

4. BASIC RESPONSES

Jump raises - minors	10-12 HCP with outside doubleton
Jump raises - Majors	10-12 HCP with outside doubleton
Jump shifts after minor opening	SPL
Jump shifts after Major opening	SPL
Responses to strong 2 suit open.	Shows controls K =1/2 Ace = 1
Responses to 2NT opening	3C asks for singleton and quality 3D opener to choose

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead A-Count K-ATT	
Four or more with an honour	Fourth highest	
From 4 small	Second highest	
From 3 cards (no honour)	MUD	Top of nothing
In partner's suit	Low shows an honour	
Discards	McKenney	
Count	High-Low Even	
Signal on partner's lead:	Count or ATT	
Signal on declarer's lead:	Normal Count but Trump: High-Low Odd	
Notes Co Ca over STR NT: X = 4♠ with canape or 6♠: 2♣ = 4♥ with canape or 6♥ 2♦ = both M 4-4: 2♥ = ♥ and another: 2♠ = ♠ and a m. Jump in suit = singleton or void		
Cappelletti over WK NT: 2♣ = single suit: 2♦ = both M X = 15 HCP Jump suit = singleton or void		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 3041	4♣ Gerber <input checked="" type="checkbox"/>	when? Always Norman Gerber
Slam Notes	1430 if ♥ are trump		
Cue Bids <input type="checkbox"/>			
Asking Bids <input checked="" type="checkbox"/>	Asks for no more than 2 losers		

7. OTHER CONVENTIONS

Rubenshohl	SWINE
Unassuming Cue Bids	Klinger Responses to 2-suiters
Norman Gerber (modified)	Skewed Cue bids
Kantar v T/O X (see below)	2NT over m = Other m and ♥s
raise =0-8, Change suit = intolerance exc:♣`	re-dbl =11+, Pass bid later =9-10HCP

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1NT=4-4-4-1(partner's suit)

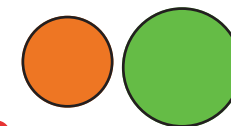
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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	448354	Julia Corr
& Names:	161731	Bert Forage
Basic System:	5-Card Majors with Strong NT	
Brown Sticker	<input checked="" 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

1♣	11-20	2♣		1♥	11-20	5♥
1♦	11-20	4♦		1♠	11-20	5♠
1NT	15-18					may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ Extended Stayman

2♦	Transfer ♥	2♠	Transfer ♣
2♥	Transfer ♠	2NT	Transfer ♦
other	Jump shows a singleton or void		

2♣	15+ HCP with 8 PT or 23+ HCP	
2♦	Multi Weak with long M or 21-22 or 5♥ & 4♠ with 8-10 HPC	
2♥	♥ & minor <11HCP	
2♠	♠ & minor <11HCP	
2NT	Both Majors WK or very Strong	3NT Gambling <11 HCP
other		

2. PRE-ALERTS

Modified coded 9s & 10s	Re-opening doubles
Sandwich NT 4/4 or 5/4 in unbid suits	4th seat X may be Lead directing

