

#### 4. BASIC RESPONSES

Jump raises - minors	Inverted	Other:
Jump raises - Majors	Forcing	Other:
Jump shifts after minor opening	weak in major, fit showing jump in minor	
Jump shifts after Major opening	weak in major (1S 3H = splinter), fit showing jump in minor	
Responses to strong 2 suit open.	CAB to 2C; 3C/D fair 6+ suit; 3H/S = good 6+ suit, 3NT = any v good suit	
Responses to 2NT opening	(equiv) 3C=4/5 Stayman; 3D/H transfer; 3S=5S+4H; 3NT to play	

#### 5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	See Note #1	See Note #1
Four or more with an honour	4th highest	4th highest
From 4 small	2nd highest	2nd highest
From 3 cards (no honour)	Middle	Middle
In partner's suit	Overlead	Overlead
<b>Discards</b>	Low Encourage	Low Encourage
<b>Count</b>	See Note #2	See Note #2
<b>Signal</b> on partner's lead:	low encourage	low encourage
<b>Signal</b> on declarer's lead:	count if thought appropriate	
<b>Notes</b>	1. Underlead but J fro KJ10; overlead against slams	
	2. Natural Present Count (Hi/Lo=even)	

#### 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 3041	4♣ Gerber <input type="checkbox"/> when?
<b>Slam Notes</b>	Minorwood	
Cue Bids <input checked="" type="checkbox"/>	First round control	
Asking Bids <input type="checkbox"/>		

#### 7. OTHER CONVENTIONS

Splinters	P0D1 and P0R1
Support X's & XX's	Fit showing jumps after passing
Cue Raise of overcalls	Fit showing jumps of overcalls

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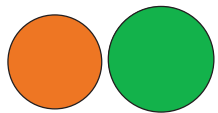
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**AUSTRALIAN BRIDGE  
FEDERATION INC.**



#### STANDARD SYSTEM CARD

ABF Nos.	16721	Inez Glanger
& Names:	55141	Marcia Scudder
Basic System:	Standard with 2-over-1 game force Brown Sticker 2's	
Brown Sticker	<input checked="" 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 (12+)	1♥	5 (12+)	
1♦	3 (12+)	1♠	5 (12+)	
1NT	14-17			may contain 5 card Major <input checked="" type="checkbox"/>
<b>1NT Responses</b> 2♣		Other: Lavings enquiry		
2♦	~> 2H	2♠	~> 3C	
2♥	~> 2S	2NT	~> 2D	
other	4C/D ~> 4H/S			

- 2♣ game force (control responses)
  - 2♦ weak 2H or 2S or 20-22 bal or Acoll 2 in any suit
  - 2♥ 5+/5+ in H/S or C/D <opening or ~ 8 playing tricks
  - 2♠ 5+/5+ in D/H or C/S <opening or ~ 8 playing tricks
  - 2NT 5+/5+ in C/H or D/S weak or strong
  - 3NT gambling, set up long minor, <K outside
- other

#### 2. PRE-ALERTS

Opening 2's	
1NT may contain a 5 card major or 6 card minor	
Two suited jump overcalls and cues	

#### 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	3S	Jump overcalls	weak in major, 2 suited in minor if 2D or 3C
Responsive doubles through	3S	Unusual NT	lower unbid suits
1NT overcall - immediate	14-18	Immediate cue of minor	2C (1C>2)=D + S, 2D = C + S
1NT overcall - re-opening	10-12	Immediate cue of Major	1H 2H = C + S, 1S 2S = C+H
Over weak twos	X	Over opening threes	X
Over opponent's 1NT			
Weak: Mod. DONT, x = pen, 2C = single suiter, others 2 suited			
Strongk: DONT, x = single suiter, others 2 suited			

