

## 4. BASIC RESPONSES

Jump raises - minors	weak
Jump raises - Majors	weak
Jump shifts after minor opening	2M over 1m = 6+ suit, 3-6 HCP
Jump shifts after Major opening	3C/3D = Bergen raises, 2/3 of oth major = criss-cross 3 card raise
Responses to strong 2 suit open.	2D = neg/waiting; others nat
Responses to 2NT opening	3C = puppet stayman; 3D/H = TRF to 3H/S; 3S = both minors

## 5. PLAY CONVENTIONS

Show priorities

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

<b>Leads</b> Sequences:	Overlead; K asks reverse count
Four or more with an honour	4th
From 4 small	2nd highest
From 3 cards (no honour)	MUD
In partner's suit	low from xxx
<b>Discards</b>	reverse attitude
<b>Count</b>	reverse when given
<b>Signal</b> on partner's lead:	reverse att, some reverse count
<b>Signal</b> on declarer's lead:	reverse count if given
<b>Notes</b>	A asks for reverse attitude

## 6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB	4♣ Gerber <input type="checkbox"/>	when? never
<b>Slam Notes</b>	RKCB a) 4C after 1NT/2NT & M agreement b) 4S after H agreemt		
Cue Bids <input type="checkbox"/>	1st and 2nd controls bid up the line		
Asking Bids <input type="checkbox"/>			

## 7. OTHER CONVENTIONS

Non-serious 3NT	simple change of suit F
Leaping Michaels	cue raises in several situations
4th suit or 2NT = blackout after reverse	
splinters and mini splinters	
Long suit trials	

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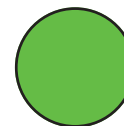
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# AUSTRALIAN BRIDGE FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	889245	Anna St Clair
& Names:	147631	Diana Smart
Basic System:	Standard American	
Brown Sticker <input type="checkbox"/>	<u>Classification:</u>	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♣	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 have 5 card major or 6 card minor	may contain 5 card Major	<input checked="" type="checkbox"/>

**1NT Responses** 2♣ Lavings with range. Then 3C = Baron, 3D = Stayman

2♦ TRF to H      2♠ TRF to C

2♥ TRF to S      2NT TRF to D

other a) 3 of suit = splinter in the bid suit. b) 4C/4D = TRF to H/S

2♣	GF or 8-9 playing tricks in a major
2♦	6 card major, 6-10 HCP or 22-23 BAL
2♥	5Hs, 5 (4) card minor, 6-10 HCP
2♠	5Ss, 5 (4) card minor, 6-10 HCP
2NT	20-21 HCP BAL
3NT	TRF to 4 of minor
other	4C/4D = Namyats (strong 4H/4S opening)

## 2. PRE-ALERTS

support Xs and XXs	Walsh style 1 level responses with < GF
inverted minors	x - y; 1NT- 2C/D = 2 way checkback
Bergen raises	Minorwood, Redwood

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4H	Jump overcalls	Weak
Responsive doubles through	4H	Unusual NT	both minors over Major; mixed over Minor
1NT overcall - immediate	15-18	Immediate cue of minor	both majors, 5/5+
1NT overcall - re-opening	11-14	Immediate cue of Major	other major & minor 5/5+
Over weak twos	X (Lebensohl 2NT resp)	Over opening threes	X
Over opponent's 1NT	X = PEN, 2C = Landy; 2D = single suited Major;		
	2 major = 5+ major and 4+ minor; 2NT = both minors		

