

## 4. BASIC RESPONSES

Jump raises - minors	5+ 6-9
Jump raises - Majors	4 cards 3-7
Jump shifts after minor opening	6 cards non forcing
Jump shifts after Major opening	Splinter
Responses to strong 2 suit open.	2D = less than 3 controls any other suit 4+ and 3+ controls
Responses to 2NT opening	3C = Baron, 3D transfer, 3H transfer, 3S = 5 and 4H

## 5. PLAY CONVENTIONS Show priorities

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

<b>Leads</b> Sequences:	Top	
Four or more with an honour	4th	
From 4 small	2nd Highest	
From 3 cards (no honour)	MUD	
In partner's suit	Top	
<b>Discards</b>	Reverse	
<b>Count</b>	Reverse	
<b>Signal</b> on partner's lead:	Reverse with count	
<b>Signal</b> on declarer's lead:	Reverse count	
<b>Notes</b>		

## 6. SLAM CONVENTIONS

4NT: Blackwood  RKCB 1430      4♣ Gerber  when?

### Slam Notes

Cue Bids

Asking Bids

## 7. OTHER CONVENTIONS

4th suit forcing to game

Splinters

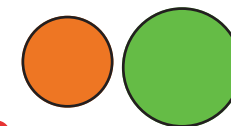
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**AUSTRALIAN BRIDGE  
FEDERATION INC.**



## STANDARD SYSTEM CARD

ABF Nos. 374581      JOHN YANG  
& Names: 243892      MICHAEL GURFINKIEL  
Basic System: Standard American  
Brown Sticker       Classification: Green       Blue       Red       Yellow

## 1. OPENING BIDS

Describe strength, minimum length, or specific meaning      Canape

1♣ 11 3+      1♥ 11, 5+

1♦ 11, 3+      1♠ 11, 5+

1NT 15-17      may contain 5 card Major

1NT Responses 2♣ Stayman

2♦ H      2♠ C

2♥ S      2NT D

other

2♣ GF or 23+

2♦ Weak at least 4H and 4S

2♥ Weak 6H

2♠ Weak 6S

2NT 20-22

3NT Gambling Minor

other

## 2. PRE-ALERTS

1NT overcall = Warsaw 7-14 4card major      1D overcall = D's or both majors 4+ 4+

and a longer minor.      2D = less than opening 4H+ - 4S+

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4H      Jump overcalls      Weak

Responsive doubles through 4H      Unusual NT      Lowest two

1NT overcall - immediate      Warsaw 7-14      Immediate cue of minor      Both Majors

1NT overcall - re-opening      Warsaw 7-14      Immediate cue of Major      Other Major and a Minor

Over weak twos       Over opening threes

Over opponent's 1NT      Capolleti 2C single suit, 2D majors, 2H hearts and a minor, 2S spades and a minor

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ 4+ card	2♦ 2-5, 6+ card	3♦ Splinter	
1♥ 6+ 4+ card	2♥ 2-5, 6+ card	3♥ Splinter	
1♠ 6+ 4+ card	2♠ 2-5, 6+ card	3♠ Splinter	
1NT 6-9 no major	2NT 10-12 balanced	3NT To play	
2♣ 6-9 4+ card	3♣ 6-9 5 card	4♣ Pre-emptive	
other			
1♦ 1♥ 6+ 4+ card	2♥ 2-5, 6+ card	3♥ Splinter	
1♠ 6+ 4+ card	2♠ 2-5, 6+ card	3♠ Splinter	
1NT 6-9 no major	2NT 10-12 balanced	3NT To play	
2♣ 10+ 4+ card	3♣ 2-5, 6+ card	4♣ Splinter	
2♦ 6-9 4+ card	3♦ 6-9 5+ card	4♦ Pre-emptive	
other			
1♥ 1♠ 6+ 4+ card	2♥ 6-9 3+ card	3♦ Splinter	
1NT 6-9 balanced	2♠ 2-5, 6+ card	3♥ 3-7 4 card support	
2♣ 10+ 4+ card	2NT GF + 3 card support	3♠ Splinter	
2♦ 10+ 4+ card	3♣ Splinter	3NT To play	
other			
1♠ 1NT 6-9 pts	2♠ 6-9 3+ card	3♥ Splinter	
2♣ 10+ 4+ card	2NT GF + 3 card support	3♠ 3-7 4 card support	
2♦ 10+ 4+ card	3♣ Splinter	3NT To play	
2♥ 10+ 4+ card	3♦ Splinter	4♣ Void splinter	
other			
1NT 3♣ Slam try	3♠ Slam try	4♦ RKCB	
3♦ Slam try	3NT To play	4♥ To play	
3♥ Slam try	4♣ RKCB	4♠ To play	
other			
2♣ 2♦ Neg less than 3 control	2NT 8-11 less than 3 control	3♥	
2♥ 4+ card 3+ controls	3♣ 4+ card 3+ controls	3♠	
2♠ 4+ card 3+ controls	3♦ 4+ card 3+ controls	3NT	
other			
2♦ 2♥ To play	3♣ Forcing	3♠ Pre-emptive	
2♠ To play	3♦ Forcing	3NT To play	
2NT Enquiry	3♥ Pre-emptive	4♣	
other			

Notes

2♥ 2♠ Forcing	3♦ Forcing	3NT To play	
2NT Enquiry	3♥ Pre-emptive	4♣	
3♣ Forcing	3♠	4♥ To play	
other			
2♠ 2NT Enquiry	3♥ Forcing	4♣	
3♣ Forcing	3♠ Pre-emptive	4♥	
3♦ Forcing	3NT To play	4♠	
other			
2NT 3♣ Baron	3♠ 5S/4H	4♦ RCKB	
3♦ trsf to H	3NT To Play	4♥ To Play	
3♥ trsf to S	4♣ RCKB	4♠ To Play	
other			

## 9. CONVENTIONS

Unusual NT: lowest suits

4th Suit Forcing One round  Game force

NT Checkback  Priorities:

Defence to 3NT opening X

Defence to Opening Twos X

Multi 2♦ X = Diamonds

RCO style 2-s

Other 2-s

Defence X=Clubs

to

strong 2♣ : X=Clubs rest Nat

1♣ / 2♣

Over 1NT Interference

Lebensohl - other uses x of weak 2's

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ 4NT

## 10. OTHER NOTES

Over 2D(weak Majors) 2nt = enquiry, 3C= 4-4, 3D= 5+ - 5+