Out (16+ hcp)

Defence DISCO: 1NT=Majors; 2NT=Minors; 2H =H + C; 2S = S + D; 2D = Red Suits;

to 2C = Black Suits

strong

♣

Over 1NT Interference Lebensohl

Lebensohl - other uses Over Partner's Double of Weak Two opening

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

4♥ X = Take Out

4♠ 4NT = Take Out; X = Penalty

10. OTHER NOTES

2NT after Part. 1 Major: = Fit and 16+ hcp. Response: Suit = Sing. or Void; 3NT = Bal 12 - 14 hcp;

4 Maj = Weak, 6 card suit; 3 Maj = Strong suit (Partner now cues).

Drury: After partner's 3rd seat opening, 2C = Ask. Response of 2D = Good Opener, 2H/S is weak.