

#### 4. BASIC RESPONSES

Jump raises - minors	Limit 10-12 HCP, 5+
Jump raises - Majors	Preemptive, 4+ card
Jump shifts after minor opening	Natural, weak at two level
Jump shifts after Major opening	Splinter at 3 level
Responses to strong 2 suit open.	2D=negative or waiting
Responses to 2NT opening	3C = Baron, Transfers, 3S =5S/4H

#### 5. PLAY CONVENTIONS Show priorities

	Versus <b>Suit</b> (or both)	Versus <b>NoTrump</b> (if different)
<b>Leads</b> Sequences:	Overlead all & Journalist	
Four or more with an honour	4th Highest	
From 4 small	2nd Highest	
From 3 cards (no honour)	Middle	
In partner's suit	High from 2	
<b>Discards</b>	Low Encourage	
<b>Count</b>	Low-High = Even	
<b>Signal</b> on partner's lead:	Low Encourage	
<b>Signal</b> on declarer's lead:	Count	
<b>Notes</b>		

#### 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
<b>Slam Notes</b>	PODI PORI First step, second step bid = 3rd step	
Cue Bids <input checked="" type="checkbox"/>		
Asking Bids <input type="checkbox"/>		

#### 7. OTHER CONVENTIONS

Lebensohl	Negative Free bids
4th suit forcing to game	
Cue raises	
Splinters	
Warsaw 1NT	

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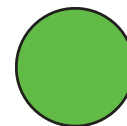
Over 2D Multi: X= 5 card M, 2H/S=Warsaw, 2NT=15-18

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## AUSTRALIAN BRIDGE FEDERATION INC.



#### STANDARD SYSTEM CARD

ABF Nos.	249173	Andrzej Krolikowski
& Names:	243892	Michael Gurfinkiel
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+, 3	1♥	11+, 5	
1♦	11+, 3	1♠	11+, 5	
1NT	15-17			may contain 5 card Major <input type="checkbox"/>

1NT Responses 2♣ Simple Stayman

2♦	Transfer to H	2♠	Transfer to S
2♥	Transfer to S	2NT	Transfer to D
other			

2♣ 23 + Bal or any GFI

2♦ Weak both Majors

2♥ Weak 5+ card

2♠ Weak 5+ card

2NT 20-22 Balanced

3NT Gambling

other

#### 2. PRE-ALERTS

1NT O/C = Warsaw, 7-14 points

Negative Free Bids

Warsaw D, After opps 1C, 1D=D or Majors

Lead low from 2 cards

#### 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4H Jump overcalls Intermediate, 6+ card

Responsive doubles through 4H Unusual NT Lowest Suits

1NT overcall - immediate Warsaw Immediate cue of minor Spades + another

1NT overcall - re-opening Warsaw Immediate cue of Major Other Major + another

Over weak twos 2NT=Nat, Over opening threes X=T/O

Over opponent's 1NT X=pen, 2C=SS, 2D=Majors, 2H/S with minor, 2NT=minors,

3 level natural

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ HCP, 4+ card	2♦ 2-5 HCP, 6+ card	3♦ Splinter
1♥ 6+ HCP, 4+ card	2♥ 2-5 HCP, 6+ card	3♥ Splinter
1♠ 6+ HCP, 4+ card	2♠ 2-5 HCP, 6+ card	3♠ Splinter
1NT 6-9 HCP, no Major	2NT 10-12 HCP 4+ card bal	3NT 13-15
2♣ 6-9 HCP, 5+ cards	3♣ 6-9 HCP, 6+ card	4♣ Preemptive
other		
1♦ 1♥ 6+ HCP, 4+ card	2♥ 2-5 HCP, 6+ card	3♥ Splinter
1♠ 6+ HCP, 4+ card	2♠ 3-7 HCP, 6+ card	3♠ Splinter
1NT 6-9 HCP, no Major	2NT 10-12 HCP 4+ card bal	3NT To Play
2♣ 10+ HCP, 4+ cards	3♣ 2-5 HCP, 6+ card	4♣ Void Splinter
2♦ 6-9 HCP, 5+ cards	3♦ 6-9 HCP, 6+ card	4♦ Preemptive
other		
1♥ 1♠ 6+ HCP, 4+ card	2♥ 6-9 HCP, 3+ card	3♦ Splinter
1NT 6-9 HCP	2♠ 2-5 HCP, 6+ card	3♥ 3-7 HCP, 4+ card
2♣ 10+ HCP, 4+ card	2NT GF	3♠ 3-7 HCP, 4+ card
2♦ 10+ HCP, 4+ card	3♣ Splinter	3NT To Play
other		
1♠ 1NT 6-9 HCP	2♠ 6-9 HCP	3♥ Splinter
2♣ 10+ HCP, 4+ card	2NT GF	3♠ Splinter
2♦ 10+ HCP, 4+ card	3♣ Splinter	3NT To Play
2♥ 10+ HCP, 4+ card	3♦ Splinter	4♣ Void Splinter
other		
1NT 3♣ Slam Try	3♠ Slam Try	4♦ RKCB
3♦ Slam Try	3NT To Play	4♥ To Play
3♥ Slam Try	4♣ RKCB	4♠ To Play
other		
2♣ 2♦ Negative or Waiting	2NT 8-11 HCP, Denies 3 cr	3♥
2♥ 3+ controls, 4+ Card	3♣ 3+ controls, 4+ Card	3♠
2♠ 3+ controls, 4+ Card	3♦ 3+ controls, 4+ Card	3NT
other		
2♦ 2♥ To Play	3♣ Forcing	3♠ To Play Preemptive
2♠ To Play	3♦ Forcing	3NT To Play
2NT Enquiry	3♥ To Play Preemptive	4♣
other		

Notes

2♥ 2♠ Forcing	3♦ Forcing	3NT To Play
2NT Enquiry	3♥ Preemptive	4♣
3♣ Forcing	3♠	4♥
other		
2♠ 2NT Enquiry	3♥ Forcing	4♣
3♣ Forcing	3♠ Preemptive	4♥
3♦ Forcing	3NT To Play	4♠
other		
2NT 3♣ Baron	3♠ 5S/4H	4♦ RKCB
3♦ Transfer to H	3NT To Play	4♥ To play
3♥ Transfer to S	4♣ RKCB	4♠ To play
other		

## 9. CONVENTIONS

Unusual NT: Lowest Suits

4th Suit Forcing One round  Game force

NT Checkback  Priorities:

Defence to 3NT opening Double

Defence to Opening Twos

Multi 2♦ X=5 card M, 2H/S = Warsaw, 2NT = 15-18, 3x = natural

RCO style 2-s Natural

Other 2-s Natural

Defence 1♣ : X=C, 1D=D or Majors, 1NT=Warsaw

to 2C=D, 2D=Majors, 2H/S =natural

strong 2♣ : X=Clubs, Rest natural

♣

Over 1NT Interference Lebensohl

Lebensohl - other uses over weak 2s

Take out of 4 level pre-empts 4♣/4♦ Dbl

4♥ Dbl 4♠ 4NT

## 10. OTHER NOTES

Over opps C, X = T/O, 1D= D or Majors, 1H/S natural, 1NT= Warsaw

1M-2NT = GF, then 3C/D/x = cue, 3M = 15+ pts not 2 aces, 4M = minimum

1NT Warsaw shows a 4 card Major and a longer minor and approx. 7-14 points