

4. BASIC RESPONSES

Jump raises - minors	<6p ,5+ support (inverted)
Jump raises - Majors	<7p, 4/5 support (Bergen)
Jump shifts after minor opening	2Major = 6 card suit, <6p (WJR) ; crisscross minor raises
Jump shifts after Major opening	Bergen raises: 4+ support & point count
Responses to strong 2 suit open.	(2♣) 2♦=0-3p ; 2♥=4-6p; 2♠ = 7-9p; 2N=10+p
Responses to 2NT opening	to play

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead (see notes)	same
Four or more with an honour	4th highest	same
From 4 small	2nd highest	same
From 3 cards (no honour)	middle (MUD)	top or middle
In partner's suit	as above	same
Discards	odd encourage; even McKenney	same
Count	natural (high low = even)	same
Signal on partner's lead:	low encourage (see notes)	same
Signal on declarer's lead:	low encourage	
Notes	Ace lead asks for suit preference; K lead asks for natural count	
If singleton in dummy signal is suit preference		

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 0314 4♣ Gerber when? After NT (CRO Gerber)

Slam Notes

Cue Bids

Asking Bids

7. OTHER CONVENTIONS

Reverse Drury after 3rd seat opening	ELU overcalls are 5/5+ :
DOPI ROPI	Cue = highest and lowest
Long suit trials; short suit trials begin with 2N	2NT = two lowest
Minor suit KC;	jump to 2D = ♥ & ♠
Exclusion RKCB.	jump to 3♣ = two highest

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After double of our 1 minor opening (1♣/1♦):

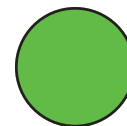
With 0-5p bid a suit

With 6-8p pass

With 9+p XX



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos. 466514 Liz McNeill
& Names: 308749 Cassie Morin
Basic System: Standard American 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 15-18p may contain 5 card Major

1NT Responses 2♣ Lavings

2♦ transfer ♥5+ (can superaccept) 2♠ transfer ♣5+ (superaccept 2N)

2♥ transfer ♠5+ (can superaccept) 2NT transfer ♦5+ s(uperaccept 3C)

other

2♣ Flat 23+ OR unbalanced game force OR 10 playing tricks
2♦ Weak 2 in Major (6 card suit, typically 6-10p) OR flat 20-22p OR 4 loser hand
2♥ 5/5+ typically 5-9p ♥ & ♠ OR ♥ & ♦ OR ♥ & ♣ (can be 5/4 NV)
2♠ 5/5+ typically 5-9p ♠ & ♦ OR ♣ & ♠ (can be 5/4 NV)
2NT 5/5+ ♦ & ♣ Weak(5-9p) OR Strong 3NT Kabel - specific ace ask

other

2. PRE-ALERTS

ELU Overcalls including : Inverted minor raises
2♦ over 1♣ = ♥ & ♠ Leaping Michaels
3♣ over 1♦♥♠ = 2 upper suits Preemptive jump raises of 1Maj overcalls

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+ (ELU)
1NT overcall - immediate 15-18p flat Immediate cue of minor ♠ & other minor 5/5+ (ELU)
1NT overcall - re-opening 11-14p Immediate cue of Major ♣ + Other Major 5/5+ (ELU)
Over weak twos X = takeout Over opening threes X = takeout
Over opponent's 1NT If weak then: (Reverse Cappelletti)
2♣ = ♥ & ♠; 2♦ = long suit (undisclosed); 2M = Major and minor ; X = strong
If strong: X=♣♦ ; 2♦ = ♥♠

