

4. BASIC RESPONSES

Jump raises - minors	4-10 pts - 5 card suit
Jump raises - Majors	Limit Raise - 10-12 Pts - may be 3 cards
Jump shifts after minor opening	6 card - 0-4 pts - to play
Jump shifts after Major opening	Splinter - usually 4 cards in p's suit - 7-9 pts
Responses to strong 2 suit open.	2 Diamonds = waiting -
Responses to 2NT opening	Better minor - a major suit is to play

5. PLAY CONVENTIONS

Show priorities

Versus **Suit** (or both) Versus **NoTrump** (if different)

Leads Sequences:	Overlead all	
Four or more with an honour	Attitude - low shows an honour	
From 4 small	2nd highest	
From 3 cards (no honour)	M U D	
In partner's suit	low with an honour - top without	
Discards	Odd = Encourage - Even McKen	
Count	Natural	
Signal on partner's lead:	Odd = Encouraging	
Signal on declarer's lead:	Natural count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 14-03 4♣ Gerber when? After 1NT -2NT openings

Slam Notes

Cue Bids <input checked="" type="checkbox"/>	First round controls
Asking Bids <input checked="" type="checkbox"/>	Opponents suit - asks for a stop or shortage

7. OTHER CONVENTIONS

Puppet Stayman	
Inverted Minors	

www.abf.com.au

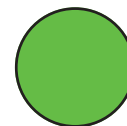
PDF Form Rev. 17K21 by RoL

MyRev.

Copyright © ABF 2017



**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	634271	Pamela Evans
& Names:	183709	James Evans
Basic System:	Standard American	
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+ pts 3+ C	1♥ 11+ pts 5 H
1♦ 11+ pts 3+ D	1♠ 11+ pts 5 S
1NT 15 - 17	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses	2♣ Simple Stayman - with Super Accepts
2♦ T-Fer to Hearts	2♠ T-Fer to Clubs
2♥ T-fer to Spades	2NT T-Fer to Diamonds
other	

2♣ 23+ Game Force	
2♦ Multi - weak Major - 20-22 Balanced - 81/2 playing trick (Acol 2) 18+pts	
2♥ 6-10 pts - 2 suiter- Hearts and another suit	
2♠ 6-10 pts - 2 suiter - Spades and another suit	
2NT 6-10 pts Diamonds and Clubs	3NT Kabel - Specific Ace Ask
other	

2. PRE-ALERTS

Support X & XX	Ghestem
UNpenalty Doubles	Multi 2 Diamond
Splinters	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	3S	Jump overcalls	Weak
Responsive doubles through	3S	Unusual NT	Lowest unbid Suits
1NT overcall - immediate	16-18	Immediate cue of minor	Ghestem = 2 suits
1NT overcall - re-opening	15 -18	Immediate cue of Major	Ghestem = 2 suits
Over weak twos	Lebensohl in 1st Position	Over opening threes	Take-out
Over opponent's 1NT	Multi-Landyi - X is Penalty Oriented		
2♣=majors 5-4 min, 2♦=any single suited, 2♥=♥+m min 5-4, 2♠=♠+m min 5-4			
2NT=both minors min 5-5			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5 +Pts - 4+ cards	2♦ -----	3♦ ----
1♥ 5 Pts - 4 + cards	2♥ 0-4 pts - 6 cards	3♥ ----
1♠ + 5 pts 4 + cards	2♠ 0-4 pts - 6 cards	3♠ ----
1NT 6-9 Pts no 4card major	2NT 11 Pts no 4card major	3NT 13-15pts no 4 card major
2♣ 12+pts no 4 card major	3♣ 0-11Pts no 4card Major	4♣ Minorwood
other		
1♦ 1♥ 5 + pts - 4 Hearts	2♥ 0 - 5 pts 6 Hearts	3♥ ---
1♠ 5 +pts - 4 Spades	2♠ 0-5 pts 6 Spades	3♠ ---
1NT 6-9Pts - no 4 Card major	2NT 11 pts - no 4 major	3NT 13 -15pts no 4card Major
2♣ 12+ pts 5 clubs	3♣ splinter	4♣ void - agree Diamonds
2♦ 12pts - 5 Diamonds	3♦ 0-11 pts 5 + Diamond	4♦ minorwood
other		
1♥ 1♠ 5+pts 4 Spades	2♥ 6-9 pts 3/4 Hearts	3♦ splinter - agree Hearts
1NT 6-9pts - no 4 Spade	2♠ splinter	3♥ 11pts 4 Hearts
2♣ 10 pts 4+clubs	2NT slam interest in hearts	3♠ splinter - slam interest
2♦ 10 pts 4+ diamonds	3♣ splinter	3NT -----
other		
1♠ 1NT 6-9 pts not 3 spades	2♠ 6-9 pts 3/4 spades	3♥ splinter
2♣ 10+pts 4cLubs	2NT slam interest in spades	3♠ 11 pts 4 spades
2♦ 10pts 4+ diamonds	3♣ splinter	3NT ---
2♥ 10 pts 5 hearts	3♦ splinter	4♣ splinter slam interest
other		
1NT 3♣ 5 card stayman	3♠ 1 spade & 3 hearts 9+ pts	4♦ -----
3♦ -----	3NT to play	4♥ -----
3♥ 1 heart & 3 spades 9+ pts	4♣ Gerber	4♠ -----
other		
2♣ 2♦ waiting	2NT -----	3♥ ----
2♥ slam interest in hearts	3♣ -----	3♠ ----
2♠ slam interest in spades	3♦ ----	3NT ---
other		
2♦ 2♥ pass or correct	3♣ -----	3♠ -----
2♠ 10-13 - with 3+ hearts	3♦ -----	3NT ---
2NT 14 + any shape	3♥ 0-11- pass or correct	4♣ ----
other		

Notes

2♥ 2♠ pass or correct	3♦ 6+ diamonds - to play	3NT -----
2NT 14+ any shape	3♥ invite to game	4♣ -----
3♣ 6+ clubs - to play	3♠ -----	4♥ to play
other		
2♠ 2NT 14+ any shape	3♥ 6+ Hearts - to play	4♣ -----
3♣ pass or correct	3♠ game invite	4♥ to play
3♦ 6+ diamonds - to play	3NT -----	4♠ to play
other		
2NT 3♣ to play	3♠ Natural - to play	4♦ minorwood
3♦ to play	3NT to play	4♥ Natural - to play
3♥ Natural - to play	4♣ minorwood	4♠ Natural - to play
other		

9. CONVENTIONS

Unusual NT: Minors - weak or strong 6-10 or 16 +

4th Suit Forcing One round Game force

NT Checkback Priorities: 4 card other major - then 3 card of openers major

Defence to 3NT opening Natural - X is T-O

Defence to Opening Twos X=T/O with lebensohl responses

Multi 2♦ X=16+, suits natural

RCO style 2-s X=16+, suits natural

Other 2-s

Defence (1♣): { Natural overcalls

to

strong (2♣): natural suit - 6 + cards

1♣ / 2♣ Natural overcalls after 1Club

Over 1NT Interference New suit = one round force

Lebensohl - other uses

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

4♥ X= T-O - 4NT = 2 suits 4♠ 4NT = T-O -- X = Penalty

10. OTHER NOTES

Ghestem - minimum 5-5 shape with 6-10 or 15+ points

Cue bid = top & bottom suits, 3♣=two higher suits, 2NT=2 lower suits