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+ D forcing	2♦ fit show jump with D	3♦ splinter
1♥ 4+ H forcing	2♥ weak with H	3♥ splinter
1♠ 4+ S forcing	2♠ weak with S	3♠ splinter
1NT 6-10 bal no 4 card major	2NT 12-15 bal forcing	3NT 16-17 any 4-3-3-3
2♣ 10+ (note 1)	3♣ 5-8 (note 1)	4♣ Minorwood
other Note 1. unless passed or in comp		
1♦ 1♥ 4+ H forcing	2♥ weak with H	3♥ splinter
1♠ 4+ S forcing	2♠ weak with S	3♠ splinter
1NT 6-10 bal no 4 card major	2NT 12-15 bal forcing	3NT 16-17 any 4-3-3-3
2♣ natural and game force	3♣ fit showing jump with C	4♣ Natural
2♦ 10+ (Note 1.)	3♦ 5-8 (Note 1.)	4♦ Minorwood
other Note 1. unless passed or in comp		
1♥ 1♠ 4+ S forcing	2♥ 7-9 with support	3♦ fit showing jump with D
1NT 0-11 forcing	2♠ weak	3♥ forcing raise, asks for cue
2♣ natural and game force	2NT 12-15 bal	3♠ splinter
2♦ natural and game force	3♣ fit showing jump with C	3NT 16-17 bal
other		
1♠ 1NT 0-11 forcing	2♠ 7-9 with support	3♥ splinter
2♣ natural and game force	2NT 12-15 bal forcing	3♠ forcing raise, asks for cue
2♦ natural and game force	3♣ fit showing jump with C	3NT 16-17 bal
2♥ natural and game force	3♦ fit showing jump with D	4♣ splinter
other		
1NT 3♣ Game Force (Note 2)	3♠ Game Force (Note 2)	4♦ transfer to S
3♦ Game Force (Note 2)	3NT to play	4♥ to play
3♥ Game Force (Note 2)	4♣ transfer to H	4♠ to play
other Note 2. asks for RKCB response with Qxx or better		
2♣ 2♦ 0-1 controls (K=1, A=2)	2NT 4+ control s (K=1, A=2)	3♥ almost solid 6+ H suit
2♥ 2 controls (K=1, A=2)	3♣ reasonable 6+ C suit	3♠ almost solid 6+ S suit
2♠ 3 controls (K=1, A=2)	3♦ reasonable 6+ D suit	3NT any solid 6+ suit
other		
2♦ 2♥ P/C opp weak 2H, 2S	3♣	3♠
2♠ P/C opp weak 2H, 2S, pff	3♦	3NT
2NT enquiry	3♥	4♣
other		

Notes

2♥ 2♠ Pass or correct	3♦ Pass or correct	3NT To play
2NT Enquiry	3♥ Pass or correct	4♣ Pass or correct
3♣ Pass or correct	3♠ Pass or correct	4♥ Pass or correct
other		
2♠ 2NT Enquiry	3♥ Pass or correct	4♣ Pass or correct
3♣ Pass or correct	3♠ Pass or correct	4♥ Pass or correct
3♦ Pass or correct	3NT To Play	4♠ Pass or correct
other		
2NT 3♣ Enquiry	3♠ Pass or correct	4♦ Pass or correct
3♦ Pass or correct	3NT To Play	4♥ Pass or correct
3♥ Pass or correct	4♣ Pass or correct	4♠ Pass or correct
other		

## 9. CONVENTIONS

**Unusual NT:** Lower 2 unbid suits

**4th Suit Forcing** One round  one level two level Game force

**NT Checkback**  Priorities: 4 other M, 3 support, up the line

**Defence to 3NT opening** natural

**Defence to Opening Twos**

Multi 2♦ 2NT=15-18 x =any other strong hand

RCO style 2-s as above

Other 2-s X = take out

**Defence** 1♣ : CRASH (2C=colour, 2D=rank, 1NT=shape)

to

**strong** 2♣ :

♣

**Over 1NT Interference** lebensohl

**Lebensohl - other uses**

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

4♥ X 4♠ 4NT

## 10. OTHER NOTES

Over strong 1C: X=16+

Over 1H or 1S overcall of strong 1C, 1NT is forcing