

4. BASIC RESPONSES

Jump raises - minors	preemptive 0-6 hcp
Jump raises - Majors	weak 0-5 hcp
Jump shifts after minor opening	single weak; double splinters
Jump shifts after Major opening	Bergen raises; 4 level splinters 8-11 hcp no slam interest
Responses to strong 2 suit open.	2D= 3 controls, 2H= at most 1 control; 2S up 2 controls transfers
Responses to 2NT opening	3D = forcing enquiry; other is pass or correct

5. PLAY CONVENTIONS

Show priorities

Versus **Suit** (or both) Versus **NoTrump** (if different)

Leads Sequences:	Overlead except AQ att K count
Four or more with an honour	4th
From 4 small	2nd highest
From 3 cards (no honour)	middle
In partner's suit	
Discards	Odds enc/evens Mckenney
Count	rev
Signal on partner's lead:	low encourage
Signal on declarer's lead:	rev count
Notes	suit preference in many situations

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 1430 4♣ Gerber when? not used;

Slam Notes Minorwood 1430

Cue Bids cue first and second round controls

Asking Bids

7. OTHER CONVENTIONS

4th suit forcing to game	
2 way checkback	
Jacoby	
bergen raises	

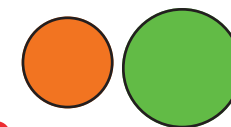
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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	542210	Jill Magee
& Names:	170879	Jeannette Collins
Basic System:	standard better minor	
Brown Sticker	<input checked="" 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♣ 3/11 points 1♥ 5/ 11 points

1♦ 3/ 11 points 1♠ 5/11 points

1NT 15-17 may contain 5 card Major

1NT Responses 2♣ simple stayman; may sometimes be weak
 2♦ transfer to H 2♠ transfer to clubs
 2♥ transfer to S 2NT transfer to diamonds
 other superaccept in minor by bidding suit below. in M w min 3M; w/max other suit

2♣ game force

2♦ multi 2 weak M or 20-22 balanced; puppet

2♥ 2 suits of same rank 5-5 or longer shape; 6-10 hcp

2♠ 2 suits of same colour 5-5 or longer shape; 6-10 hcp

2NT 2 non touching suits 5-5 ; 6-10 hcp 3NT Gambling in minor

other 3D is forcing enquiry after 2NT

2. PRE-ALERTS

RCO 2'S

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4H Jump overcalls weak

Responsive doubles through 4H Unusual NT lowest 2 unbid suits

1NT overcall - immediate 15-18 sys on Immediate cue of minor S and another 5-5

1NT overcall - re-opening 15-18 sys on Immediate cue of Major oM and minor 5-5

Over weak twos X take out; lebensohl Over opening threes X TO

Over opponent's 1NT X= penalty; 2C= both M; 2D= single suiter any suit; 2H/S M and minor

