

4. BASIC RESPONSES

Jump raises - minors	6-9 HCP (Inverted)
Jump raises - Majors	,6 HCP (Bergen)
Jump shifts after minor opening	Weak
Jump shifts after Major opening	Weak
Responses to strong 2 suit open.	N/A
Responses to 2NT opening	3C=Ppt Stayman;3D/H=transfers;3S=5S/4H;4C/D=RKCB

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Top (from AK:A=att,K=count)	Top
Four or more with an honour	Lowest	Fourth highest
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	Highest
In partner's suit	Low from honour; otherwise high	Highest
Discards	Odd encourage; even McKenny	
Count	Reverse	Unblocking takes priority
Signal on partner's lead:	Low encourage	Unblocking takes priority
Signal on declarer's lead:	Count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 3041	4♣ Gerber <input type="checkbox"/> when?
Slam Notes	Exclusion Blackwood where appropriate	
Cue Bids <input checked="" type="checkbox"/>		
Asking Bids <input checked="" type="checkbox"/>	After shortage shown in Jacoby sequence; After strong 3 suited bid	

7. OTHER CONVENTIONS

Ogust after 2C-2D-2M-2NT	
Negative free bids	
X of 3NT requests S lead (uncontested au)	

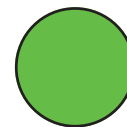
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	175560	Dave Munro
& Names:	125581	David Schokman
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♣ 9+HCP,3+C	1♥ 9+HCP,5+H	
1♦ 9+HCP,3+D	1♠ 9+HCP,5+S	
1NT 15-17 HCP	may contain 5 card Major <input checked="" type="checkbox"/>	

1NT Responses	2♣ Asks for 5card suits and strength
2♦ Transfer to H	2♠ Transfer to C
2♥ Transfer to S	2NT Transfer to D
other	Includes Super Accepts

2♣	Weak 2 in a major; balanced 22HCP or 3 suiter with 4 or less losers
2♦	23+HCP or Game Force
2♥	5H exactly; normally 8-11 HCP and 8 losers (vul) or 8+ losers (nvul)
2♠	5S exactly; normally 8-11 HCP and 8 losers (vul) or 8+ losers (nvul)
2NT	20-21 HCP and balanced
3NT	Kabel (specific ace ask)
other	

2. PRE-ALERTS

4C/D: Namyats - transfer to 4H/S - 4 losers	
4NT: Minor 2 suiter with 3 losers vul, 4-5n	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4H	Jump overcalls	Weak nv ; -15 HCP vul
Responsive doubles through	3S	Unusual NT	2 lowest unbid suits
1NT overcall - immediate	15-18	Immediate cue of minor	Blue Club (see notes)
1NT overcall - re-opening	15-18	Immediate cue of Major	Blue Club (see notes)
Over weak twos	X=13+HCP;2NT=15-18	Over opening threes	X=13+HCP;3NT= To Play
Over opponent's 1NT	Reverse Cappelletti , X=15+ (weak NT) or single suited minor (strong NT)		
3C/D/H = Invitational 2 suited hands			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ HCP, 4+ D	2♦ 3-6 HCP, 6+ D	3♦ Splinter
1♥ 6+ HCP, 4+H	2♥ 3-6 HCP, 6+ H	3♥ Splinter
1♠ 6+ HCP, 4+S	2♠ 3-6 HCP, 6+ S	3♠ Splinter
1NT 6-10 HCP, no 4cM	2NT 11-12 HCP, no 4cM	3NT 13-15 HCP, no 4cM
2♣ 11+ HCP, 5+ C	3♣ 6-10 HCP, no 4cM	4♣ RKC in clubs
other		
1♦ 1♥ 6+ HCP, 4+H	2♥ 3-6 HCP, 6+H	3♥ Splinter
1♠ 6+ HCP, 4+S	2♠ 3-6 HCP, 6+S	3♠ Splinter
1NT 6-10 HCP, no 4cM	2NT 11-12 HCP, no 4cM	3NT 13-15 HCP, no 4cM
2♣ 11+ HCP, 5+C	3♣ Splinter	4♣ RKC in C
2♦ 11+ HCP, 5+D	3♦ 6-10 HCP, 5+D	4♦ RKC in D
other		
1♥ 1♠ 6+ HCP, 4+S	2♥ 6-9 HCP, 3H	3♦ Bergen 9-11HCP, Jaco
1NT 6+, forcing for 1 round	2♠ 3-6 HCP, 6+S	3♥ <6 HCP, 4+H
2♣ 11+ HCP, 5+C	2NT 13+ HCP, 3+H, Jacoby	3♠ Splinter
2♦ 11+ HCP, 5+D	3♣ Bergen 6-8 HCP, 4+H	3NT To play (2 card support)
other 4C/D= Splinter		
1♠ 1NT 6+, forcing for 1 round	2♠ 6-9 HCP, 3S	3♥ n/a
2♣ 11+ HCP, 5+C	2NT 13+ HCP, 3+S, Jacoby	3♠ <6 HCP, 4+S
2♦ 11+ HCP, 5+D	3♣ Bergen 6-8 HCP, 4+S	3NT To play (2 card support)
2♥ 11+HCP, 5+H	3♦ Bergen 9-11 HCP, 4+S	4♣ Splinter
other 4D/H = Splinter		
1NT 3♣ 6C missing 1 honour	3♠ 6S missing 1 honour	4♦ RKCB
3♦ 6D missing 1 honour	3NT To play	4♥ To play
3♥ 6H missing 1 honour	4♣ RKCB	4♠ To play
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♥ Weak Relay	3♣ 7+HCP, 5+C	3♠ N/A
2♠ 7+ HCP, 5+S	3♦ 7+HCP, 5+D	3NT N/A
2NT 8+ HCP, balanced	3♥ 7+HCP, 5+H	4♣ N/A
other		

Notes

2♥ 2♠ To play	3♦ To play	3NT To play
2NT Enquiry	3♥ To play	4♣ RKCB
3♣ To play	3♠ To play	4♥ To play
other		
2♠ 2NT Enquiry	3♥ To play	4♣ RKCB
3♣ To play	3♠ To play	4♥ RKCB
3♦ To play	3NT To play	4♠ To play
other		
2NT 3♣ Puppet Stayman	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: Lower 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: After 1NT rebid

Defence to 3NT opening Natural

Defence to Opening Twos X = takeout of long weak suit or anchor suit

Multi 2♦ 2H = Takeout of H; X = Takeout of S

RCO style 2-s X = Takeout of weak option

Other 2-s X = Takeout of anchor suit

Defence X=both M; 1D=single suit; 1H=H+C; 1S=S+D; 1NT=C+D; 2C=C+S; 2D=H+D

to

strong Natural

♣

Over 1NT Interference Lebensohl

Lebensohl - other uses N/A

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

4♥ X=T/O 4♠ 4NT=T/O

10. OTHER NOTES

Exit transfers over 1NT (X)

Leaping Michaels

Blue Club: Cue = lowest and highest unbid suits; 2NT=2 lowest unbid suits; jump to 3C = 2 highest ranking unbid suits (Over (1C) 2D=both majors)