

4. BASIC RESPONSES

Jump raises - minors	0-6 HCP (4)5+ card raise
Jump raises - Majors	0-5 HCP 4+ card raise
Jump shifts after minor opening	strong 6+ suit, except 1H-2S and 1S-3H
Jump shifts after Major opening	3C=6-9 M4+, 3D=10-12 M4+; 2NT = 12+ M4+
Responses to strong 2 suit open.	2D = 0-7 HCP or waiting
Responses to 2NT opening	3C = Puppet Stayman, 3D = H, 3H = S, 3S = minors

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		
Discards	Odd/Even	
Count	Low-High = Even	
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:		
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
Slam Notes	RKCB = 0314 if trumps are clubs	
Cue Bids <input checked="" type="checkbox"/>		
Asking Bids <input type="checkbox"/>		

7. OTHER CONVENTIONS

5Major opening = ask to bid with K or A of M	Cue raises
Inverted minors	Support doubles and redoubles
Bergen Raises (also over opp. double)	Drury
Lebensohl	DOPI, ROPI
Minorwood	

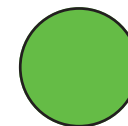
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	71293	Nicky Strasser
& Names:	242683	George Bilski
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 <input type="checkbox"/>
1♣ 3+ suit, 11-20 HCP	1♥ 5+ suit, 11-20 HCP	
1♦ 3+ suit, 11-20 HCP	1♠ 5+ suit, 11-20 HCP	
1NT 15-17	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses 2♣ Simple Stayman, 3C = Puppet Stayman		
2♦ TRF to Hearts	2♠ TRF to Clubs	
2♥ TRF to Spades	2NT TRF to Diamonds	
other		
2♣ GF or 23-24 BAL		
2♦ 6 Diamonds (5)6-10 HCP		
2♥ 6 Hearts, (5)6-10 HCP		
2♠ 6 Spades, (5)-10 HCP		
2NT 20-22	3NT Solid minor, no K or A outside	
other		

2. PRE-ALERTS

3D over our 1NT = GF 5/5+ in minors	3C over our 1NT = Puppet Stayman
3H over our 1NT = 1354 or 1345	
3S over our 1NT = 3154 or 3145	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4H	Jump overcalls	weak
Responsive doubles through	4H	Unusual NT	yes, lower unbid suits
1NT overcall - immediate	15-18	Immediate cue of minor	majors, 5/5+
1NT overcall - re-opening	11-14	Immediate cue of Major	major + minor, 5/5+
Over weak twos	double = T/O	Over opening threes	double = T/O
Over opponent's 1NT			
(weak) X = PEN, 2C = majors, 2D = single major, 2M = M+m			
(strong) as above			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+ suit, 5+ HCP	2♦ 8-11, shapely raise	3♦ splinter
1♥ 4+ suit, 5+ HCP	2♥ GF, strong one suiter	3♥ splinter
1♠ 4+ suit, 5+ HCP	2♠ GF, strong one suiter	3♠ splinter
1NT 5-9(10) HCP, no M4	2NT 11-12, HCP, no M4	3NT 13-15 HCP BAL no M4
2♣ 4+ clubs, 12+ HCP	3♣ 5+ clubs, 0-6 HCP	4♣ preempt raise
other		
1♦ 1♥ 4+ suit, 5+ HCP	2♥ GF, strong one suiter	3♥ splinter
1♠ 4+ suit, 5+ HCP	2♠ GF, strong one suiter	3♠ splinter
1NT 5-9(10) HCP, no M4	2NT 11-12, HCP, no M4	3NT 13-15 HCP BAL no M4
2♣ 4+ suit, 9(10)+ HCP	3♣ 8-11, shapely raise	4♣ splinter
2♦ 4+ diamonds, 12+ HCP	3♦ 5+ diamonds, 0-6 HCP	4♦ preempt raise
other		
1♥ 1♠ 4+ suit, 5+ HCP	2♥ 3 hearts, 5-9 HCP	3♦ 4+ hearts, 10-12 HCP
1NT 5-9(10) HCP, no S4	2♠ 3 hearts, 10-12 HCP	3♥ 4+ hearts, 0-5 HCP
2♣ 4+ suit, 9(10)+ HCP	2NT 4+ hearts, GF	3♠ splinter
2♦ 4+ suit, 9(10)+ HCP	3♣ 4+ hearts, 6-9 HCP	3NT 3 hearts 13-15 HCP
other 4C/D = splinter, 4H/S = to play		
1♠ 1NT 5-9(10) HCP	2♠ 3 spades, 5-9 HCP	3♥ 3 spades, 10-12 HCP
2♣ 4+ suit, 9(10)+ HCP	2NT 4+ spades, GF	3♠ 4+ spades, 0-5 HCP
2♦ 4+ suit, 9(10)+ HCP	3♣ 4+ spades, 6-9 HCP	3NT 3 spades 13-15 HCP
2♥ 5+ suit, 9(10)+ HCP	3♦ 4+ spades, 10-12 HCP	4♣ splinter
other 4D/H = splinter		
1NT 3♣ Puppet Stayman	3♠ minors 5/4, S3 H1	4♦ TRF to spades
3♦ 5-5+ in minors GF	3NT to play	4♥ to play
3♥ minors 5/4, H3 S1	4♣ TRF to hearts	4♠ to play
other		
2♣ 2♦ 0-7 HCP any or waiting	2NT BAL, 8+HCP	3♥
2♥ 5+ good suit, 8+ HCP	3♣ 5+ good suit, 8+ HCP	3♠
2♠ 5+ good suit, 8+ HCP	3♦ 5+ good suit, 8+ HCP	3NT
other		
2♦ 2♥ NAT, forcing	3♣ NAT, forcing	3♠ splinter
2♠ NAT, forcing	3♦ pre-emptive	3NT to play
2NT enquiry	3♥ splinter	4♣
other		

Notes

2♥ 2♠ NAT, forcing	3♦ NAT, forcing	3NT to play
2NT enquiry	3♥ pre-emptive	4♣ splinter, slam try
3♣ NAT, forcing	3♠ splinter	4♥ pre-emptive
other		
2♠ 2NT enquiry	3♥ NAT, forcing	4♣ splinter, slam try
3♣ NAT, forcing	3♠ pre-emptive	4♥ splinter, slam try
3♦ NAT, forcing	3NT to play	4♠ pre-emptive
other 4D = splinter		
2NT 3♣ Puppet Stayman	3♠ minor suit Stayman	4♦ 6+ suit, slam try
3♦ TRF to hearts	3NT to play	4♥ to play
3♥ TRF to spades	4♣ 6+ suit, slam try	4♠ to play
other to play		

9. CONVENTIONS

Unusual NT:

4th Suit Forcing

One round

Game force

NT Checkback

Priorities: 2C = inv, forces 2D; 2D = GF

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦ 2NT = 15-18, suit = nat NF, double = 15+ HCP

RCO style 2-s

Other 2-s

Defence X = majors, 1NT = minors

to

strong

2C, X = majors, 2NT = minors

♣

Over 1NT Interference Lebensohl

Lebensohl - other uses over weak two and double from partner

Take out of 4 level pre-empts

4♣/4♦ double

4♥ double/4NT

4♠ double/4NT

10. OTHER NOTES

Signals - ace asks for count and king for attitude

- suit preference whenever it is possible including trump suit

- reverse count but only when it is not helping a declarer