

#### 4. BASIC RESPONSES

Jump raises - minors	less than limit raise 5-card support
Jump raises - Majors	limit raise 4 card
Jump shifts after minor opening	Major=Strong GF; Other Minor= Limit raise
Jump shifts after Major opening	Game invitational splinter
Responses to strong 2 suit open.	2♣-2♦ waiting; 2♣-2♥ very weak
Responses to 2NT opening	preferred minor (normally)

#### 5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead, A-Attitude K-Count	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	As above	
<b>Discards</b>	High Encourage	
<b>Count</b>	Natural	
<b>Signal</b> on partner's lead:	High Encourage	
<b>Signal</b> on declarer's lead:	Count	
<b>Notes</b>	Can lead Q from KQ	
	Ten is not an honour	

#### 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 0314	4♣ Gerber <input checked="" type="checkbox"/>	when? After "initial" NT opener
<b>Slam Notes</b>	Kickback		
Cue Bids <input checked="" type="checkbox"/>	First round before second round		
Asking Bids <input checked="" type="checkbox"/>	Jump to 5 of a major asks for trump quality		

#### 7. OTHER CONVENTIONS

Splitter bids + Cue bids	4th suit forcing to game
Cue raises and unassuming cue bid	New minor forcing
Jacoby 2NT and Sandwich 1NT	Long and short suit trial bids
Lebensohl	Support X/XX through 2H
Blackout after opener reverse	

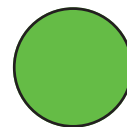
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AUSTRALIAN BRIDGE  
FEDERATION INC.



#### STANDARD SYSTEM CARD

ABF Nos.	380903	Larry Moses
& Names:	464953	Richard Touton
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 <input type="checkbox"/>
1♣ 3cd 11pts+	1♥ 5cd 11pts+	
1♦ 3cd 11pts+	1♠ 5cd 11pts+	
1NT 15-17	may contain 5 card Major <input checked="" type="checkbox"/>	
<b>1NT Responses</b> 2♣ simple stayman		
2♦ Hearts	2♠ Clubs	
2♥ Spades	2NT Diamonds	
other 3♣ puppet stayman, texas transfers, garbage stayman		
2♣	near game force or 23-26 balanced	
2♦	MULTI: Weak 2♥ or 2♠ OR 8.5-9 tricks in a suit OR 20-22 semi-balanced	
2♥	(5)6-card suit and 10-13 HCP	
2♠	(5)6-card suit and 10-13 HCP	
2NT	5/5+ in minors, <12HCP or very strong	3NT Kabel specific ace ask
other		

#### 2. PRE-ALERTS

Modified Ghestem	Unusual vs Unusual
2NT=Low 2 suits; 3♣=Higher 2 suits	Inverted Minors with 1♣-2♦ or 1♦-3♣ limit
Cue bid= Highest and lowest suits	

#### 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Preemptive
Responsive doubles through	4♥	Unusual NT	Lower 2 suits
1NT overcall - immediate	16-18	Immediate cue of minor	5/5+ spades and other minor
1NT overcall - re-opening	11-14(15)	Immediate cue of Major	5/5+ clubs and other major
Over weak twos	X=Takeout (Lebensohl)	Over opening threes	X=Takeout
Over opponent's 1NT	Multi Landy (2♣ majors 2♦ single suit)		
Leaping micheals			

