

4. BASIC RESPONSES

Jump raises - minors	12+ HCP, 5+ fit
Jump raises - Majors	13-15 HCP, 3+ fit
Jump shifts after minor opening	Exclusion <5 HCP 6 cards
Jump shifts after Major opening	Exclusion <5 HCP 6 cards
Responses to strong 2 suit open.	Relay
Responses to 2NT opening	Relay

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead all	
Four or more with an honour	4th Highest	
From 4 small	2nd highest	4th Highest
From 3 cards (no honour)	MUD	
In partner's suit	Highest	
Discards	Odd=Enc; Even=McKenny	Revolving
Count	N/A	
Signal on partner's lead:	Odd encourage	
Signal on declarer's lead:	Odd encourage	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB	Norman	4♣ Gerber <input checked="" type="checkbox"/>	when?	CRO
Slam Notes					
Cue Bids <input type="checkbox"/>	N/A				
Asking Bids <input type="checkbox"/>	N/A				

7. OTHER CONVENTIONS

Ogust	
4th suit forcing	

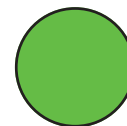
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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	312691	KAY POTTER	TAS WOMENS TEAM
& Names:	269514	GAIL GARNHAM	ANC, BRISBANE 2016
Basic System:	Standard American		
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+ HCP, 2+	2♣	1♥	11+ HCP, 5+♥
1♦	11+ HCP, 4+	4♦	1♠	11+ HCP, 5+♠
1NT	15-18 HCP BAL			may contain 5 card Major <input type="checkbox"/>
1NT Responses				
2♣	Extended Stayman			
2♦	Transfer to ♥ 5+	2♠	Transfer to ♣ 6+	
2♥	Transfer to ♠ 5+	2NT	8-9 HCP Balanced	
other	3♣ = Transfer to ♦ 6+			
2♣	20-22 HCP or 8 Playing Tricks			
2♦	23+ HCP Game Force			
2♥	Weak, 6-10 HCP, 6♥			
2♠	Weak, 6-10 HCP, 6♠			
2NT	<12 HCP, 5♥ + either 5♦ or 5♠		3NT	N/A
other				

2. PRE-ALERTS

2NT Opening = <12 HCP, 5♥ + 5♦ or 5♠	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	2♠	Jump overcalls	6-10 HCP/ 6 card suit
Responsive doubles through	2♠	Unusual NT	5/5 in Minors
1NT overcall - immediate	15-18 HCP	Immediate cue of minor	5/5 in Majors
1NT overcall - re-opening	12-14 HCP	Immediate cue of Major	5/5 in other Major + Minor
Over weak twos	Natural 5+ suit or strong X	Over opening threes	5+ suit natural or strong X
Over opponent's 1NT	Natural 5+ suit or strong X		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+HCP, 4♦ no Major	2♦ 0-5 HCP, 6+ ♦	3♦ N/A
1♥ 6+HCP, 4+ ♥	2♥ 0-5 HCP, 6+♥	3♥ N/A
1♠ 6+HCP, 4+ ♠	2♠ 0-5 HCP, 6+♠	3♠ N/A
1NT 6-9 HCP, 4 ♣	2NT 12+HCP, no Major	3NT 16+ HCP, no Major
2♣ 6-9 HCP, 5+ ♣	3♣ 12+ HCP, 5+ ♣	4♣ Ace ask, Strong
other		
1♦ 1♥ 6+ HCP, 4+ ♥	2♥ 0-5 HCP, 6+ ♥	3♥ N/A
1♠ 6+ HCP, 4+ ♠	2♠ 0-5 HCP, 6+♠	3♠ N/A
1NT 6-9 HCP,	2NT 12+HCP, no Major	3NT N/A
2♣ 10+HCP, no Major	3♣ 0-5 HCP, 6+ ♣	4♣ N/A
2♦ 6-9 HCP, 4+ ♦	3♦ 10+ HCP, 4+♦	4♦ N/A
other		
1♥ 1♠ 6+ HCP, 4+ ♠	2♥ 6-9 HCP, 3+♥	3♦ 0-5 HCP, 6+♦
1NT 6-9 HCP, No Major	2♠ 0-5 HCP, 6+♠	3♥ 3+♥ 13-14 values
2♣ 10+ HCP, 4+♣ no M	2NT 3+♥, 10-12 values	3♠ N/A
2♦ 10+HCP, 4+♦ no M	3♣ 0-5 HCP. 6+♣	3NT 3+♥ 15 + values
other		
1♠ 1NT 6-9 HCP, <3♠	2♠ 6-9 HCP, 3+♠	3♥ 0-5 HCP, 6+♥
2♣ 10+ HCP, 4+♣	2NT 3+♠, 10-12 values	3♠ 3+♠, 13-14 values
2♦ 10+ HCP, 4+♦	3♣ 10+ HCP, good ♣	3NT 3+♠15+ values
2♥ 10+ HCP, 5+♥	3♦ 0-5 HCP, 6+ ♦	4♣ Ace ask with ♠ fit
other		
1NT 3♣ Transfer to 6+♦	3♠ N/A	4♦ N/A
3♦ N/A	3NT 9+HCP, balanced	4♥ N/A
3♥ N/A	4♣ Strong Ace ask	4♠ N/A
other		
2♣ 2♦ Relay	2NT N/A	3♥ N/A
2♥ N/A	3♣ N/A	3♠ N/A
2♠ N/A	3♦ N/A	3NT N/A
other		
2♦ 2♥ Relay	3♣ N/A	3♠ N/A
2♠ N/A	3♦ N/A	3NT N/A
2NT N/A	3♥ N/A	4♣ N/A
other		

Notes

2♥ 2♠ <2♥, 6+ ♠	3♦ N/A	3NT N/A
2NT Ogust	3♥ N/A	4♣ CRO
3♣ N/A	3♠ N/A	4♥ ♥ fit, game values
other		
2♠ 2NT Ogust	3♥ N/A	4♣ CRO
3♣ N/A	3♠ N/A	4♥ N/A
3♦ N/A	3NT N/A	4♠ ♠ fit, game values
other		
2NT 3♣ Relay	3♠ N/A	4♦ N/A
3♦ N/A	3NT N/A	4♥ N/A
3♥ N/A	4♣ N/A	4♠ N/A
other		

9. CONVENTIONS

Unusual NT: 5/5 in Minors

4th Suit Forcing One round Game force

NT Checkback Priorities:

Defence to 3NT opening Natural or X for T/O

Defence to Opening Twos Natural or X for T/O

Multi 2♦ Natural or X for T/O

RCO style 2-s Natural or X for T/O

Other 2-s Natural or X for T/O

Defence 1♣ : Natural or X for T/O

to

strong 2♣ : Natural or X for T/O

♣

Over 1NT Interference Natural

Lebensohl - other uses N/A

Take out of 4 level pre-empts 4♣/4♦ Natural or X for T/O

4♥ Natural or X for T/O 4♠ Natural or X for T/O

10. OTHER NOTES

A preempt may contain a void

Extended Stayman may not contain a 4 card major