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+ suit, 6+ HCP	2♦ 5+ Cs, 6-9 HCP raise	3♦ splinter, minimum GF
1♥ 4+ suit, 6+ HCP	2♥ 6+ suit, 3-5 HCP	3♥ splinter, minimum GF
1♠ 4+ suit, 6+ HCP	2♠ 6+ suit, 3-5 HCP	3♠ splinter, minimum GF
1NT 6-11 HCP BAI, no 4 M	2NT 12 HCP, Bal, no 4 M	3NT BAL no 4M 12-15 HCP
2♣ 5+ Cs, 10+ HCP, F1	3♣ 5+ Cs, 0-5 HCP	4♣ Minorwood
other raise of immediate 1NT response = GF; raise of delayed 1NT response = invit		
1♦ 1♥ 4+ suit, 6+ HCP	2♥ 6+ suit, 3-5 HCP	3♥ splinter, minimum GF
1♠ 4+ suit, 6+ HCP	2♠ 6+ suit, 3-5 HCP	3♠ splinter, minimum GF
1NT 6-11 HCP no 4 M	2NT 12 HCP, Bal, no 4 M	3NT BAL no 4M 12-15 HCP
2♣ 4+ Cs, 10+ HCP, F1	3♣ 4+ Ds, 6-9 HCP raise	4♣ splinter, minimum GF
2♦ 4+ Ds, 10+ HCP, F1	3♦ 4+ Ds, 0-5 HCP	4♦ Minorwood
other raise of immediate 1NT response = GF; raise of delayed 1NT response = invit		
1♥ 1♠ 4+ suit, 6+ HCP	2♥ usually 3Hs, 6-9 HCP	3♦ 4 cd raise 10-11 HCP
1NT 6-11 HCP	2♠ 3 cd raise 10-12 HCP	3♥ 4+ cd raise, 0=5 HCP
2♣ 4+ Cs, 10+ HCP, F1	2NT Jacoby GF raise	3♠ splinter, minimum GF
2♦ 4+ Ds, 10+ HCP, F1	3♣ 4 cd raise 6-9 HCP	3NT BAL 3cd raise 3-3-3-4
other 4C/4D = splinter, minimum GF. Raise of immediate 1NT response = GF		
1♠ 1NT 6-11 HCP	2♠ usually 3Ss, 6-9 HCP	3♥ 3 cd raise 10-12 HCP
2♣ 4+ Cs, 10+ HCP, F1	2NT Jacoby GF raise	3♠ 4+ cd raise, 0=5 HCP
2♦ 4+ Ds, 10+ HCP, F1	3♣ 4 cd raise 6-9 HCP	3NT BAL 3cd raise 3-3-3-4
2♥ 5+ Hs, GF	3♦ 4 cd raise 10-11 HCP	4♣ splinter, minimum GF
other 4D/4H = splinter, minimum GF. Raise of immediate 1NT response = GF		
1NT 3♣ singleton in suit, GF	3♠ singleton in suit, GF	4♦ TRF to 4S
3♦ singleton in suit, GF	3NT nat	4♥ nat
3♥ singleton in suit, GF	4♣ TRF to 4Hs	4♠ nat
other 4NT = quantitative		
2♣ 2♦ negativ/waiting	2NT --	3♥ nat, semi pos, 6+ suit
2♥ nat, good suit, 8+ HCP	3♣ nat, good suit, 8+ HCP	3♠ nat, semi pos, 6+ suit
2♠ nat, good suit, 8+ HCP	3♦ nat, good suit, 8+ HCP	3NT --
other		
2♦ 2♥ correctible to 2S	3♣ nat NF	3♠ correctible to 4H
2♠ correctible to 3H	3♦ nat NF	3NT nat
2NT enquiry suit/strength	3♥ correctible to 3S	4♣ TRF into your major
other 4D = bid your major		

Notes

2♥ 2♠ nat NF	3♦ invit raise of Hs	3NT to play
2NT enquiry suits/strength	3♥ obstructive	4♣ nat, G invit in bid suit
3♣ correctible to 3D	3♠ nat, invit in Ss	4♥ to play
other		
2♠ 2NT enquiry suits/strength	3♥ nat, invit in Hs	4♣ nat, G invit in bid suit
3♣ correctible to 3D	3♠ obstructive	4♥ to play
3♦ invit raise of Ss	3NT to play	4♠ to play
other		
2NT 3♣ puppet stayman	3♠ both minors, GF+	4♦ nat, slam interest
3♦ TRf to 3H	3NT to play	4♥ singleton, 3 suiter
3♥ TRF to 3S	4♣ nat, slam interest	4♠ singleton, 3 suiter
other		

## 9. CONVENTIONS

**Unusual NT:** 5-5+, either both minors or maj/min depending on opening

**4th Suit Forcing** One round  Game force

**NT Checkback**  Priorities: shape up the line

**Defence to 3NT opening** X = good hand

**Defence to Opening Twos** T/O X w lebensohl 2NT wk resp, leaping Michaels, strg jumps

Multi 2♦ X = TO of Ss w lebensohl 2NT wk resp, leaping Michaels, strg jumps

RCO style 2-s T/O X w lebensohl 2NT wk resp, leaping Michaels, strg jumps

Other 2-s T/O X w lebensohl 2NT wk resp, leaping Michaels, strg jumps

**Defence** (1♣) :X/ 1 level overcall = 5+ in suit or T/O for oth 3 suits; 1NT = minors;  
**to** 2C= both Ms; 2D = single suit M; 2H/2S = 5+ in suit and 5+ m' 2NT = both min  
**strong** (2♣) : 2NT = undisclosed 2 suiter; 3NT/4NT = both minors  
**1♣ / 2♣**

**Over 1NT Interference** Swine after X; Lebensohl

**Lebensohl - other uses** After our T/O X of 2D/2H/2S opening

**Take out of 4 level pre-empts** 4♣/4♦ X = T/O

4♥ X = T/O 4♠ X = HCPs

## 10. OTHER NOTES

Minorwood

Redwood

4S after H agreement = RKCB

4C = RKCB after our 1NT/2NT openings and major suit agreement

Exclusion Blackwood

PODI and PORI after interference of our RKCB