

4. BASIC RESPONSES

Jump raises - minors Limit raise - probably unbalanced

Jump raises - Majors Limit raise - probably unbalanced

Jump shifts after minor opening Splinter

Jump shifts after Major opening Splinter

Responses to strong 2 suit open. Not applicable

Responses to 2NT opening 3C = Baron all other transfers, 3S = 4s + 5H

5. PLAY CONVENTIONS

Show priorities

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

Leads	Sequences:	Overlead	
Four or more with an honour	4th highest		
From 4 small	2nd highest		
From 3 cards (no honour)	Bottom		
In partner's suit	Count card		
Discards	Natural count		
Count	Natural		
Signal	on partner's lead: Natural count		
Signal	on declarer's lead: Natural count		
Notes			

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 30-41 4♣ Gerber when? Over 1NT & 2NT openings

Slam Notes

Cue Bids

Asking Bids

7. OTHER CONVENTIONS

	NT Raises (always balanced)
Crowhurst (modified)	Modified super accepts to transfers
Splinters	
Michaels Cue Bids	
Western Q Bids	

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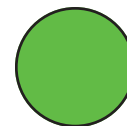
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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos. 132055 Helen Snashall

& Names: 140856 Cathie Lachman

Basic System:

Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 4, 11-19 1♥ 4, 11-19

1♦ 4, 11-19 1♠ 4, 11-19

1NT 12-14 may contain 5 card Major

1NT Responses 2♣ Stayman

2♦ Tfx to H 2♠ Tfx to C

2♥ Tfx to S 2NT Tfx to D

other

2♣ Game Force

2♦ 6, 6-9

2♥ 6, 6-9

2♠ 6, 6-9

2NT 20-22

3NT Gambling Minor

other 4NT Opening both minors

2. PRE-ALERTS

Mini, Midi, Maxi Splinters

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4H Jump overcalls Weak

Responsive doubles through 4H Unusual NT Lowest unbid suits

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

1NT overcall - re-opening 10-14 Immediate cue of Major Other major and minor

Over weak twos x = take out Over opening threes x = take out

Over opponent's 1NT 2C = Both Majors, all other bids natural

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4, 6+	2♦ Diamond shortage	3♦ Diamond Shortage
1♥ 4, 6+	2♥ Heart shortage	3♥ Heart shortage
1♠ 4, 6+	2♠ Spade shortage	3♠ Spade shortage
1NT 6-9	2NT Balanced C raise	3NT Balanced C raise
2♣ 6-9	3♣ 10-12	4♣ Slam going
other		
1♦ 1♥ 4, 6+	2♥ H shortage	3♥ H shortage
1♠ 4, 6+	2♠ S shortage	3♠ S shortage
1NT 6-9	2NT Balanced D raise	3NT Balanced D raise
2♣ 4, 10+	3♣ C shortage	4♣ C shortage
2♦ 6-9	3♦ 10-12	4♦ Slam going
other		
1♥ 1♠ 4, 6+	2♥ 6-9	3♦ D shortage
1NT 6-9	2♠ S shortage	3♥ 10-12
2♣ 4, 10+	2NT Balanced H raise	3♠ S shortage
2♦ 4, 10+	3♣ C shortage	3NT Balanced H raise
other		
1♠ 1NT 6-9	2♠ 6-9	3♥ H shortage
2♣ 4, 10+	2NT Balanced S raise	3♠ 10-12
2♦ 4, 10+	3♣ C shortage	3NT Balanced S raise
2♥ 5, 10+	3♦ D shortage	4♣ C shortage
other		
1NT 3♣ Slam Try	3♠ Slam Try	4♦
3♦ Slam Try	3NT To play	4♥ To play
3♥ Slam Try	4♣	4♠ To play
other		
2♣ 2♦ less than 3 contols	2NT Balanced 3 Controls	3♥ 6 cards, 3 controls
2♥ 5 cards, 3 controls	3♣ 5 cards, 3 controls	3♠ 6 cards, 3 controls
2♠ 5 cards, 3 control	3♦ 5 cards, 3 controls	3NT N/A
other		
2♦ 2♥ F1	3♣ Slam Try	3♠ Slam try
2♠ F1	3♦ Simple raise	3NT To play
2NT Feature ask	3♥ Slam try	4♣ C shortage
other		

Notes

2♥ 2♠ F1	3♦ Slam try	3NT To play
2NT Feature ask	3♥ Simple raise	4♣ C shortage
3♣ Slam try	3♠ Slam try	4♥ To play
other		
2♠ 2NT Feature ask	3♥ Slam Try	4♣ C shortage
3♣ Slam try	3♠ Simple raise	4♥ H shortage
3♦ Slam try	3NT To play	4♠ To play
other		
2NT 3♣ Baron	3♠ 5H, 4S	4♦ Slam try
3♦ Tfx to H	3NT To play	4♥ To play
3♥ Tfx to S	4♣ Gerber	4♠ To play
other		

9. CONVENTIONS

Unusual NT:

4th Suit Forcing

One round

Game force

NT Checkback

Priorities: Shape

Defence to 3NT opening

4C take out

Defence to Opening Twos

X + Lebensohl

Multi 2♦

X = Good hand, other bids natural, 2NT = 15-19

RCO style 2-s

Other 2-s

Defence 1♣ : X = majors, 1NT = minors

to

strong 2♣ : All bids are natural

♣

Over 1NT Interference Pass to play, xx tfx to clubs, 2C minors, 2D majors

Lebensohl - other uses

Take out of 4 level pre-empts

4♣/4♦

X

4♥

X

4♠

Values

10. OTHER NOTES