

#### 4. BASIC RESPONSES

Jump raises - minors	Inverted: 5-9 HCP, 5+ cards
Jump raises - Majors	Bergen, 0-6 HCP, 4+ card support
Jump shifts after minor opening	Natural, weak at 2 level
Jump shifts after Major opening	Bergen, 4 card support
Responses to strong 2 suit open.	next level, waiting
Responses to 2NT opening	better minor; major = natural, not forcing

#### 5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead, A-Attitude K-Count	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	as above	
<b>Discards</b>	Odd=Enc., Even=McKenney	
<b>Count</b>	High-Low = Even	
<b>Signal</b> on partner's lead:	Low Encourage	
<b>Signal</b> on declarer's lead:	Count	
<b>Notes</b>		

#### 6. SLAM CONVENTIONS

4NT: Blackwood  RKCB 1430 4♣ Gerber  when? after 1NT

##### Slam Notes

Cue Bids

Asking Bids

#### 7. OTHER CONVENTIONS

Crowhurst (checkback)	Michaels (majors)
Lebensohl (various situations)	Minorwood
Ogust	Drury
Puppet stayman after strong 2NT rebid or	Wenceslas
2NT overcall of opp's 2 level opening	Suit trial bids

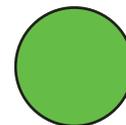
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AUSTRALIAN BRIDGE  
FEDERATION INC.



#### STANDARD SYSTEM CARD

ABF Nos. 420727 Ann Pettigrew  
& Names: 259411 Adrienne Stephens  
Basic System: Standard American  
Brown Sticker  Classification: Green  Blue  Red  Yellow

#### 1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 11+HCP, 3+♣ 1♥ 11+HCP, 5+♥  
1♦ 11+HCP, 3+♦ 1♠ 11+HCP, 5+♠  
1NT 15-18HCP may contain 5 card Major

1NT Responses 2♣ 5 card Major enquiry  
2♦ TRF ♥ 2♠ TRF ♣  
2♥ TRF ♠ 2NT TRF ♦  
other

2♣ 21-22HCP or 8+PT or 25+HCP  
2♦ Multi : weak Major OR 23-24 BAL  
2♥ Multi : weak, 5+♥ & 4+(NV) or 5 (V) any other suit  
2♠ Multi : weak, 5+♠ & 4+(NV) or 5 (V) any other suit  
2NT minors: 5+♣ & 5+♦ 6-10HCP 3NT Ace ask  
other

#### 2. PRE-ALERTS

Inverted minors NT-Lavings (variation)  
Bergen raises (responder may raise to  
game after opener's reply)

#### 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 3♠ Jump overcalls weak  
Responsive doubles through 3♠ Unusual NT minors  
1NT overcall - immediate 15-18 BAL Immediate cue of minor Michaels 5/5 Majors 6-10HCP  
1NT overcall - re-opening 10-14 Immediate cue of Major 5 other Major & 5 minor 6-10  
Over weak twos 2NT 16-18, T/O X with Leb Over opening threes X=T/O  
Over opponent's 1NT Multi-Landy  
2♣=both majors; 2♦=one long suit; 2♥/2♠=5♥/♠+4+minor; 2NT=both majors

