

4. BASIC RESPONSES

Jump raises - minors	Light limit, 5+ support, 5-9 HCP
Jump raises - Majors	Light limit, 4+ support, 5-9 HCP
Jump shifts after minor opening	Weak 6-card suit at two-level (also 1♥: 2♠)
Jump shifts after Major opening	Mini splinter - Except 1♥: 2♠
Responses to strong 2 suit open.	2♦ Negative or waiting. Other responses show 3+ controls
Responses to 2NT opening	Better minor, 3♥ and 3♠ forcing

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	
In partner's suit	Top (but only if supported)	
Discards	Reverse attitude (low encourage)	
Count	Low-High = Even	
Signal on partner's lead:	Reverse attitude	
Signal on declarer's lead:	Reverse attitude	
Notes	Suit Preference when appropriate	

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 3041 4♣ Gerber when? over 1NT or 2NT opening

Slam Notes

Cue Bids 1st and 2nd below Game-level

Asking Bids

7. OTHER CONVENTIONS

Splinters	Fourth suit forcing to game
Cue Raises	Cue bids
Lebensohl	Negative doubles
Support doubles	DOPE ROPE
NT Raises	Puppet Stayman

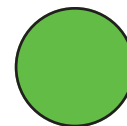
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos. 138045 Susie Hall
 & Names: 169481 Belinda Pearson
 Basic System: Standard
 Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3+♣, 11+HCP 1♥ 5+♥, 11+HCP

1♦ 3+♦, 11+HCP 1♠ 5+♠, 11+HCP

1NT 15-18 HCP may contain 5 card Major

1NT Responses 2♣ Klinger 5 card Major ask (see Note 1)

2♦ to ♥ 2♠ to ♣

2♥ to ♠ 2NT to ♦

other

2♣ 23-24 HCP bal or <4 losers

2♦ Multi: Weak 2 (Major) OR Bal 20-22

2♥ Weak, 6-10 pts, 5♥ and 4+ another suit

2♠ Weak, 6-10 pts, 5♠, and 4+ of a minor

2NT Weak 5-5 minors (6-12 HCP) 3NT Gambling, no outside A or K

other Namyats: 4♣ = 6+♥, 4♦ = 6+♠ Strong single suiter

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4♥ Jump overcalls Weak

Responsive doubles through 4♥ Unusual NT Minors OR Unbid Minor + a Major

1NT overcall - immediate 15-18 pts Immediate cue of minor Majors 5+ - 4+

1NT overcall - re-opening 10-14 Immediate cue of Major Major + a minor 5+-5+

Over weak twos x = 15+ overcalls weaker Over opening threes Double = takeout

Over opponent's 1NT 2♣ majors, 2♦ 6 card major, 2♥/♠ Major + minor, X=penalty

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ HCP, 4+♦	2♦ weak 6+♦	3♦ Splinter	
1♥ 6+ HCP, 4+♥	2♥ weak 6+♥	3♥ Splinter	
1♠ 6+ HCP, 4+♠	2♠ weak 6+♠	3♠ Splinter	
1NT 8-10 HCP, 4+♣	2NT 4+♣, 10-12	3NT 4+♣, 13-15 bal	
2♣ 4+♣, 10+ pts	3♣ 5+♣, light limit, 5-9 HCP	4♣ Preempt	
other 4 major to play			
1♦ 1♥ 6+ HCP, 4+♥	2♥ weak 6+♥	3♥ Splinter	
1♠ 6+ HCP, 4+♠	2♠ weak 6+♠	3♠ Splinter	
1NT 6-9 pts	2NT 4+♦, 10-12	3NT 4+♦, 13-15bal	
2♣ 4+♣, 10+ pts	3♣	4♣ Splinter	
2♦ 4+♦, 10+ pts	3♦ 4+♦, light limit, 5-9 pts	4♦ Preempt	
other			
1♥ 1♠ 6+ pts, 4+♠	2♥ 6-9 pts, 3+♥	3♦ Fit showing raise	
1NT 6-9 pts	2♠ Weak 6+ card suit	3♥ 4+♥, light limit, <9 pts	
2♣ 4+♣, 10+ pts	2NT 3+♥, 9-11 or 15+, bal	3♠ Splinter	
2♦ 4+♦, 10+ pts	3♣ Fit showing raise	3NT 4+♥, 12-14, bal	
other			
1♠ 1NT 6-9 pts	2♠ 6-9 pts, 3+♠	3♥ Fit showing raise	
2♣ 3+♣, 10+ pts	2NT 3+♠, 9-11 or 15+, bal	3♠ 4+♠, light limit, 6-9 pts	
2♦ 4+♦, 10+ pts	3♣ Fit showing raise	3NT 4+♠, 12-14, bal	
2♥ 5+♥, 10+ pts	3♦ Fit showing raise	4♣ Splinter	
other			
1NT 3♣ Natural slam try	3♠ Natural slam try	4♦	
3♦ Natural slam try	3NT To play	4♥ To play	
3♥ Natural slam try	4♣ Gerber	4♠ To play	
other			
2♣ 2♦ Negative or waiting	2NT Balanced 3+ Controls	3♥	
2♥ Natural 3+ Controls	3♣ Natural 3+ Contols	3♠	
2♠ Natural 3+ Controls	3♦ Natural 3+ Controls	3NT Not defined	
other			
2♦ 2♥ Pass/correct	3♣ Pass/correct	3♠ Pass/correct	
2♠ Pass/correct	3♦ Pass/correct	3NT 4-4 in Majors	
2NT Strong enquiry 14+	3♥ Pass/correct	4♣	
other			

Notes

2♥ 2♠ Pass/correct	3♦ Pass/correct	3NT Pass/correct	
2NT Strong enquiry 16+	3♥ Pre-emptive	4♣ Pass/correct	
3♣ pass/correct	3♠	4♥ To play	
other			
2♠ 2NT Strong enquiry 16+	3♥ Forcing	4♣ Pre-emptive	
3♣ Pass/correct	3♠ Pre-emptive	4♥ To play	
3♦ Pass/correct	3NT Pass/correct	4♠ To play	
other			
2NT 3♣ To play	3♠ Forcing	4♦ Pre-emptive	
3♦ To play	3NT To play	4♥ To play	
3♥ Forcing	4♣ pre-empt	4♠ To play	
other			

9. CONVENTIONS

Unusual NT: minors OR unbid minor + a Major

4th Suit Forcing One round Game force

NT Checkback Priorities:

Defence to 3NT opening 4♣ takeout

Defence to Opening Twos 1-2-3 doubles, (values, takeout, penalties)

Multi 2♦ 1-2-3 doubles, (values, takeout, penalties)

RCO style 2-s 1-2-3 doubles, (values, takeout, penalties)

Other 2-s Takeout double of natural openings

Defence to S 1♣ : Dbl = ♣, 2♣ majors, 2♦ = single suit major, 2 major = major + minor
to 1NT: 2♣ = majors, 2♦ = single suit major, 2 major = major + minor
 2♣ : Dbl= majors, 2♦ = single suit major, 2 major = major + minor

Over 1NT Interference Lebensohl

Lebensohl - other uses After double of weak two

Take out of 4 level pre-empts 4♣/4♦ Double = takeout

4♥ Double takeout 4♠ 4NT= takeout (Double = Penalty)

10. OTHER NOTES

Klinger 5 card major (after 1NT opening)

2♣ enquiry responses:

2♦ = No 5-card Major 15-16 HCP, 2M = 5-card Major 15-16 HCP,

2N = No 5-card Major 17-18