

4. BASIC RESPONSES

Jump raises - minors	Inverted (off over interference but on by PH)
Jump raises - Majors	Preempt 0-6 HCP, 4+ cards
Jump shifts after minor opening	weak 6 card suit to 2 level, splinter at 3 level
Jump shifts after Major opening	Bergen raises, other major limit with 3 support
Responses to strong 2 suit open.	2♦ negative or waiting ,
Responses to 2NT opening	3♣ =puppet stayman, 3♦ /3♥ transfers , 3♠ minors

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	A,Q = attitude, K = count	
Four or more with an honour	4th highest (10 is honour)	
From 4 small	2nd highest	
From 3 cards (no honour)	middle	
In partner's suit		
Discards	First O/E then original rev count	Discourage, then Rev orig count
Count	Low/high=even	
Signal on partner's lead:	Low encourage	
Signal on declarer's lead:	Reverse Count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 0314	4♣ Gerber <input checked="" type="checkbox"/>	when? 1NT,2NT open or rebid
Slam Notes	5NT king ask, 4NT to play after Gerber		
Cue Bids <input checked="" type="checkbox"/>	First and Second		
Asking Bids <input type="checkbox"/>			

7. OTHER CONVENTIONS

Jacoby 2NT	After reverse , blackout
Drury, on over X and suit int	Long suit trial bids
Puppet stayman	Bergen on over x not a suit
Grand slam force	Leaping Michaels
1M 2NT 3♣ minm with 2KC, 4M < 2KC	FSJ in some competitive auctions

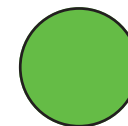
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	372013	Sue Emerson
& Names:	362786	Therese Demarco
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+, 11+	1♥ 5+, 11+	
1♦ 3+, 11+	1♠ 5+, 11+	
1NT 15 - 17	may contain 5 card Major <input checked="" type="checkbox"/>	

1NT Responses	2♣ Stayman
2♦ trsfer ♥	2♠ baron
2♥ trsfer ♠	2NT Trsfer ♣, Weak or Slam Int ♣ or ♦
other	

2♣	22+ balanced or 9 pt or 20+ unbalanced
2♦	Weak, 2-9 HCP, 6+♦ (can be 5♦ NV in first seat)
2♥	Weak, 2-9 HCP, 6♥ (can be 5♥ NV in first seat)
2♠	Weak, 2-9HCP, 6♠ (can be 5♠ NV in first seat)
2NT	20 - 21 bal
3NT	gambling , to play in 3rd/4th
other	

2. PRE-ALERTS

Support X and XX	Twerb over Precision
If suit int over M open, cue and 2NT raise M	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	weak
Responsive doubles through	4♥	Unusual NT	lowest unbid suits
1NT overcall - immediate	15-18	Immediate cue of minor	majors - no range
1NT overcall - re-opening	11-14 (16 over♠)	Immediate cue of Major	other maj/minor no range
Over weak twos x= t/o	13+,suit=12	Over opening threes	x= t/o
Over opponent's 1NT	X =15+ over weak NT, 4 major/5+ minor over strong, 2C ♥/♠, 2♦	Single suit major, 2♥ = ♥/minor, 2♠ = ♠/minor, 2NT = minors,	
3 minor intermediate, 3 major preemptive. Treat opp NT as strong if minm of 14			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+hcp, 3+♦	2♦ weak 6+card suit 0-7	3♦ splinter
1♥ 6+hcp, 4+♥	2♥ "	3♥ splinter
1♠ 6+ hcp,4+♠	2♠ "	3♠ splinter
1NT 8-10, bal,	2NT 11/12 Bal, no 4 major	3NT 13-15 hcp, no maj
2♣ 10+,5+♣	3♣ 0-5, 5 + ♣	4♣ Preemptive
other 4♥/♠ to play		
1♦ 1♥ 6+ hcp,4+♥	2♥ weak 6+ card suit 0-7	3♥ splinter
1♠ 6+ hcp,4+♠	2♠ "	3♠ "
1NT 6-9 hcp,no maj	2NT 11/12 Bal, no 4 major	3NT 13-15 bal, no maj
2♣ 10+,4+♣	3♣ splinter	4♣ Splinter
2♦ 10+ hcp,4+♦	3♦ 0-5 ,4+ ♦	4♦ Preemptive
other 4♥/♠ to play		
1♥ 1♠ 6+hcp,4+♠	2♥ 7-9 hcp, 3 ♥	3♦ 4+♥ 10 -12 pts
1NT 6-9 hcp	2♠ Limit Raise, 3 ♥	3♥ 4+ ♥ , 0-6 pts
2♣ 10 +,4+♣	2NT Jacoby 4+ ♥,13+	3♠ Splinter
2♦ 10+,4+♦	3♣ 4+ ♥ , 7-9pts	3NT 13-15 ,3 ♥ , 4333
other 4♣/♦ = splinter		
1♠ 1NT 6-9 hcp	2♠ 6-9 hcp, 3 ♠	3♥ Limit Raise, 3 ♠
2♣ 10 +,4+♣	2NT Jacoby 4+♠ ,13+	3♠ 4+ ♠ , 0-6 pts
2♦ 10+p,4+♦	3♣ 4+♠, 7-9 HCP	3NT 13-15, 3 ♠, 4333
2♥ 10+,5+♥	3♦ 4+ ♠, 10 - 12	4♣ splinter
other		
1NT 3♣ invit, 2 of top3 hons	3♠ Slam try	4♦ Sets ♦, asks for cues
3♦ "	3NT to play	4♥ to play
3♥ slam try	4♣ Gerber	4♠ to play
other 1NT 2♣ 2M - 3OM is slam try in openers major		
2♣ 2♦ negative/waiting	2NT 3 controls, 5+ / +5 min	3♥
2♥ 3 controls and 5+ ♥	3♣ 3 controls and 5+ ♣	3♠
2♠ 3 controls and 5+ ♠	3♦ 3 controls and 5+ ♦	3NT
other		
2♦ 2♥ NF	3♣ NF	3♠ Splinter
2♠ NF	3♦ Preempt	3NT To play
2NT Forcing enquiry	3♥ Splinter	4♣ Splinter
other 4♦ preempt, 2 NT ask for shortage - show shortage or 3 suit min, 3NT max		

