

4. BASIC RESPONSES

Jump raises - minors	10-12 HCP with shortage
Jump raises - Majors	10-12 HCP with shortage
Jump shifts after minor opening	SPL
Jump shifts after Major opening	SPL
Responses to strong 2 suit open.	Shows controls K = 1/2 Ace = 1
Responses to 2NT opening	3C asks for singleton and quality 3D opener to choose

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead A-Count K-ATT	
Four or more with an honour	Fourth highest	
From 4 small	Second highest	
From 3 cards (no honour)	MUD	Top of nothing
In partner's suit	Low shows an honour	
Discards	McKenney	
Count	High-Low Even	
Signal on partner's lead:	Count or ATT	
Signal on declarer's lead:	Count	
Notes	Co Ca over STR NT: X = 4♠ with canape or 6♠: 2♣ = 4♥ with canape or 6♥ 2♦ = both M 4-4: 2♥ = ♥ and another: 2♠ = ♠ and a m. Jump in suit = singleton or void	
Cappelletti over WK NT:	2♣ = single suit: 2♦ = both M X = 15 HCP Jump suit = singleton or	

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 3041 4♣ Gerber when? Always Norman Gerber

Slam Notes

Cue Bids Double Jumps
 Asking Bids Asks for no more than 2 losers

7. OTHER CONVENTIONS

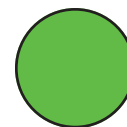
Rubenshohl	SWINE
Unassuming Cue Bids	Klinger Responses to 2-suiters
Norman Gerber (modified)	Skewed Cue bids
Kantar v T/O X (see below)	2NT over m = Other m and a M
raise = 0-8, Change suit = intolerance exc: ♣`	re-dbl = 11+, Pass bid later = 9-10HCP
www.abf.com.au	1NT=4-4-4-1(partner's suit)

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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos. 448354 Julia Corr
 & Names: 161731 Bert Forage

Basic System:

Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣	11-20	2	1♥	11-20	5
1♦	11-20	4	1♠	11-20	5
1NT	15-18				may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses	2♣	Extended Stayman	
2♦	Transfer ♥	2♠	Transfer ♣
2♥	Transfer ♠	2NT	Transfer ♦
other Jump shows a singleton or void			

2♣ 15+ HCP with 8 PT or 23+ HCP

2♦ Multi 21-22

2♥ ♥ & minor <11HCP

2♠ ♠ & minor <11HCP

2NT Both Majors WK or very Strong

3NT Gambling

other

2. PRE-ALERTS

Modified coded 9s & 10s

Re-opening doubles

Sandwich NT

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 3♠ Jump overcalls Weak or Strong

Responsive doubles through 3♠ Unusual NT Unbid Suits if Opp have bid 2 suits

1NT overcall - immediate 15-18 Immediate cue of minor Both M

1NT overcall - re-opening 15-18 Immediate cue of Major Other M and a minor

Over weak twos T/O X with Rubenshohl Over opening threes T/O X

Over opponent's 1NT Co Ca vs strong NT Cappelletti vs weak NT (Please see **Notes** under section 5 on verso)

