

## 4. BASIC RESPONSES

Jump raises - minors		Other: 6-9, 5+ support
Jump raises - Majors		Other: 6-9, 4+ support
Jump shifts after minor opening	Splinter	
Jump shifts after Major opening	Splinter	
Responses to strong 2 suit open.	2♦ = <2 controls, all else = 2+ controls & game forcing	
Responses to 2NT opening	3♣-Stayman, 3♦=trf to h, 3♥=trf to s, 3♠=5+5+minors	

## 5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	over lead all except AK	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	2nd highest	
In partner's suit	highest or small from an honour	
<b>Discards</b>	Low Encourage	rev count. 1st disc discourage
<b>Count</b>		Low-High = Even
<b>Signal</b> on partner's lead:	reverse attitude	rev, count except opening honor lead
<b>Signal</b> on declarer's lead:	reverse attitude suits, and reverse present count against NT contracts	
<b>Notes</b>		

## 6. SLAM CONVENTIONS

4NT: Blackwood  RKCB 03/14 4♣ Gerber  when? never

**Slam Notes** 5NT = trump ask for top 3 honours: responses 6♣=0, 6♦=1, 6♥=2, 6♠=3

Cue Bids

Asking Bids

## 7. OTHER CONVENTIONS


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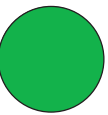
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# AUSTRALIAN BRIDGE FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	197165	Judy Hocking
& Names:	197688	Kevin Lange
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♣	10+ 3+ C	1♥	10+ 4+ H
1♦	10+ 4+ D	1♠	10+ 5+ S
1NT	14-16 bal.		may contain 5 card Major <input checked="" type="checkbox"/>
<b>1NT Responses</b>			
2♣	Simple Stayman	Other:	
2♦	trf to Hearts	2♠	Baron
2♥	trf to Spades	2NT trf to minor, weak or Slam Try	
other			
2♣	23+ bal or 19+ unbal		
2♦	[7] 8-11, 4+H 4+S		
2♥	[7] 8-11, 5+H can be 5332 or hold 4+suit outside		
2♠	[7] 8-11, 5+S can be 5332 or hold 4+suit outside		
2NT	bal 21-22	3NT	gambling, long solid minor
other			

## 2. PRE-ALERTS

refer to 2 level openings	

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	weak to vulnerability
Responsive doubles through	4♠	Unusual NT	majors or minors
1NT overcall - immediate	15-18	Immediate cue of minor	5-5 other minor + major
1NT overcall - re-opening	15-18	Immediate cue of Major	5-5 other majors + minors
Over weak twos	x=t/o, 2nt=15-18bal	Over opening threes	x=t/o
Over opponent's 1NT	x=penalties, 2♣=any single suiter, 2♦= 4+4+majors, 2♥ or 2♠ 5+suit 4+minor		
	2NT=minors 3♣, ♦, ♥, ♠ preemptive		

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+pts, 4+d	2♦ G/F SPL singleton	3♦ G/F SPL void
1♥ 6+pts, 4+h	2♥ G/F SPL singleton	3♥ G/F SPL void
1♠ 6+pts, 4+s	2♠ G/F SPL singleton	3♠ G/F SPL void
1NT 6-9pts no major	2NT 10+pts 4+c no void	3NT 13-15 (normally) 4333
2♣ 6-9pts 4 card c	3♣ 6-9 pts 5+c	4♣
other		
1♦ 1♥ 6+pts, 4+h	2♥ G/F SPL singleton	3♥ G/F SPL void
1♠ 6+pts, 4+s	2♠ G/F SPL singleton	3♠ G/F SPL void
1NT 6-9pts no major	2NT 10+pts 4+ d, no void	3NT 13-15 (normally) 4333
2♣ 10+ 4+c , 8/9+ if good suit	3♣ G/F SPL singleton	4♣ G/F SPL void
2♦ 6-9pts, 4 card d	3♦ 6-9 pts 5+d	4♦
other		
1♥ 1♠ 6+pts 4+s	2♥ 6-9pts 3+ h	3♦ G/F SPL singleton
1NT 6-9pts, no 4 card s suit	2♠ G/F SPL singleton	3♥ 6-9pts 4+ h, no shortage
2♣ 10+ 4+c, 8/9+ if good suit	2NT 10+pts 4+h no shortage	3♠ G/F SPL void
2♦ 10+ 4+d, 8/9+ if good suit	3♣ G/F SPL singleton	3NT 13-15 (normally) 4333
other 4c/4d = SPL void		
1♠ 1NT 6-9pts no major	2♠ 6-9pts 3+s	3♥ G/F SPL singleton
2♣ 10+ 4+c, 8/9+ if good suit	2NT 10+pts 4+s no shortage	3♠ 6-9pts 4+s no shortage
2♦ 10+ 4+d, 8/9+ if good suit	3♣ G/F SPL singleton	3NT 13-15 (normally) 4333
2♥ 10+4+h, 8/9+ if good suit	3♦ G/F SPL singleton	4♣ G/F SPL void
other 4d = G/F SPL void		
1NT 3♣ 6+cs 2 of top 3hrs weak	3♠ slam try spades	4♦ 6+suit, demands cues
3♦ 6+ds 2 of top 3hrs weak	3NT to play	4♥ to play
3♥ slam try hearts	4♣ 6+suit, demands cues	4♠ to play
other		
2♣ 2♦ less than 2 controls	2NT 2+controls 5+c	3♥ 6-9 pts bal, no major
2♥ 2+ controls 5+h	3♣ 2+controls 5+d	3♠ 10+pts bal
2♠ 2+controls 5+s	3♦ 6-9 pts bal with a major	3NT
other after 2c-2d-2h = game force ,2s=reponce = second neg., other bids = transfers		
2♦ 2♥ to play	3♣ to play	3♠ to play
2♠ to play	3♦ to play	3NT to play
2NT ask	3♥ to play	4♣
other response to ask 3c=min 4-4, 3d=max 4-4, 3h=5+h 4s, 3s=5+s 4h, 3nt=5+5+majors (min)		

Notes

2♥ 2♠ to play	3♦ to play	3NT to play
2NT shape ask	3♥ to play	4♣ splinter
3♣ to play	3♠ splinter	4♥ to play
other		
2♠ 2NT shape ask	3♥ to play	4♣ splinter
3♣ to play	3♠ to play	4♥ to play
3♦ to play	3NT to play	4♠ to play
other		
2NT 3♣ stayman	3♠ 5+5+minors	4♦ sets suit demands cues
3♦ trf to h	3NT to play	4♥ to play
3♥ trf to s	4♣ sets suit demands cues	4♠ to play
other		

## 9. CONVENTIONS

Unusual NT:

majors or minors

4th Suit Forcing

One round

Game force

NT Checkback

Priorities:

Defence to 3NT opening

x = lead spades

Defence to Opening Twos

x = T/O

Multi 2♦

X = 16+, 2NT = 15-18 bal.

RCO style 2-s

x = 16+, 2nt =15-18 bal

Other 2-s

specific 2s x = T/O highest rank suit, otherwise natural

Defence

♣: 1nt = any single suiter ,2 c,d,h = lower 2 suits , 1 level natural, 2S & higher

to

bids are pre-emptive

strong

2♣ : x=c and another, DONT at 2 level, 2nt = any siingle suiter, 3 level & higher bids

♣

are pre-emptive

Over 1NT Interference

Llebensohl

Lebensohl - other uses

over a double (showing 16+) after opposition weak 2 openings

Take out of 4 level pre-empts

4♣/4♦ x

4♥ x

4♠ x

## 10. OTHER NOTES