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+HCP, 4+♦	2♦ 6+♦, 0-4HCP	3♦ not used	
1♥ 5+HCP, 4+♥	2♥ 6+♥, 0-4HCP	3♥ not used	
1♠ 5+HCP, 4+♠	2♠ 6+♠, 0-4HCP	3♠ not used	
1NT 5-9 HCP, 4+♣, no maj	2NT 10-12HCP, no major	3NT 13-14HCP, no major	
2♣ 5+♣, 10+HCP, no maj	3♣ 5+♣, 5-9HCP, no maj	4♣ minorwood	
other			
1♦ 1♥ 5+HCP, 4+♥	2♥ 6+♥, 0-4HCP	3♥ not used	
1♠ 5+HCP, 4+♠	2♠ 6+♠, 0-4HCP	3♠ not used	
1NT 5-9HCP, no major	2NT 10-12HCP, no major	3NT 13-14HCP, no major	
2♣ 4+♣, 10+HCP	3♣ 7+♣, 0-4HCP	4♣ not used	
2♦ 5+♦, 10+HCP, no maj	3♦ 5+♦, 5-9HCP, no maj	4♦ minorwood	
other			
1♥ 1♠ 5+HCP, 4+♠	2♥ 5-9HCP, 3 card supp	3♦ 10-12HCP, 4 card sup	
1NT 5-9HCP, no support	2♠ 6+♠, 0-4HCP	3♥ 0-6HCP, 4 card supp	
2♣ 4+♣, 10+HCP	2NT 13+HCP, gf	3♠ not used	
2♦ 4+♦, 10+HCP	3♣ 7-9HCP, 4 card supp	3NT to play	
other			
1♠ 1NT 5-9HCP, no support	2♠ 6-9HCP, 3 card supp	3♥ not used	
2♣ 4+♣, 10+HCP	2NT 13+HCP, gf	3♠ 0-6HCP, 4 card supp	
2♦ 4+♦, 10+HCP	3♣ 7-9HCP, 4 card supp	3NT to play	
2♥ 5+♥, 10+HCP	3♦ 10-12HCP, 4 card sup	4♣ Splinter	
other			
1NT 3♣ 6+♣, slam interest	3♠ 6+♠, slam interest	4♦ not used	
3♦ 6+♦, salm interest	3NT to play	4♥ to play	
3♥ 6+♥, slam interest	4♣ Gerber, ace ask	4♠ to play	
other			
2♣ 2♦ waiting	2NT not used	3♥ not used	
2♥ 0-2HCP, 6 card suit	3♣ not used	3♠ not used	
2♠ 0-2HCP, 6 card suit	3♦ not used	3NT not used	
other			
2♦ 2♥ pass or correct	3♣ natural, nf	3♠ not used	
2♠ pass or correct	3♦ natural, nf	3NT to play	
2NT Ogust	3♥ pass or correct	4♣ natural, nf	
other 4♥ pass or correct			

Notes

2♥ 2♠ pass or correct	3♦ natural, 6 cards, nf	3NT to play	
2NT asks for other suit	3♥ pre-emptive	4♣ not used	
3♣ natural, 6 cards, nf	3♠ not used	4♥ to play	
other			
2♠ 2NT asks for other suit	3♥ natural, 6 cards, nf	4♣ not used	
3♣ natural, 6 cards, nf	3♠ pre-emptive	4♥ to play	
3♦ natural, 6 cards, nf	3NT to play	4♠ to play	
other			
2NT 3♣ better minor	3♠ natural, 6 cards, gf	4♦ strong hand in suit	
3♦ better minor	3NT good majors, to play	4♥ to play	
3♥ natural, 6 cards, gf	4♣ strong hand in suit	4♠ to play	
other			

## 9. CONVENTIONS

Unusual NT: minors

4th Suit Forcing One round  Game force

NT Checkback  Priorities:

Defence to 3NT opening X = spade lead

Defence to Opening Twos

Multi 2♦ X=T/O (15+unbal, 19+bal); 2NT=16-18 bal (Puppet stayman applies)

RCO style 2-s As for multi openings

Other 2-s As for multi openings

**Defence** 1♣ : X=both majors (can be 4/4); 1♦=single suiter; 1♥=5♥s+minor;  
**to** 1♠=5♠s+minor; NT=both minors; 2 level bids are natural  
**strong** 2♣ : natural  
 ♣

Over 1NT Interference Lebensohl

Lebensohl - other uses After double of 2 level for T/O

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ X=penalty; 4NT=T/O

## 10. OTHER NOTES

Splinters

Support doubles

Cue bids for good raise of overcall

Sandwich 1NT

If responder bids 1♥/♠, opener can bid 2♥/♠ with only 3 in the suit.

Bergen sequence: after 3♣ by responder, bid of 3♦ by opener is invitational.