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+ 1♥ 5+ 1♠ 5+ 1NT 5-9 Any shape 2♣ 5-9 4+	4+ 4+ 4+ Any shape 4+	2♦ SPL 10-12 or 16+ 2♥ SPL 10-12 or 16+ 2♠ SPL 10-12 or 16+ 2NT 10-12 no shortage 3♣ 10-12 with shortage	3♦ Splinter 13-15 3♥ Splinter 13-15 3♠ Splinter 13-15 3NT 13-16 no shortage 4♣ Norman Gerber
1♦ 1♥ 5+ 1♠ 5+ 1NT 5-9 Any shape 2♣ 10+ 2♦ 5-9 4+	4+ 4+ Any shape 2+ 4+	2♥ SPL 10-12 or 16+ 2♠ SPL 10-12 or 16+ 2NT 10-12 no shortage 4 3♣ SPL 10-12 or 16+ 3♦ 10-12 with shortage	3♥ Splinter 13-15 3♠ Splinter 13-15 3NT 13-16 no shortage 4 4♣ Norman Gerber 4♦ Invitational to slam
1♥ 1♠ 5+ 1NT 5-9 Any shape 2♣ 10+ 2♦ 10+	4+ Any shape 2+ 3+	2♥ 5-9 3 2♠ SPL 10-12 or 16+ 2NT 10-12 no shortage 3 3♣ SPL 10-12 or 16+	3♦ SPL 10-12 or 16+ 3♥ 10-12 shortage 3♠ Splinter 13-15 3NT 13+ No shortage 3
1♠ 1NT 5-9 Any shape 2♣ 10+ 2♦ 10+ 2♥ 10+	Any shape 2+ 3+ 5+	2♠ 5-9 3+ 2NT 10-12 flat 3♣ SPL 10-12 or 16+ 3♦ SPL 10-12 or 16+	3♥ SPL 10-12 or 16+ 3♠ 10-12 short other suit 3NT 13-15 flat 3 4♣ Norman Gerber
1NT 3♣ 7+ Singleton or void 3♦ 7+ Singleton or void 3♥ 7+ Singleton or void	7+ Singleton or void 7+ Singleton or void 7+ Singleton or void	3♠ 7+ Singleton or void 3NT No support for Ms 4♣ Norman Gerber	4♦ ? Slam in ♦ 4♥ To play 4♠ To play
2♣ 2♦ < 1 Control 2♥ 1A or 2 Ks 2♠ 1A and 1 K	< 1 Control 1A or 2 Ks 1A and 1 K	2NT 3 Kings 3♣ 1A and 2 Ks 3♦ 2 Aces Crash	3♥ 2 Aces Crash 3♠ 2 Aces Crash 3NT 2As & 1K or 3Ks & 1A
2♦ 2♥ <12 HCP P or C 2♠ 13-14 HCP Tol: for ♥ 2NT 15+ HCP Enquiry	<12 HCP P or C 13-14 HCP Tol: for ♥ 15+ HCP Enquiry	3♣ Strong suit 3♦ Strong suit 3♥ Strong suit	3♠ Strong ♠ 3NT To play 4♣ Norman Gerber

Notes Controls: Count 1 for Ace and 1/2 for King

2♥ 2♠ 2NT Strong Hand (asking) 3♣ P or C other	3♦ Strong suit 3♥ Pre-emptive 3♠ Strong suit	3NT To play 4♣ Norman Gerber 4♥ To play
2♠ 2NT Strong Hand (asking) 3♣ P or C 3♦ Strong suit	3♥ Strong suit 3♠ Pre-emptive 3NT To play	4♣ Norman Gerber 4♥ To play 4♠ To play
2NT 3♣ Strong Hand (asking) 3♦ Opener to choose 3♥ To play other	3♠ To play 3NT To play 4♣ Norman Gerber	4♦ 4♥ To play 4♠ To play

9. CONVENTIONS

Unusual NT: Unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: After response or overcall of 1NT

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦ X = ♦ : 2H/S = shortage : 2NT = 15+ Both Majors stopped

RCO style 2-s 2NT in 6th seat = both minors

Other 2-s

Defence 1♣ : X = ♣ 1NT = Both minors : 2C = Both Majors

to

strong 2♣ : X = ♣ : 2NT = Both minors : 3♣ = Both Majors

♣

Over 1NT Interference Rubensohl

Lebensohl - other uses

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

4♥ X = T/O 4♠ Penalty 4NT = 2-suiter

10. OTHER NOTES

"M" = major : "CRASH" = Colour, Rank Shape : P or C = Pass or Correct

"Tol" = Tolerance mod = modified

NormanGerber (mod): Responses in steps of half controls A = 1, K = 1/2: 4♦ = 0-1/2;

♥ = 1 Ctrl A or 2 Ks, 4♠ = 1A & 1K, 4NT = 3 K, 5♣ = 1A & 2 Ks, 5♦/♥/♠ CRASH Access
5NT = 2As and 1 K or 1A & 3 Ks, 6♣ = 3 Ctrl, etc.