Notes 3♣ 4♦
3♦ 4♣

Responding 4 other minor is key card for the minor. Raising the minor is non forcing

2♥ 2♠ NF	3♦ NF	3NT To play
2NT Forcing enquiry	3♥ Preempt	4♣ Splinter
3♣ NF	3♠ Splinter	4♥ To play
other		
2♠ 2NT Forcing enquiry	3♥ NF	4♣ Splinter
3♣ NF	3♠ Preempt	4♥ Splinter
3♦ NF	3NT To play	4♠ To play
other To play 4♥ go via 2NT		
2NT 3♣ Puppet	3♠ 5/4 minors or 6+♣ or ♦	4♦ Sets ♦, asks for cues
3♦ tsfer to ♥	3NT to play	4♥ To play
3♥ tsfer to ♠	4♣ Gerber	4♠ To play
other		

9. CONVENTIONS

Unusual NT: lowest unbid suits - no range

4th Suit Forcing One round Game force

NT Checkback Priorities: 2 way

Defence to 3NT opening 4♣/♦ = both majors, better ♥/♠, 6 losers,

Defence to Opening Twos

Multi 2♦ X=T /O (12+), overcall 2NT = 15-18 with stoppers at least one suit

RCO style 2-s X=T /O (12+), overcall 2NT = 15-18 with stoppers at least one suit

Other 2-s X=T /O (12+), overcall 2NT = 15-18 with stoppers at least one suit

Defence strong 1♣ :Tverb. X = ♦ or ♥/♠, ♦ = ♥ or ♠/♣, ♥ = ♠ or ♣/♦, ♠ = ♣ or ♥/♦
to NT = ♣/♥ or ♦/♠, up to but not including 3NT. Applies over 1♣ - 1♦
strong 2♣ : TWERB
 ♣

Over 1NT Interference Lebensohl (natural) , other 1,2,3 x .1st X= values 8+pts

Lebensohl - other uses Over weak 2s - BUT 3nt response to X shows stopper

Take out of 4 level pre-empts 4♣/4♦ x= t/o , 4NT to play

4♥ x= t/o, 4NT = minors 4♠ x= values, 4NT = 2 suited t/o

10. OTHER NOTES

After 1NT rebid : 2 way check back, 2♣= invitational (or to play 2♦), 2♦ = game force

1M 2NT 3♣ is minm with 2KC, 3♦ asks for shortage

After 1NT opening and trans to maj, 2NT = superaccept max ,3 M = min superaccept

DOPI 0/3, 1/4, Ignore X over keycard, DEPO over 5H or 5S int

Change of suit over an overcall or a preempt is 1RF