2NT = both minors

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4 + D, 6+ hcp 1♥ 4 + H, 6 + hcp 1♠ 4 + S; 6+ hcp 1NT 6-9 HCP; no M 2♣ game force club raise other after suit agreement in strong auction, 4m =rkcb 1430; 4nt and 5m are sign offs	2♦ 10-12 club raise 2♥ weak 6 card suit 2♠ weak 6 card suit 2NT 10-12 bal 3♣ 0-5 club raise	3♦ splinter opening hand 3♥ 3♠ 3NT 13-15 flat raise 4♣ preempt if immed
1♦ 1♥ 4 + H; 6+ hcp 1♠ 4 + S; 6+ hcp 1NT 6-9 HCP; no M 2♣ 4+ clubs; 10 + hcp 2♦ game force D raise other minorwood; 4nt and 5m are sign offs	2♥ weak 6 card suit 2♠ weak 6 card suit 2NT 10-12 bal 3♣ 10-12 HCP; D raise 3♦ 0-5 hcp; D raise	3♥ splinter opening hand 3♠ 3NT 13-15 flat D raise 4♣ splinter 16+ 4♦ preceptive if immed
1♥ 1♠ 4+ ; S 6+ hcp 1NT 6-9 hcp; no M 2♣ 4+ clubs; 10 + hcp 2♦ 4+ D; 10 + hcp other 1H--4c or 4d splinter 8-11	2♥ 6-9 hcp; 3 cd raise 2♠ 10-12hcp bal 3 card H 2NT game force 4 cd raise 3♣ 6-9 hcp; 4 card raise	3♦ 10-12 hcp; 4 card raise 3♥ 0-5 hcp; 4 card raise 3♠ splinter 8-11 hcp 3NT 13-15 hcp bal raise
1♠ 1NT 6-9 no M 2♣ 4+ 10+ hcp 2♦ 4+ 10+ hcp 2♥ 5+ 10+ hcp other 4D- 8-11 splinter 4H 8-11 splinter	2♠ 6-9 3 card raise 2NT game force 4 cd raise 3♣ 6-9 4card S raise 3♦ 10-12 4card S raise	3♥ 10-12 3 card S raise 3♠ 0- 5 4 card S raise 3NT 13-15 bal 3 cd S raise 4♣ 8-11 splinter
1NT 3♣ slam try 3♦ slam try 3♥ slam try other 4NT direct = quant	3♠ slam try 3NT to play 4♣ minorwood	4♦ minorwood 4♥ not used 4♠ not used
2♣ 2♦ 3+ controls 2♥ 1 or less control 2♠ 2 controls no 5cd suit other	2NT 2 controls 5 clubs 3♣ 2 controls 5 D 3♦ 2 controls 5H	3♥ 2 controls 5S 3♠ 3NT
2♦ 2♥ pass or correct 2♠ pass or correct 2NT forcing enquiry other ater 2NT enquiry; 3C and D = bad weak 2; 3 opp M are good;	3♣ one round force 3♦ one round force 3♥ pass/correct	3♠ pass or correct 3NT to play 4♣

Notes

change of suit after preempt or multi-- opener responds in steps 0/1,2, 3, 3 to honour

2♥ 2♠ pass or correct 2NT forcing enquiry 3♣ pass or correct other pass or correct	3♦ pass or correct 3♥ pass or correct 3♠ pass or correct	3NT to play 4♣ pass or correct 4♥ pass or correct
2♠ 2NT forcing enquiry 3♣ pass or correct 3♦ pass or correct other others pass or correct	3♥ pass or correct 3♠ pass or correct 3NT to play	4♣ pass or correct 4♥ pass or correct 4♠ pass or correct
2NT 3♣ pass or correct 3♦ forcing enquiry 3♥ pass or correct other others pass or correct	3♠ pass or correct 3NT to play 4♣ pass or correct	4♦ pass or correct 4♥ pass or correct 4♠ pass or correct

9. CONVENTIONS

Unusual NT: lowest 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 2 way; up the line

Defence to 3NT opening 4C= both M better H; 4D= better S

Defence to Opening Twos X take out; lebensohl

Multi 2♦ 2H = T/O of H; X = T/O of S; 2NT =15-18 bal; simple stayman transfers

RCO style 2-s 123 doubles

Other 2-s anchored double TO known suit; unanchored 123 doubles

Defence X=both M; 1D= single suiter in any suit; 1H/S= M and minor; 1NT= both minor

to

strong over 2C game force: natural

♣

Over 1NT Interference over X, SYS ON; over 2C, X=stayman SYS ON; other Lebensohl

Lebensohl - other uses after take out of weak 2 bids and multi 2 bids

Take out of 4 level pre-empts 4♣/4♦ X is take out

4♥ X is take out

4♠ X is pen; 4NT is take out

10. OTHER NOTES

after XX, doubles are penalty

after we penalise their NT, all doubles are penalty

If they bid over our NT, X= penalty

Over 2 suited overcalls, first X = values, pen i nterest, subsequent penalty