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ points (3)4+ length	2♦ 10-11HCP, 4+♣	3♦ GF splinter 5+♣
1♥ 6+points, 4+length	2♥ strong 6+♥	3♥ GF splinter 5+♣
1♠ 6+points, 4+length	2♠ strong 6+♠	3♠ GF splinter 5+♣
1NT 8-10HCP, no 4 card M	2NT 11-12HCP, no 4 cd M	3NT 13-15HCP, no 4 cd M
2♣ 12+HCP, 4+♣	3♣ 3-9 points 5+♣	4♣ preemptive
other		
1♦ 1♥ 6+ points, 4+length	2♥ strong 6+♥	3♥ GF splinter 5+♦
1♠ 6+ points, 4+length	2♠ strong 6+♠	3♠ GF splinter 5+♦
1NT 6-10HCP, no 4cd M	2NT 11-12HCP, no 4 cd M	3NT 13-15HCP, no 4 cd M
2♣ 10+HCP, 4+♣	3♣ 10-11HCP, 4+♦	4♣
2♦ 12+HCP, 4+♦	3♦ 3-9 points 5+♦	4♦ preemptive
other		
1♥ 1♠ 6+ points, 4+♠	2♥ 6-10HCP 3+♥	3♦ mini splinter
1NT 6-10HCP	2♠ mini splinter	3♥ limit raise 4+♥
2♣ 10+HCP, 4+♣	2NT jacoby	3♠ splinter
2♦ 10+HCP, 4+♦	3♣ mini splinter	3NT 13-15HCP 3♥ flat
other		
1♠ 1NT 6-10HCP	2♠ 6-10HCP 3+♠	3♥ mini splinter
2♣ 10+HCP, 3+♣	2NT jacoby	3♠ limit raise 4+♠
2♦ 10+HCP, 4+♦	3♣ mini splinter	3NT 13-15HCP 3♠ flat
2♥ 10+HCP, 5+♥	3♦ mini splinter	4♣ splinter
other		
1NT 3♣ puppet stayman	3♠ both minors	4♦ texas transfer ♥
3♦ 6♦ 2 of top 3 honours	3NT 10-15HCP (to play)	4♥ texas transfer ♠
3♥ 6♥ 2 of top 3 honours	4♣ gerber	4♠
other		
2♣ 2♦ waiting (unlimited)	2NT 8HCP+ 5+♥	3♥
2♥ double negative	3♣ 10HCP+ 6+♣	3♠
2♠ 8HCP+ 5+♠	3♦ 10HCP+ 6+♦	3NT
other		
2♦ 2♥ standard relay	3♣	3♠
2♠ invitational ♥	3♦	3NT
2NT strong enquiry	3♥ 3 card both majors	4♣
other		

**Notes** 1m-1♥-1♠ always with 4 card spades

2♥ 2♠ forcing 5+♠	3♦ forcing 5+♦	3NT to play
2NT ogust	3♥ preemptive	4♣ splinter
3♣ forcing 5+♣	3♠ splinter	4♥ to play
other note 10-13HCP opening		
2♠ 2NT ogust	3♥ forcing 5+♥	4♣ splinter
3♣ forcing 5+♣	3♠ preemptive	4♥ splinter
3♦ forcing 5+♦	3NT to play	4♠ to play
other note 10-13HCP opening		
2NT 3♣ to play	3♠ forcing 6♠+	4♦ prermptive
3♦ to play	3NT to play	4♥ to play
3♥ forcing 6♥+	4♣ preemptive	4♠ to play
other		

## 9. CONVENTIONS

**Unusual NT:** Lowest 2 unbid suits 5/5+

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

**NT Checkback**  Priorities: lower major

**Defence to 3NT opening** Non-leaping Michaels

**Defence to Opening Twos** Double for takeout and forcing bids

Multi 2♦ X=16HCP+ 2NT=16-19HCP 3NT=to play

RCO style 2-s Pass and wait

Other 2-s

**Defence** (1♣) : X=single suit, 1♦=Majors, 1M=M+minor, 1NT=minors

to

**strong** (2♣) : X=clubs, natural bids

1♣ / 2♣

**Over 1NT Interference** Lebensohl

**Lebensohl - other uses** after doubling weak 2 opening

**Take out of 4 level pre-empts** 4♣/4♦ Takeout

4♥ Takeout 4♠ Penalty

## 10. OTHER NOTES

4NT over 4♠ for takeout (2 or 3 suited)