

4. BASIC RESPONSES

Jump raises - minors	pre-empt , 0-7hcp, no four card major
Jump raises - Majors	pre-empt, 0-7 hcp
Jump shifts after minor opening	16+ hcp & good suit
Jump shifts after Major opening	16+ & good suit
Responses to strong 2 suit open.	2♦ negative, 2♥/2♠ 8+ & 5-card suit, 2NT 8-10hcp
Responses to 2NT opening	puppet Stayman & transfers, 3♠ minor suit stayman

5. PLAY CONVENTIONS Show priorities

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

Leads Sequences:	overlead all	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	middle	top
In partner's suit	normal	
Discards	High encourage	
Count	High-Low = Even	
Signal on partner's lead:	high encourage	
Signal on declarer's lead:	natural count	
Notes		

6. SLAM CONVENTIONS

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

Slam Notes

Cue Bids

Asking Bids

7. OTHER CONVENTIONS

Jacoby 2NT	Lebensohl
Unassuming cue bid	Ogust
Fourth suit forcing	2 way checkback
inverted minors	Splinters
long suit trial bids	

www.abf.com.au

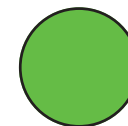
PDF Form Rev. 17D23 by RoL

MyRev. 23/06/2018

Copyright © ABF 2017



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	154202	Phil Beck
& Names:	153230	David Robinson
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♣	11-20 3+♣	1♥	5, 11-20
1♦	11-20 3+♦	1♠	11-20 5+♠
1NT	14-16	may contain 5 card Major <input checked="" type="checkbox"/>	

1NT Responses	2♣ stayman, simple or raise to 2NT
2♦	transfer to ♥ 2♠ transfer to ♣
2♥	transfer to ♠ 2NT transfer to ♦
other	3♣ Or 3♦ slam interest

2♣	game force
2♦	6-10, 6 cards
2♥	6-10, 6 cards
2♠	6-10, 6 cards
2NT	20-22
3NT	Gambling
other	

