

#### 4. BASIC RESPONSES

Jump raises - minors	5+ 6-9 PTS	Other:
Jump raises - Majors	4+ 6-9 PTS NO S	Other:
Jump shifts after minor opening	G/F SPLINTER	
Jump shifts after Major opening	G/F SPLINTER	
Responses to strong 2 suit open.	2♦ = RELAY; After 2♦, then 2♥ = KOKISH RELAY	
Responses to 2NT opening	3♦, 3♥ = transfer 3♠ = both minors	

#### 5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead All	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	highest = no honour if supported	
<b>Discards</b>	Low Encourage	
<b>Count</b>	Low-High = Even	
<b>Signal</b> on partner's lead:	reverse attitude	
<b>Signal</b> on declarer's lead:	reverse count	
<b>Notes</b>		

#### 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 3041	4♣ Gerber <input type="checkbox"/>	when? never
<b>Slam Notes</b>			
Cue Bids <input checked="" type="checkbox"/>			
Asking Bids <input checked="" type="checkbox"/>	5nt = trump ask except after nt opening = quantitative for 7		

#### 7. OTHER CONVENTIONS

After 1NT rebid by opener,	
2♣ = invitational relay	
2♦ = g/f relay	
2nt = transfer to 3♣	

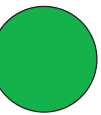
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AUSTRALIAN BRIDGE  
FEDERATION INC.



#### STANDARD SYSTEM CARD

ABF Nos.	197688	Kevin Lange
& Names:	282291	David Parrott
Basic System:	STANDARD	
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♣ 3+ ♣ 11-20 pts	1♥ 5+ ♥ 11-20 pts	
1♦ 3+ ♦ 11-20 pts	1♠ 5+ ♠ 11-20 pts	
1NT 15-17	may contain 5 card Major <input checked="" type="checkbox"/>	
<b>1NT Responses</b> 2♣ staymen Other:		
2♦ transfer to ♥	2♠ Transfer to ♣	
2♥ transfer to ♠	2NT Transfer to ♦	
other 3♣♦♥♠ slam try		
2♣ 23+ balanced or any game force		
2♦ weak 2 in a major		
2♥ 7-10 pts 5+ ♥ and 4+ minor		
2♠ 7-10 pts 5+ ♠ and 4+ minor		
2NT 20-22 bal	3NT gambling	
other		

#### 2. PRE-ALERTS

#### 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	weak
Responsive doubles through	4♠	Unusual NT	Lowest two unbid suits
1NT overcall - immediate	15-18	Immediate cue of minor	both majors
1NT overcall - re-opening	15-18	Immediate cue of Major	other major + minor
Over weak twos	X = T/O	Over opening threes	X = T/O
Over opponent's 1NT	2♣=majors; 2♦=one major; 2♥=♥ & a minor; 2♠=♠ & a minor; 2NT=minors		

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+pts 4+♦	2♦ G/F SPLINTER	3♦ G/F SPL VOID
1♥ 6+pts 4+♥	2♥ G/F SPLINTER	3♥ G/F SPL VOID
1♠ 6+pts 4+♠	2♠ G/F SPLINTER	3♠ G/F SPL VOID
1NT 6-9 no major	2NT 10+ PTS 4 + ♣	3NT 13-15 ANY 4333
2♣ 6-9 pts 4 card ♣	3♣ 6-9 PTS 5 + ♣	4♣ MINORWOOD
other		
1♦ 1♥ 6+pts 4+♥	2♥ G/F SPL	3♥ G/F SPL VOID
1♠ 6+ pts 4+♠	2♠ G/F SPL	3♠ G/F SPL VOID
1NT 6-9 no major	2NT 10+ PTS 4+♦	3NT 13-15 ANY 4333
2♣ 10 + 4+♣	3♣ G/F SPL	4♣ G/F SPL VOID
2♦ 6-9 4 card♦	3♦ 6-9 5+♦	4♦ MINORWOOD
other		
1♥ 1♠ 6+ pts 4+♠	2♥ 6-9 pts 3+♥	3♦ G/F SPL
1NT 6-9 no major	2♠ G/F SPL	3♥ 6-9 PTS 4+♥ NO 0 OR 1
2♣ 10+ [8+]pts 4+♣	2NT 10+ PTS 4+♥ no 0 or 1	3♠ G/F SPL VOID
2♦ 10+ [8+] pts 4+♦	3♣ G/F SPL	3NT 13-15 ANY 4333
other G/F SPL		
1♠ 1NT 6-9 PTS	2♠ 6-9 pts 3+♠	3♥ G/F SPL
2♣ 10+ [8+] pts 4+♣	2NT 10+ pts 4+♠	3♠ 6-9 PTS 4+♠ NO 0 OR 1
2♦ 10+ [8+] pts 4+♦	3♣ G/F SPL	3NT 13-15 ANY 4333
2♥ 10+ [8+]pts 4+♥	3♦ G/F SPL	4♣ G/F SPL VOID
other G/F SPL		
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♦ RELAY	2NT	3♥
2♥ 5+♥ GOOD SUIT	3♣ 5+♣ GOOD SUIT	3♠
2♠ 5+♠ GOOD SUIT	3♦ 5+♦ GOOD SUIT	3NT
other		
2♦ 2♥ PASS OR CORRECT	3♣ TO PLAY	3♠ PASS OR CORRECT
2♠ PASS OR CORRECT	3♦ TO PLAY	3NT TO PLAY
2NT ASK	3♥ PASS OR CORRECT	4♣
other 4♥ = PASS OR CORRECT	4♠ = TO PLAY	

**Notes** After 2♦ - 2NT, 3♣/3♦ = better ♥/♠; 3♥/3♠ = weaker ♥/♠

2♥ 2♠ TO PLAY	3♦ TO PLAY	3NT TO PLAY
2NT ASK FOR MINOR	3♥ TO PLAY	4♣ SPL AGREES♥
3♣ TO PLAY	3♠ SPL AGREES♥	4♥ TO PLAY
other		
2♠ 2NT ASK FOR MINOR	3♥ TO PLAY	4♣ SPL AGREES♠
3♣ TO PLAY	3♠ TO PLAY	4♥ TO PLAY
3♦ TO PLAY	3NT TO PLAY	4♠ TO PLAY
other TO PLAY		
2NT 3♣ ASK FOR A MAJOR	3♠ MINORS	4♦
3♦ transfer to♥	3NT TO PLAY	4♥
3♥ transfer to♠	4♣	4♠
other transfer to		

## 9. CONVENTIONS

**Unusual NT:** Lower 2 unbid suits

**4th Suit Forcing** One round  Game force

**NT Checkback**  Priorities:

**Defence to 3NT opening** X = LEAD♠

**Defence to Opening Twos** X = T/O

Multi 2♦ X = 16+pts

RCO style 2-s X = 16+pts

Other 2-s X = 16+pts

**Defence** 1♣ :  
to X=MAJORS, NT= MINORS REST NATURAL  
**strong** 2♣ :  
♣ AS ABOVE

**Over 1NT Interference** lebensohl

**Lebensohl - other uses** AFTER T/O X OF WEAK 2 OPENING

**Take out of 4 level pre-empts** 4♣/4♦ X  
4♥ X 4♠ X and 4NT = two suits

## 10. OTHER NOTES

R.K.C. 0 or 3----1 or 4-----2 WITHOUT Q-----2 WITH THE Q

After transfer over 1NT opening, next suit (step) is super-accept

After 2♣ - 2♦ - 2♥, 2♠ is forced; then 2NT = 25+pts balanced; other bids are natural