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	3♠	Jump overcalls	Weak or Strong 6/4 if Weak
Responsive doubles through	3♠	Unusual NT	Unbid Suits if Opp have bid 2 suits
1NT overcall - immediate	15-18	Immediate cue of minor	Both M
1NT overcall - re-opening	15-18	Immediate cue of Major	Other M and a minor
Over weak twos	T/O X with Rubensohl	Over opening threes	T/O X
Over opponent's 1NT	Co Ca vs strong NT Cappelletti vs weak NT (Please see Notes under section 5 on verso 1m-2NT shows other m and ♥		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣	1♦ 5+	4+♦	2♦ SPL 10-12 or 16+	3♦ Splinter 13-15
	1♥ 5+	4+♥	2♥ SPL 10-12 or 16+	3♥ Splinter 13-15
	1♠ 5+	4+♠	2♠ SPL 10-12 or 16+	3♠ Splinter 13-15
	1NT 5-9	Any shape	2NT 10-12 no shortage	3NT 13-16 no shortage
	2♣ 5-9	4 +♣	3♣ 10-12 with shortage	4♣ Norman Gerber
other				
1♦	1♥ 5+	4+♥	2♥ SPL 10-12 or 16+	3♥ Splinter 13-15
	1♠ 5+	4+♠	2♠ SPL 10-12 or 16+	3♠ Splinter 13-15
	1NT 5-9	Any shape	2NT 10-12 no shortage 4	3NT 13-16 no shortage 4
	2♣ 10+	2+♣	3♣ SPL 10-12 or 16+	4♣ Norman Gerber
	2♦ 5-9	3+♦	3♦ 10-12 with shortage	4♦ Invitational to slam
other				
1♥	1♠ 5+	4+♠	2♥ 5-9 3♥	3♦ SPL 10-12 or 16+
	1NT 5-9	Any shape	2♠ SPL 10-12 or 16+	3♥ 10-12 shortage
	2♣ 10+	2 + ♣	2NT 10-12 no shortage 3	3♠ Splinter 13-15
	2♦ 10+	3+♦	3♣ SPL 10-12 or 16+	3NT 13+ No shortage 3
other				
1♠	1NT 5-9	Any shape	2♠ 5-9 3+♠	3♥ SPL 10-12 or 16+
	2♣ 10+	2+♣	2NT 10-12 flat	3♠ 10-12 short other suit
	2♦ 10+	3+♦	3♣ SPL 10-12 or 16+	3NT 13-15 flat 3
	2♥ 10+	5+♥	3♦ SPL 10-12 or 16+	4♣ Norman Gerber
other		4 ♦/♥ Splinter 13-15		
1NT	3♣ 7 + Singleton or void		3♠ 7 + Singleton or void	4♦ ? Slam in ♦
	3♦ 7 + Singleton or void		3NT No support for Ms	4♥ To play
	3♥ 7 + Singleton or void		4♣ Norman Gerber	4♠ To play
other				
2♣	2♦ < 1 Control		2NT 2Aces or 4 Ks or A&2K	3♥ 2 Aces Same Rank
	2♥ 1A or 2 Ks		3♣ A & 3 Ks or 2A & 1K	3♠ 2 Aces Shape
	2♠ 1A & 1 K or 3 Ks		3♦ 2 A Same Colour	3NT 2As & 1K or 3Ks & 1A
other		Goes up in steps of 1/2 control		
2♦	2♥ <12 HCP P or C		3♣ Strong suit	3♠ Strong ♠
	2♠ 13-14 HCP Tol: for ♥		3♦ Strong suit	3NT To play
	2NT 15+ HCP Enquiry		3♥ Strong suit	4♣ Norman Gerber
other				

Notes Controls: Count 1 for Ace and 1/2 for King

vs Precision 1♦: X=♦ 2♦=MM 1NT=mm 1♥=6+♠ or both red suits

2♥ 2♠	2NT Strong Hand (asking)	3♦ Strong suit	3NT To play
	3♣ P or C	3♥ Pre-emptive	4♣ Norman Gerber
other		3♠ Strong suit	4♥ To play
2♠ 2NT	Strong Hand (asking)	3♥ Strong suit	4♣ Norman Gerber
	3♣ P or C	3♠ Pre-emptive	4♥ To play
	3♦ Strong suit	3NT To play	4♠ To play
other			
2NT 3♣	Strong Hand (asking)	3♠ To play	4♦ N/A
	3♦ Opener to choose	3NT To play	4♥ To play
	3♥ To play	4♣ Norman Gerber	4♠ To play
other			

9. CONVENTIONS

Unusual NT: Unbid suits 4/4 or 5/4

4th Suit Forcing One round Game force

NT Checkback Priorities: After response or overcall of 1NT

Defence to 3NT opening X=STR: 4♣=♥ better than ♠: 4♦=♠ better than ♥

Defence to Opening Twos 2NT = ♣ & ♦: X=15+HCP(response Rubensohl with < 8 HCP

Multi 2♦ X = ♦ : 2H/S = shortage : 2NT = 15+ Both Majors stopped

RCO style 2-s 2NT in 6th seat = both minors

Other 2-s

Defence 1♣ : X = ♣ : 1NT = Both minors : 2C = Both Majors

to 1♦ = 6+ ♥ or ♣ & ♠

strong 2♣ : X = ♣ : 2NT = Both minors : 3♣ = Both Majors

1♣ / 2♣ Jump O/C = 6/4

Over 1NT Interference Rubensohl

Lebensohl - other uses N/A

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

4♥ X = T/O 4♠ Penalty 4NT = 2-suiter

10. OTHER NOTES

"M" = major : "CRASH" = Colour, Rank Shape : P or C = Pass or Correct

"Tol" = Tolerance mod = modified

NormanGerber (mod): Responses in steps of half controls (see Notes)

4♦=<1: 4♥=1A or 2 Ks:4♠=1A & 1K or 3 Ks: 4NT=2As or 1A & 2Ks or 4Ks:

5♣=1A & 3Ks or 2As & !K: 5♦ = 3As or 2As & 2Ks or 1A & 4Ks, 5♥=2As & 3Ks or

3As & 1K