2. PRE-ALERTS

Inverted minors	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	3♠	Jump overcalls	weak
Responsive doubles through	4♥	Unusual NT	lowest 2 unbid suits
1NT overcall - immediate	15-18	Immediate cue of minor	Spades + another, 5/5
1NT overcall - re-opening	11-14	Immediate cue of Major	other major and minor, 5/5
Over weak twos	X takeout, Lebensohl	Over opening threes	X takeout
Over opponent's 1NT	(wk) X=pen, 2♣ = both majors, 2♦=1 major, 2♥=5♥, & 5(4)♣/♦, 2♠=5♠		
(str) X=single suit, 2♣= minors, 2♦= majors, 2♥=5♥ & 5(4)minor, 2♠=5♠ & 5(4)minor			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+ hcp 4+♦ 1♥ 5+ hcp 4+♥ 1♠ 5+ hcp 4+♠ 1NT 6-10 hcp no 4 ♥/♠ 2♣ 10+ hcp 5+♣ other	2♦ 16pts +, 5cnds+ 2♥ 16hcps+, 5cnds+ 2♠ 16hcps+, 5cnds+ 2NT 11-12hcps, no 4 cd maj 3♣ 0-9 hcps 2♥ 16+hcp, 5+cnds 2♠ 16+hcp, 5+cnds 2NT 11-12 hcps, no 4c majc 3♣ 16+hcp, 5cnds 3♦ 0-9hcp, no 4cd major 2♥ 6-9 hcp, 3cnds 2♠ 16hcp+, 5cnds 2NT 10+ hcp 4+ ♠ 3♣ 16hcp+, 5 cds 3♦ 16hcp+, 5cnds 2♠ 6-9 hcp, 3cnds 2NT 10+ hcp 4+ ♠ 3♣ 16hcp+, 5 cds 3♦ 16hcp+, 5cnds 2♥ n/a 2NT 8+ hcp 3♣ 8+ hcp 5+♣ 3♦ 8+ hcp 5+♦ 3♥ n/a 3♠ n/a 3NT n/a	3♦ Long suit, weak 3♥ Long suit weak 3♠ Long suit weak 3NT to play 4♣ Denies 4cd major, weak 3♥ Long suit , weak 3♠ Long suit weak 3NT to play 4♣ Not used 4♦ Pre-empt 3♦ 16hcp+, 5cnds 3♥ 0-5 hcp, 4cnds 3♠ splinter, 10hcp+ 3NT to play 3♥ 16hcp+, 5cnds 3♠ 0-5 hcp 4+♠ 3NT to play 4♣ Splinter, 10hcp + 4♦ n/a 4♥ n/a 4♠ n/a 3♠ Game invite in spades 3NT to play 4♣ n/a
1♦ 1♥ 5+ hcp, 4+♥ 1♠ 5+hcp, 4+♠ 1NT 6-10 hcp no 4 ♥/♠ 2♣ 11+ hcp, 4+♣ 2♦ 10+hcp, 4♦ other 4 other to play	2♥ 16+hcp, 5+cnds 2♠ 16+hcp, 5+cnds 2NT 11-12 hcps, no 4c majc 3♣ 16+hcp, 5cnds 3♦ 0-9hcp, no 4cd major	3♥ Long suit , weak 3♠ Long suit weak 3NT to play 4♣ Not used 4♦ Pre-empt
1♥ 1♠ 5+ hcp, 4cnds 1NT 6-10 hcp denies 3♥ 2♣ 11+ hcp, 4cnds 2♦ 11+hcp, 4cnds other	2♥ 6-9 hcp, 3cnds 2♠ 16hcp+, 5cnds 2NT 10+hcp, 4+ ♥ 3♣ 16hcp+, 5cnds	3♦ 16hcp+, 5cnds 3♥ 0-5 hcp, 4cnds 3♠ splinter, 10hcp+ 3NT to play
1♠ 1NT ^ 6-10 hcp deny 3♠ 2♣ 11+ hcp, 4cnds 2♦ 11+ hcp 4cnds 2♥ 10+ hcp 5+♥ other	2♠ 6-9 hcp, 3cnds 2NT 10+ hcp 4+ ♠ 3♣ 16hcp+, 5 cds 3♦ 16hcp+, 5cnds	3♥ 16hcp+, 5cnds 3♠ 0-5 hcp 4+♠ 3NT to play 4♣ Splinter, 10hcp +
1NT 3♣ 5+♣, slam interest 3♦ 5+♦, slam interest 3♥ 6cnds, slam interest other	3♠ 6cnds, slam interest 3NT to play 4♣ ace ask	4♦ n/a 4♥ n/a 4♠ n/a
2♣ 2♦ <8 hcp 2♥ 8+hcp, 5cnds 2♠ 8+ hcp 5+♠ other	2NT 8+ hcp 3♣ 8+ hcp 5+♣ 3♦ 8+ hcp 5+♦	3♥ n/a 3♠ n/a 3NT n/a
2♦ 2♥ 5cnds, one round force 2♠ 5cnds, one round force 2NT strength enquiry other	3♣ 5cnds+, one round force 3♦ Non-forcing, 2cnds 3♥ Game invite in hearts	3♠ Game invite in spades 3NT to play 4♣ n/a

Notes

2♥ 2♠ 5cnds, one round force 2NT strength inquiry 3♣ 5cnds, one round force other	3♦ 5cnds, one round force 3♥ Non-forcing, 2cnds I 3♠ Game invite in spades	3NT to play 4♣ Splinter 4♥ to play
2♠ 2NT strength enquiry 3♣ 5cnds, one round force 3♦ 5 cds, one round force other	3♥ 5cnds, one round force 3♠ Non-forcing, 2cnds 3NT to play	4♣ Splinter 4♥ Splinter 4♠ to play
2NT 3♣ Puppet stayman 3♦ Transfer to hearts 3♥ Transfer4 to spades other	3♠ Minor suit stayman 3NT to play 4♣ Gerber	4♦ Slam invite in diamonds 4♥ Slam invite in hearts 4♠ slam invite in spades

9. CONVENTIONS

Unusual NT: lowest 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 3cd support

Defence to 3NT opening X pen, 4♣ majors

Defence to Opening Twos X takeout with Lebensohl

Multi 2♦ X = 16+ hcp , 2NT 15+, stoppers both majors

RCO style 2-s X=16+ in direct seat, 2NT =16-18, sound overcalls

Other 2-s X takeout with Lebensohl

Defence (1♣) : Sound overcalls	
to	
strong (2♣) : bid long suit	
1♣ / 2♣	

Over 1NT Interference natural

Lebensohl - other uses n/a

Take out of 4 level pre-empts 4♣/4♦ x for take out
 4♥ x for take out 4♠ X = penalties, 4NT takeout

10. OTHER NOTES
