

## 4. BASIC RESPONSES

Jump raises - minors	~10p, 5+ support
Jump raises - Majors	~10p, 4/5 support
Jump shifts after minor opening	control bid
Jump shifts after Major opening	control bid
Responses to strong 2 suit open.	(2♣) 2♦=0-7p Other=natural with 8+p
Responses to 2NT opening	to play

## 5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead all	same
Four or more with an honour	attitude (lower => stronger)	same
From 4 small	2nd highest	same
From 3 cards (no honour)	middle (MUD)	same
In partner's suit	as above	same
<b>Discards</b>	McKenney	same
<b>Count</b>	Natural (high low = even)	same
<b>Signal</b> on partner's lead:	Count	same
<b>Signal</b> on declarer's lead:	Count if given	
<b>Notes</b>		

## 6. SLAM CONVENTIONS

4NT: Blackwood  RKCB & DOPI 4♣ Gerber  when? After 1NT

### Slam Notes

Cue Bids

Asking Bids

## 7. OTHER CONVENTIONS

Drury	Blue Club overcalls are 5/5+ :
DOPI ROPI	Cue = highest and lowest
	2NT = two lowest
	jump to 2D = ♥ & ♠
	jump to 3♣ = two highest

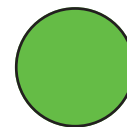
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AUSTRALIAN BRIDGE  
FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos. 128041 Deb Frankel  
& Names: 129127 Dadie Greenfeld  
Basic System: Standard with Multi 2s 24 May 2016  
Brown Sticker  Classification: Green  Blue  Red  Yellow

## 1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ ♣3+ 11+p 1♥ ♥5+ 11+p  
1♦ ♦3+ 11+p 1♠ ♠5+ 11+p  
1NT 15-17p may contain 5 card Major

### 1NT Responses 2♣ Lavings

2♦ transfer ♥5+ 2♠ transfer ♣5+ (superaccept 2N)  
2♥ transfer ♠5+ 2NT transfer ♦5+ s(uperaccept 3C)  
other

2♣ Flat 23+ or unbalanced game force  
2♦ Weak 2 in Major (6 card suit, typically 6-10p) OR flat 20-22p  
2♥ 5/5 typically 6-10p ♥ & ♠ OR ♥ & ♦ OR ♥ & ♣  
2♠ 5/5 typically 6-10p ♠ & ♦ OR ♣ & ♠  
2NT 5/5 typically 6-10p ♦ & ♠ 3NT Gambling  
other

## 2. PRE-ALERTS

Blue club Overcalls including :

2♦ over 1♣ = ♥ & ♠

3♣ over 1♦♥♠ = 2 other suits

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 3♠ Jump overcalls Obstructive(weak) except 3♣ 2 suited  
Responsive doubles through 3♠ Unusual NT Lowest two unbid suits 5/5  
1NT overcall - immediate 15-18p flat Immediate cue of minor ♠ & other minor 5/5  
1NT overcall - re-opening 11-14p Immediate cue of Major ♣ + Other Major 5/5  
Over weak twos X = takeout Over opening threes X = takeout  
Over opponent's 1NT (Cappelletti)  
2♣ = long suit (undisclosed) 2♦ = ♥ & ♠ ; 2M = Major and minor X = strong

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦	natural	2♦ control bid	3♦ N/A
1♥	natural	2♥ control bid	3♥ N/A
1♠	natural	2♠ control bid	3♠ N/A
1NT	natural 8-10p	2NT natural ~11p	3NT natural, ~13p
2♣	Raise 5-7p & ♣5+	3♣ Raise, 9-11p, ♣(4)5+	4♣ RKCB
other			
1♦ 1♥	natural	2♥ control bid	3♥ N/A
1♠	natural	2♠ control bid	3♠ N/A
1NT	natural 5-9p	2NT natural, ~11p	3NT natural, ~13p
2♣	natural, 10+p	3♣ N/A	4♣
2♦	Raise 5-7p & ♦5+	3♦ Raise, 9-11p, ♦(4)5+	4♦ RKCB
other			
1♥ 1♠	natural,	2♥ Raise with 3+, 5-9p	3♦ control
1NT	natural, 5-9p	2♠ control	3♥ Raise w 4/5, 10-11p
2♣	natural, 10+p	2NT Raise w 4+, 16+p	3♠ Raise, splinter
2♦	natural, 10+p	3♣ control	3NT Raise w 4+, 12-14p
other	4m Raise, splinter		
1♠ 1NT	forcing	2♠ Raise with 3, 6-9p	3♥ control
2♣	natural, 10+p	2NT Raise w 4+, 16+p	3♠ Raise w 4/5, 10-11p
2♦	natural, 10+p	3♣ control	3NT Raise w 4+, 12-14p
2♥	natural, 10+p	3♦ control	4♣ Raise, splinter
other	4m Raise, splinter		
1NT 3♣	slam try asking for cue	3♠ slam try asking for cue	4♦ N/A
3♦	slam try asking for cue	3NT to play	4♥ to play
3♥	slam try asking for cue	4♣ Gerber	4♠ to play
other			
2♣ 2♦	0-7p	2NT 8+p, natural	3♥ N/A
2♥	8+p, natural	3♣ 8+p, natural	3♠
2♠	8+p, natural	3♦ 8+p, natural	3NT
other			
2♦ 2♥	Weak Relay	3♣ natural. nf	3♠ correctible
2♠	correctible (♥ fit)	3♦ natural, nf	3NT natural
2NT	strong, forcing	3♥ correctible	4♣
other			

Notes

2♥ 2♠	correctible	3♦ correctible	3NT to play
2NT	enquiry	3♥ obstructive raise	4♣ N/A
3♣	correctible	3♠ correctible	4♥ to play
other	correctible		
2♠ 2NT	enquiry	3♥ .	4♣ N/A
3♣	correctible	3♠ obstructive raise	4♥ N/A
3♦	correctible	3NT to play	4♠ to play
other			
2NT 3♣	to play	3♠ to play	4♦ RKCB
3♦	to play	3NT to play	4♥ to play
3♥	to play	4♣ RKCB	4♠ to play
other			

## 9. CONVENTIONS

Unusual NT: 2 lowest unbid suits

4th Suit Forcing One round

Game force

NT Checkback  Priorities: Points and shape in one bid

Defence to 3NT opening 4♣♥ & worse ♠ 4♦♠ & ♥

Defence to Opening Twos

Multi 2♦ X=♦

RCO style 2-s X= Bid Suit; Pass then X = takeout

Other 2-s X = takeout

Defence 1♣ :DISCO : Bids from 1N through 2N show specific 2 suiters:

to 1N = ♥♠; 2C = ♣♠; 2D = ♦♥; 2H = ♥♣; 2S = ♠♦; 2N = ♣♦

strong 2♣ : {Replace with your defence to strong 2♣ openings}

♣

Over 1NT Interference Lebensohl

Lebensohl - other uses

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

4♥ Double 4♠ 4NT

## 10. OTHER NOTES

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