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ natural	2♦ Raise 6-9p ♣5+	3♦ natural, weak
1♥ natural	2♥ 6 suit ; 0-6p	3♥ natural, weak
1♠ natural	2♠ 6 suit ; 0-6p	3♠ natural, weak
1NT natural 5-9p no Major	2NT natural ~11p, no Major	3NT natural, 12-16p, M<4
2♣ Raise 10+p & ♣5+	3♣ Raise, 0-5p, ♣5+	4♣ RKCB
other 4♥ = to play; 4♠ = to play; 4♦ = to play		
1♦ 1♥ natural	2♥ 6 suit ; 0-6p	3♥ natural, weak
1♠ natural	2♠ 6 suit ; 0-6p	3♠ natural, weak
1NT natural 5-9p	2NT natural, ~11p	3NT natural, 12-16p, M<4
2♣ natural, 10+p ; ♣3+	3♣ Raise 6-9p ♦4+	4♣ to play
2♦ Raise 10+p & ♦4+	3♦ Raise, 0-5p, ♦5+	4♦ RKCB
other 4♥ = to play; 4♠ = to play		
1♥ 1♠ natural,	2♥ Raise with 3, 5-9p	3♦ Raise w 4+, 9-11p
1NT natural, 5-9p, ♥<3	2♠ Raise w 3 10-12p or 8L	3♥ Raise w 4/5, 0-6p
2♣ natural, 10+p	2NT Raise w 4+, 12+p	3♠ natural, weak
2♦ natural, 10+p	3♣ Raise w 4+, 6-8p	3NT 12-14p, ♥<3
other 4m Raise, splinter	(Bergen raises) (L=losers)	
1♠ 1NT natural, 5-9p, ♠<3	2♠ Raise with 3, 5-9p	3♥ Raise w3, 10-12p or 8L
2♣ natural, 10+p	2NT Raise w 4+, 12+p	3♠ Raise w 4/5, 0-6p
2♦ natural, 10+p	3♣ Raise w 4+, 6-8p	3NT 12-14p, ♠<3
2♥ natural, 10+p	3♦ Raise w 4+, 9-11p	4♣ Raise, splinter
other 4m Raise, splinter 4♥ natural (Bergen raises) (L=losers)		
1NT 3♣ N/A	3♠ N/A	4♦ N/A
3♦ N/A	3NT to play	4♥ to play
3♥ N/A	4♣ Gerber (CRO answers)	4♠ to play
other		
2♣ 2♦ 0-3p	2NT 10+p	3♥ N/A
2♥ 4-6p	3♣ N/A	3♠ N/A
2♠ 7-9p	3♦ N/A	3NT N/A
other		
2♦ 2♥ Weak Relay	3♣ natural. nf (pre-empt)	3♠ correctible
2♠ correctible (GF if ♥)	3♦ natural, nf (pre-empt)	3NT N/A
2NT strong, enquiry, 14+p	3♥ correctible	4♣
other		

Notes

2♥ 2♠ correctible	3♦ correctible	3NT to play
2NT asks for 2nd suit, 14+p	3♥ invitation to 4♥	4♣ N/A
3♣ correctible	3♠ correctible	4♥ to play
other correctible		
2♠ 2NT asks for 2nd suit, 14+p	3♥ .	4♣ N/A
3♣ correctible	3♠ invitation to 4♠	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 1♣-1♦-1♥-1♠= natural, f1 Game force

NT Checkback Priorities: .

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

Defence to Opening Twos

Multi 2♦ X= 13+p, (see below for responses) Leaping Michaels

RCO style 2-s as for multi 2♦

Other 2-s as for multi 2♦

Defence 1♣ : X=♥♠ ; 1♦ = long suit(undisclosed) 1♥ = ♥&m 1♠= ♠&m 1N-♣♦

to

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

♣

Over 1NT Interference

Lebensohl - other uses When we double a weak Two

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

4♥ Double and 4N 4♠ 4NT

10. OTHER NOTES

1. After we double a multi 21D opening, advancer bids:

2♥=♠, 10-12p; 2♠=♠, 0-9p; 2N=♥, 10-12p; 3♦=♥, 0-9p

2. After 1N(X) responder bids a suit, 5+, 0-6p ; XX=0-6p no 5 card suit, scramble

3. raise of 1 major overcall to 3 Major are 4+ support and 0-5p