

4. BASIC RESPONSES

Jump raises - minors	Limit
Jump raises - Majors	Bergen
Jump shifts after minor opening	Weak
Jump shifts after Major opening	Bergen
Responses to strong 2 suit open.	2♦ waiting, suits are 5+ with good hand, kokish
Responses to 2NT opening	transfers to majors, stayman

5. PLAY CONVENTIONS

Show priorities

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

Leads Sequences:	Overlead all except AK	
Four or more with an honour	Fourth highest	
From 4 small	Second	
From 3 cards (no honour)	MUD	
In partner's suit	Low if no support shown	
Discards	McKenny	
Count	Reverse	
Signal on partner's lead:	Count	
Signal on declarer's lead:	Count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 1430 4♣ Gerber when? NT

Slam Notes

Cue Bids

Asking Bids

7. OTHER CONVENTIONS

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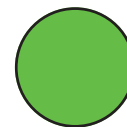
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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos. Ben Curtis
& Names: Jamie Simpson
Basic System: Standard
Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3♣+ 11+ 1♥ 5♥+ 11+
1♦ 3♦+ 11+ 1♠ 5♠+ 11+
1NT 15-17 may contain 5 card Major

1NT Responses 2♣ Simple stayman
2♦ Transfer to ♥ 2♠ Transfer to ♣
2♥ Transfer to ♠ 2NT Transfer to ♦
other

2♣ 23+ bal or GF
2♦ Weak
2♥ Weak
2♠ Weak
2NT 20-22 Balanced 3NT Gambling (any suit)
other

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4♥ Jump overcalls Weak
Responsive doubles through 4♥ Unusual NT 5/5 lowest unbid
1NT overcall - immediate 15-18 Immediate cue of minor 5/5 Majors
1NT overcall - re-opening 13-16 Immediate cue of Major 5/5 Other major and minor
Over weak twos x for takeout Over opening threes x for takeout
Over opponent's 1NT Mod. Cappaletti (2♣ = majors, 2♦ = ♥ or ♠, 2♥ = ♥ & minor, 2♠ = ♠ & minor, 2NT minors); x for penalties

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♦ 6+	2♦ weak	3♦ splinter
1♥ 4+♥ 6+	2♥ weak	3♥ splinter
1♠ 4+♠ 6+	2♠ weak	3♠ splinter
1NT 6-10 no 4 card major	2NT 11-12 no major	3NT 13-15 no major
2♣ 6-9 5+♣	3♣ limit	4♣
other		
1♦ 1♥ 4+♥ 6+	2♥ weak	3♥ splinter
1♠ 4+♠ 6+	2♠ weak	3♠ splinter
1NT 6-10 no 4 card major	2NT 11-12 no major	3NT 13-15 no major
2♣ 10+ 4+♣	3♣ weak	4♣
2♦ 6-9 5+♦	3♦ limit	4♦
other		
1♥ 1♠ 4+♠ 6+	2♥ 6-9 3♥	3♦ 10-11 4+♥
1NT 6-10	2♠ 3 card limit	3♥ 0-5 4+♥
2♣ 10+ 4+♣	2NT 16+ 4+♥	3♠ splinter
2♦ 10+ 4+♦	3♣ 6-9 4+♥	3NT 12-15 4+♥
other		
1♠ 1NT 6-10	2♠ 6-9 3♠	3♥ 3 card limit
2♣ 10+ 4+♣	2NT 16+ 4+♠	3♠ 0-5 4+♠
2♦ 10+ 4+♦	3♣ 6-9 4+♠	3NT 12-15 4+♠
2♥ 10+ 5+♥	3♦ 10-11 4+♠	4♣ splinter
other		
1NT 3♣ slam try in clubs	3♠ slam try in spades	4♦
3♦ slam try in diamonds	3NT to play	4♥
3♥ slam try in hearts	4♣ gerber	4♠
other		
2♣ 2♦ waiting	2NT	3♥
2♥ natural positive	3♣ natural positive	3♠
2♠ natural positive	3♦ natural positive	3NT
other		
2♦ 2♥ natural forcing	3♣ natural forcing	3♠
2♠ natural forcing	3♦ competitive raise	3NT to play
2NT shortage ask	3♥	4♣
other		

Notes

2♥ 2♠ natural forcing	3♦ natural forcing	3NT to play
2NT shortage ask	3♥ competitive raise	4♣
3♣ natural forcing	3♠	4♥
other		
2♠ 2NT shortage ask	3♥ natural forcing	4♣
3♣ natural forcing	3♠ competitive raise	4♥
3♦ natural forcing	3NT to play	4♠
other		
2NT 3♣ stayman	3♠ minors, GF	4♦
3♦ transfer to ♥	3NT to play	4♥
3♥ transfer to ♠	4♣ gerber	4♠
other		

9. CONVENTIONS

Unusual NT: 5/5 lowest unbid

4th Suit Forcing One round Game force

NT Checkback Priorities: majors

Defence to 3NT opening

Defence to Opening Twos x for takeout

Multi 2♦ CTP (cards, takeout, penalty)

RCO style 2-s

Other 2-s

Defence x majors, 1nt minors, others natural

to

strong (2♣) : Natural

1♣ / 2♣

Over 1NT Interference x for takeout, CTP

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦

4♥ 4♠

10. OTHER NOTES
