

#### 4. BASIC RESPONSES

Jump raises - minors	Limit 10-12
Jump raises - Majors	limit 10-12
Jump shifts after minor opening	Weak major
Jump shifts after Major opening	Weak minor
Responses to strong 2 suit open.	2C>2D waiting
Responses to 2NT opening	System on, 3NT to play, 4♣ Gerber

#### 5. PLAY CONVENTIONS Show priorities

	Versus <b>Suit</b> (or both)	Versus <b>NoTrump</b> (if different)
<b>Leads</b> Sequences:	Over Lead all	A= Attitude, K= count
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit		
<b>Discards</b>	Low encourage	
<b>Count</b>	reverse	
<b>Signal</b> on partner's lead:	Low encourage	
<b>Signal</b> on declarer's lead:		
<b>Notes</b>		

#### 6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 14/30	4♣ Gerber <input type="checkbox"/> when?
<b>Slam Notes</b>		
Cue Bids <input checked="" type="checkbox"/>	1st and 2nd round control	
Asking Bids <input type="checkbox"/>		

#### 7. OTHER CONVENTIONS

OGUST	
Jacoby transfer	
check back	

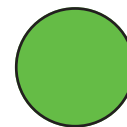
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**AUSTRALIAN BRIDGE  
FEDERATION INC.**



#### STANDARD SYSTEM CARD

ABF Nos.	557048	Jarrad Dunbar
& Names:	691161	Alex Dunbar
Basic System:	Standaard	
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♣ 3+ ♣, 11-19HCP	1♥ 5+♥, 11-19 HCP	
1♦ 3+ ♦, 11-19 HCP	1♠ 5+ ♠, 11-19 HCP	
1NT 15-18 HCP	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses 2♣ Simple Stayman		
2♦ ♥	2♠ Minors	
2♥ ♠	2NT 8-9 HCP	
other		
2♣ 20+ unbalanced		
2♦ Weak 6 card ♦		
2♥ Weak 6 card ♥		
2♠ Weak 6 Card ♠		
2NT 20-22 Blanced	3NT 23+ Balanced	
other		

#### 2. PRE-ALERTS


#### 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak
Responsive doubles through	4♥	Unusual NT	NA
1NT overcall - immediate	15-18 sys on	Immediate cue of minor	Other Minor and a major
1NT overcall - re-opening	15-18 Hcp	Immediate cue of Major	Other Major and a minor
Over weak twos	X values t/o, 2NT=15-18 hcp	Over opening threes	
Over opponent's 1NT	2♣, 2♦, 2♥, 2♠	natural o play	

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ HCP, 4♦	2♦ Weak 0-6 HCP 6+♦	3♦ splinter	
1♥ 6+ HCP, 4♥	2♥ Weak 0-6 HCP 6+♥	3♥ splinter	
1♠ 6+ HCP, 4♠	2♠ Weak 0-6 HCP 6+♠	3♠ splinter	
1NT 6-10 HCP no major	2NT Strong 5+♣, slam int	3NT 14-16 Balanced	
2♣ 6-9 HCP, 5+♣, no M	3♣ Limit raise	4♣	
other 4♥, 4♠ to play			
1♦ 1♥ 6+ HCP, 4♥	2♥ Weak 0-6 HCP 6+♥	3♥ Splinter	
1♠ 6+ HCP, 4♠	2♠ Weak 0-6 HCP 6+♠	3♠ Splinter	
1NT 6-10 HCP no major	2NT Strong 5+♦, slam int	3NT 14-16 Balanced	
2♣ 10+ HCP, 4+ ♣	3♣ Splinter	4♣ Splinter	
2♦ 6-9 HCP, 4+♦, no M	3♦ Limit raise	4♦	
other			
1♥ 1♠ 5+ HCP, 4+ ♠	2♥ 6-10, 3+♥	3♦ Weak 0-6 HCP 6+♦	
1NT 6-10, no 3♥ or 4♠	2♠ Weak 0-6 HCP 6+♠	3♥ Limit raise	
2♣ 10+HCP, 4+ ♣	2NT Jacoby	3♠ Splinter	
2♦ 10+HCP, 4+♦	3♣ Weak 0-6 HCP 6+♣	3NT 14-16 balanced	
other 4♣/4♦ Splinter, 4NT Blackwood			
1♠ 1NT 6-9 no 3♠	2♠ 6-9 Hcp, 3+♠	3♥ N/A	
2♣ 10+HCP, 4+ ♣	2NT Jacoby	3♠ Limit raise	
2♦ 10+HCP, 4+♦	3♣ N/A	3NT 14-16 balanced	
2♥ 9+, 5+♥	3♦ N/A	4♣ Splinter	
other 4NT Blackwood			
1NT 3♣ 6+♣ Strong, Slam int	3♠ 6+♠ Strong, Slam int	4♦ N/A	
3♦ 6+♦ Strong, Slam int	3NT To Play	4♥ To Play	
3♥ 6+♥ Strong, Slam int	4♣ N/A	4♠ To Play	
other			
2♣ 2♦ Waiting	2NT werak unbalanced	3♥ N/A	
2♥ 8+Hcp 5+♥	3♣ N/A	3♠ N/A	
2♠ 8+Hcp 5+♠	3♦ N/A	3NT N/A	
other			
2♦ 2♥ Forcing 6+♥	3♣ Forcing 5+♣	3♠ N/A	
2♠ Forcing 6+♠	3♦ Natural, non forcing	3NT To Play	
2NT Ogust	3♥ N/A	4♣ N/A	
other			

**Notes**

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2♥ 2♠ To play	3♦ To play	3NT To Play	
2NT To play	3♥ pre-emptive raise	4♣ N/A	
3♣ To play	3♠ N/A	4♥ To play	
other			
2♠ 2NT To play	3♥ To play	4♣ N/A	
3♣ To play	3♠ Pre-emptive raise	4♥ N/A	
3♦ To play	3NT To play	4♠ To play	
other			
2NT 3♣ Stayman	3♠ Natural forcing	4♦ N/A	
3♦ Transfer to ♥	3NT To play	4♥ To play	
3♥ Transfer to ♠	4♣ N/A	4♠ To play	
other			

## 9. CONVENTIONS

**Unusual NT:** NA

**4th Suit Forcing** One round  Game force

**NT Checkback**  Priorities: Major suits, fits and max/min

**Defence to 3NT opening** 4C=both majors with better H, 4D= both majors with better S

**Defence to Opening Twos** Natural

Multi 2♦ X=16+ t/out, 2NT= 15-18 balanced

RCO style 2-s X=16+ t/out, 2NT= 15-18 balanced

Other 2-s X=16+ t/out, 2NT= 15-18 balanced

<b>Defence</b>	Natural
<b>to</b>	
<b>strong</b>	
<b>♣</b>	

**Over 1NT Interference** Natural

**Lebensohl - other uses** NA

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

4♥ X= t/out 4♠ 4NT= t/out, X= penalties

## 10. OTHER NOTES

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