

4. BASIC RESPONSES

Jump raises - minors	Inverted
Jump raises - Majors	Bergen
Jump shifts after minor opening	Weak, Crisscross - minors
Jump shifts after Major opening	Bergen
Responses to strong 2 suit open.	2♦ waiting, 2♥ double neg
Responses to 2NT opening	Puppet, Transfers

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All - except King	for Reverse Count
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit		
Discards	Odd/Even	
Count	reverse	
Signal on partner's lead:	odd enc, even suit preference	
Signal on declarer's lead:	reverse count if given	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 1430 4♣ Gerber when?

Slam Notes 0314 if ♣ are trumps

Cue Bids

Asking Bids

7. OTHER CONVENTIONS

System on over X	
Cue raises	
Support X & XX through 2♠	
1NT (2♣) X = Stayman	

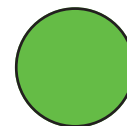
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	406783	Elliott Kaplan
& Names:	22381	Peter Gill
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

1♣	11-21 HCP, 2+♣	1♥	11-21 HCP, 5+♥
1♦	11-21 HCP, 4+♦	1♠	11-21 HCP, 5+♠
1NT	15-17 Balanced		may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣	Simple Stayman
2♦ TRF ♥	2♠ TRF ♣
2♥ TRF ♠	2NT TRF ♦
other	Super accept 2NT Max & 3M Min

2♣	GF or 22+ Balanced
2♦	6-card Major 6-10 HCP
2♥	5+♥ & 4+ minor (not vul) 5+ minor (vul) 6-10 HCP
2♠	5+♠ & 4+ minor (not vul) 5+ minor (vul) 6-10 HCP
2NT	20-22 Balanced
3NT	Gambling
other	

2. PRE-ALERTS

Bergen Raises	
Support X & XX through 2♠	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	weak
Responsive doubles through	4♥	Unusual NT	lower unbid suits
1NT overcall - immediate	15-18	Immediate cue of minor	Michaels (5/5 in Majors)
1NT overcall - re-opening	11-14	Immediate cue of Major	Michaels 5/5 other M+ a minor
Over weak twos	T/O X	Over opening threes	T/O X
Over opponent's 1NT	X = Pen, 2♣ = any one suiter, 2♦ = both Majors, 2M = 5M & 4+m		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+ cards	2♦ 7-10 & 5+♣	3♦	
1♥ 4+ cards, might skip ♦	2♥ 0-6	3♥	
1♠ 4+ cards, might skip ♦	2♠ 0-6	3♠	
1NT 6-10	2NT 11-12	3NT 13-15	
2♣ 11+ & 5+♣	3♣ 4-6	4♣	
other			
1♦ 1♥ 4+ cards	2♥ 0-6	3♥	
1♠ 4+ cards	2♠ 0-6	3♠	
1NT 6-10	2NT 11-12	3NT 13-15	
2♣ 10+	3♣ 7-10 & 4+♦	4♣	
2♦ 11+ & 4+♦	3♦ 4-6	4♦	
other			
1♥ 1♠ 4+ cards	2♥ raise usually 3 cards	3♦ Bergen 10-12	
1NT 6-10	2♠ raise to 3♥ 10-11	3♥ Bergen 0-5	
2♣ 10+	2NT Jacoby	3♠	
2♦ 10+	3♣ Bergen 6-9	3NT 13-15, 4-3-3-3	
other			
1♠ 1NT 6-10	2♠ raise usually 3 cards	3♥ raise to 3♠ 10-11	
2♣ 10+	2NT Jacoby	3♠ Bergen 0-5	
2♦ 10+	3♣ Bergen 6-9	3NT 13-15, 4-3-3-3	
2♥ 10+	3♦ Bergen 10-12	4♣ Splinter	
other			
1NT 3♣ Puppet Stayman	3♠ 6 to 2 top honours NF	4♦ transfer to ♠	
3♦ 5/5 minors GF	3NT to play	4♥ to play	
3♥ 6 to 2 top honours NF	4♣ transfer to ♥	4♠ to play	
other			
2♣ 2♦ Waiting	2NT = Spades & positive	3♥	
2♥ Double negative 0-4	3♣ pos 8+ pts good 5+ ♣	3♠	
2♠ = Hearts & positive	3♦ pos 8+ pts good 5+ ♦	3NT	
other			
2♦ 2♥ Pass or correct	3♣	3♠	
2♠ Pass or correct	3♦	3NT	
2NT Enquiry	3♥	4♣	
other			

Notes

2♥ 2♠ non forcing	3♦ non forcing	3NT	
2NT Enquiry	3♥ Raise to play	4♣	
3♣ Pass / Correct	3♠	4♥	
other			
2♠ 2NT Enquiry	3♥	4♣	
3♣ Pass / Correct	3♠ to play	4♥	
3♦ non forcing	3NT	4♠	
other			
2NT 3♣ Puppet	3♠ Minor suit Stayman	4♦	
3♦ TFR ♥	3NT To play	4♥	
3♥ TFR♠	4♣	4♠	
other			

9. CONVENTIONS

Unusual NT: Lower two unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 2-way

Defence to 3NT opening --

Defence to Opening Twos

Multi 2♦ X = 13+

RCO style 2-s X

Other 2-s X

Defence (1♣) : 2♣ = Michaels (5/5 in the majors), System on

to

strong

1♣ / 2♣

Over 1NT Interference lebensohl

Lebensohl - other uses (2x) / X / (P)

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ 4NT

10. OTHER NOTES

1x / 1M / 2M / 2NT = enquiry, 3♣ MIN 3, 3♦ MAX 3, 3♥ MIN 4, 3♠ MAX 4

1x / 1M / 2NT/3♣ = checkback, direct 3M shows 6-card Major

1m / (1H) / X denies 4 ♠