

4. BASIC RESPONSES

Jump raises - minors	Natural 6-9	Other:
Jump raises - Majors	Natural 0-6	Other:
Jump shifts after minor opening	majors are weak 0-6 6+ suit	
Jump shifts after Major opening	Bergen	
Responses to strong 2 suit open.		
Responses to 2NT opening	3C = Puppet Stayman, 3D/H tfrs, 3S=Minors	

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A&Q-Attitude K-Count	Overlead, AQ-Attitude K-Count
Four or more with an honour	3rds 5ths	attitude
From 4 small	3rds 5ths	3rd highest
From 3 cards (no honour)	3rds 5ths	Top
In partner's suit	Top or 3rds 5ths	
Discards	Odd=Enc., Even=McKenney	Odd=Enc., Even=McKenney
Count	Low-High = Even	Low-High = Even
Signal on partner's lead:	Rev attitude sometimes SPS	Rev attitude sometimes SPS
Signal on declarer's lead:	Rev count, possibly suit pref in trumps	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
Slam Notes		
Cue Bids <input checked="" type="checkbox"/>	1st and 2nd round controls	
Asking Bids <input type="checkbox"/>		

7. OTHER CONVENTIONS

Lebensohl	
Ogust	
Michaels	
Leaping Michaels	
Compulsory doubles	

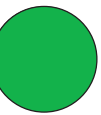
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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	251739	Bill Haughie
& Names:	149497	Rob Van Riel
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+ 9+pts	1♥ 5+, 9+pts	
1♦ 3+, 9+pts If 3, will be 4432	1♠ 5+, 9+pts	
1NT 15-17	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses 2♣ 5 card Major enquiry Other:		
2♦ Tfr to H	2♠ Tfr to C	
2♥ Tfr to S	2NT Tfr to D	
other 3 level bids show shortage in suit above		
2♣ Strong, GF or 23+ or 9 P.T		
2♦ 5-8 weak 2 in major typically 8 losers		
2♥ 9-12 weak 2 in H, usually 7-8 losers		
2♠ 9-12 weak 2 in S, usually 7-8 losers		
2NT 21-22 balanced	3NT Gambling	
other		

2. PRE-ALERTS

Transfer responses to 1C	Transfers over 1 level interference

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	5H	Jump overcalls	Next 2 suits or Intermediate - see Other Notes
Responsive doubles through	5H	Unusual NT	2 non-touching suits
1NT overcall - immediate	15-18	Immediate cue of minor	Next 2 suits
1NT overcall - re-opening	11-14	Immediate cue of Major	Next 2 suits
Over weak twos	2NT=15-18, X = T.O.	Over opening threes	X=T.O.
Over opponent's 1NT	Aspro		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+H 5+hcp	2♦	3♦ 18+ splinter
1♥ 4+S 5+hcp	2♥ 0-6hcp 6+H	3♥ 18+ splinter
1♠ 4+D 5+hcp	2♠ 0-6hcp 6+S	3♠ 18+ splinter
1NT 6-10 bal	2NT 10-12 hcp natural	3NT 13-15 natural
2♣ 4+C 10+hcp	3♣ 6-9 5+C	4♣ preemptive
other		
1♦ 1♥ 4+H 5+hcp	2♥ 0-6hcp 6+H	3♥ 18+ splinter
1♠ 4+S 5+hcp	2♠ 0-6hcp 6+S	3♠ 18+ splinter
1NT 6-10 bal	2NT 10-12 hcp natural	3NT 13-15 natural
2♣ 4+C 10+hcp	3♣ 18+ splinter	4♣ 18+ splinter
2♦ 4+D 10+hcp	3♦ 6-9 5+D	4♦ preemptive
other		
1♥ 1♠ 4+S 5+hcp	2♥ 3 card raise 5-10	3♦ 12-14, 4+ support
1NT 6-10 bal	2♠	3♥ 4 card raise, weak 0-6
2♣ 4+C 10+hcp	2NT 15+, 4+H	3♠ Splinter
2♦ 4+D 10+hcp	3♣ 6-9 OR 13-15, 4+ support	3NT 13-15 natural
other 4C and 4D splinters		
1♠ 1NT 6-10 bal	2♠ 3 card raise 5-10	3♥
2♣ 4+C 10+hcp	2NT 15+, 4+S	3♠ 4 card raise, weak 0-6
2♦ 4+D 10+hcp	3♣ 6-9 OR 13-15, 4+ support	3NT 13-15 natural
2♥ Natural forcing to 2NT	3♦ 12-14, 4+ support	4♣ Splinter
other 4D and 4H splinters		
1NT 3♣ D shortage	3♠ C shortage	4♦ Tfr to S
3♦ H shortage	3NT Nat	4♥ Nat
3♥ S shortage	4♣ Tfr to H	4♠ Nat
other		
2♣ 2♦ Neg or waiting	2NT 10+ balanced	3♥ 1-2 loser 6+suit and out
2♥ Positive with decent suit	3♣ 1-2 loser 6+suit and out	3♠ 1-2 loser 6+suit and out
2♠ Positive with decent suit	3♦ 1-2 loser 6+suit and out	3NT
other		
2♦ 2♥ P/C	3♣ NF	3♠ P/C
2♠ P/C	3♦ NF	3NT Natural
2NT Strong enquiry	3♥ P/C	4♣
other		

Notes

2♥ 2♠ Natural NF	3♦ Forcing	3NT Natural
2NT Ogust	3♥ Preemptive	4♣ Splinter
3♣ Forcing	3♠ Splinter	4♥ Nat
other		
2♠ 2NT Ogust	3♥ Forcing	4♣ Splinter
3♣ Forcing	3♠ Preemptive	4♥ Splinter
3♦ Forcing	3NT Natural	4♠ Nat
other		
2NT 3♣ Puppet Stayman	3♠ Minors	4♦ 6+ D slamish
3♦ Tfr to H	3NT Nat	4♥ 5/5 majors not slamish
3♥ Tfr to S	4♣ 6+ C slamish	4♠ 5/5 majors slamish
other		

9. CONVENTIONS

Unusual NT: 2 non-touching suits

4th Suit Forcing One round

Game force

NT Checkback Priorities:

Defence to 3NT opening DBLE = good hand

Defence to Opening Twos 2NT = 15-18. X - T.O.

Multi 2♦ 2NT = 15-18. To Multi X = major suit o/call, 2H/S = T.O. of suit bid.

RCO style 2-s 2NT = 15-18. X - T.O.

Other 2-s 2NT = 15-18. X - T.O.

Defence to strong ♣ X = C + H, 1D = D + H, 1H = H + S, 1S = S + C,
2C = C + D, 1NT = D + S weak jumps
2C : {Replace with your defence to strong 2C openings}

Over 1NT Interference rubinsohl

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ X

10. OTHER NOTES

Jump Overcalls: Cue of opponent's suit, OR a jump to the suit above that suit, show 5+/5+ in the next 2 suits. Jump to 2NT shows 5+/5+ in two non-touching unbid suits.

Other jump bids are intermediate. e.g. 2S and 3C over 1D would be intermediate. two non-touching suits.

Example: 1H bid on your right: Then 2H from you = S+C (the 2 suits above 2H), 2S = C+D (the 2 suits above 2S) and 2NT =D+S the two non-touching suits).

Higher jump bids are intermediate. e.g. 3C and 3D over 1H would be intermediate.