

## 4. BASIC RESPONSES

Jump raises - minors	Inverted 3-8 HCP with a 5+ suit
Jump raises - Majors	Barrage
Jump shifts after minor opening	In majors = 6+ suit weak; other minor = inv with a fit and dist.
Jump shifts after Major opening	Bergen, Jackoby, jump in other major = 3 card support and inv.
Responses to strong 2 suit open.	N/A
Responses to 2NT opening	Transfers, 3C = 5 card suit ask, 4C/D = MSKC

## 5. PLAY CONVENTIONS Show priorities

	Versus <b>Suit</b> (or both)	Versus <b>NoTrump</b> (if different)
<b>Leads</b> Sequences:	Overlead	Journalist
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	middle	
In partner's suit	middle	
<b>Discards</b>	odds & evens	
<b>Count</b>	reverse	
<b>Signal</b> on partner's lead:	A = rev attitude, K = rev count	
<b>Signal</b> on declarer's lead:	reverse count	
<b>Notes</b>		

## 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 3041	4♣ Gerber <input type="checkbox"/> when?
<b>Slam Notes</b>		
Cue Bids <input checked="" type="checkbox"/>	First & second round controls	
Asking Bids <input checked="" type="checkbox"/>	3NT = Specific Ask Ask, 4C = none, 4D/H/S/5C = that ace, 4NT = two	

## 7. OTHER CONVENTIONS

If 1NT opening is doubled then:	Exclusion key card
XX = minors OR diamonds OR majors	
2C = natural, 2D/H = transfers	

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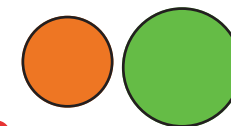
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**AUSTRALIAN BRIDGE  
FEDERATION INC.**



## STANDARD SYSTEM CARD

ABF Nos.	120601	Trevor Fuller
& Names:	126209	Don Allen
Basic System:	Standard - 2 over 1	
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♣	11+ HCP, 3+ suit	1♥ 11+ HCP, 5+ suit
1♦	11+ HCP, 3+ suit	1♠ 11+ HCP, 5+ suit
1NT	14+ to 17	may contain 5 card Major <input checked="" type="checkbox"/>
<b>1NT Responses</b> 2♣ Range and shape inquiry 2♦ Transfer to hearts      2♠ Transfer to clubs 2♥ Transfer to spades      2NT Transfer to diamonds other 4C = hearts, 4D = spades		
2♣	Game Force or near GF with 22-23 balanced	
2♦	5-9 HCP, 6+ hearts OR 5+/5+ clubs & diamonds OR 5+/5+ clubs & spades	
2♥	5-9 HCP, 6+ spades OR 5+/5+ hearts & diamonds OR 5+/5+ hearts & clubs	
2♠	5-9 HCP, 6+ clubs OR 5+/5+ spades & hearts OR 5+/5+ spades and diamonds	
2NT	20-21 balanced	3NT Specific Ace Ask
other		

## 2. PRE-ALERTS

Bergen Raises	Inverted minors
Support doubles	
Blue Club overcalls	

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4H	Jump overcalls	weak
Responsive doubles through	4H	Unusual NT	Blue Club (lower)
1NT overcall - immediate	15-18	Immediate cue of minor	Blue Club (extreme)
1NT overcall - re-opening	10-14	Immediate cue of Major	Blue Club (extreme)
Over weak twos	X = takeout	Over opening threes	X = takeout
Over opponent's 1NT	X = single suited; 2C = clubs & another; 2D = diamonds and another		
	2H = 5+ suit and a 4+ minor; 2S = 5+ suit and a 4+ minor		

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ HCP, 4+ suit 1♥ 6+ HCP, 4+ suit 1♠ 6+ HCP, 4+ suit 1NT 6-9, no 4 card major 2♣ 11+ HCP, 5+ suit other 4D/H/S are to play	2♦ distribution raise to 3C 2♥ 5-8 HCP, 6+ suit 2♠ 5-8 HCP, 6+ suit 2NT 11-12 balanced 3♣ 3-8 HCP, 5+ suit	3♦ splinter 3♥ splinter 3♠ splinter 3NT 13-15 balanced 4♣ MSKC
1♦ 1♥ 6+ HCP, 4+ suit 1♠ 6+ HCP, 4+ suit 1NT 6-9, no 4 card major 2♣ 11+ HCP, 5+ suit 2♦ 11+ HCP, 5+ suit other 4H/S are to play	2♥ 5-8 HCP, 6+ suit 2♠ 5-8 HCP, 6+ suit 2NT 11-12 balanced 3♣ distribution raise to 3D 3♦ 3-8 HCP, 5+ suit	3♥ splinter 3♠ splinter 3NT 13-15 balanced 4♣ splinter 4♦ MSKC
1♥ 1♠ 6+ HCP, 4+ suit 1NT 6-11 HCP semi force 2♣ 11+ HCP, 5+ suit 2♦ 11+ HCP, 5+ suit 2♥ 11+ HCP, 5+ suit other 4C/D are splinters, 4H is barrage	2♥ 6-9, 3 card support 2♠ 10-11, 3 card support 2NT 12+, 4 card support 3♣ 6-9, 4 card support 3♦ 10-11, 4 card support	3♦ 10-11, 4 card support 3♥ pre-emptive raise 3♠ splinter 3NT 13-15, bal, 3 cd supp
1♠ 1NT 6-11 semi force 2♣ 11+ HCP, 5+ suit 2♦ 11+ HCP, 5+ suit 2♥ 11+ HCP, 5+ suit other 4D/H are splinters	2♠ 6-9, 3 card support 2NT 12+, 4 card support 3♣ 6-9, 4 card support 3♦ 10-11, 4 card support	3♥ 10-11, 3 card support 3♠ pre-emptive raise 3NT 13-15, bal, 3 cd supp 4♣ splinter
1NT 3♣ 6+ suit, slam interest 3♦ 6+ suit, slam interest 3♥ 6+ suit, slam interest other	3♠ 6+ suit, slam interest 3NT 9+, bal, to play 4♣ Transfer to hearts	4♦ Transfer to spades 4♥ Bad suit, slam interest 4♠ Bad suit, slam interest
2♣ 2♦ 0-8 HCP any shape 2♥ 8+ HCP, 5+ suit 2♠ 8+ HCP, 5+ suit other	2NT 8-11 HCP balanced 3♣ 8+ HCP, 5+ suit 3♦ 8+ HCP 5+ suit	3♥ 8+, solid 6+ suit 3♠ 8+, solid 6+ suit 3NT 12+ HCP balanced
2♦ 2♥ Pass or correct 2♠ Pass or correct 2NT Relay, at least inv other 4D/H/S are pass or correct	3♣ Pass or correct 3♦ Pass or correct 3♥ Pass or correct	3♠ Pass or correct 3NT To play 4♣ Pass or correct

**Notes**

2♥ 2♠ Pass or correct 2NT Relay, at least inv 3♣ Pass or correct other 4S are pass or correct	3♦ Pass or correct 3♥ Pass or correct 3♠ Pass or correct	3NT To play 4♣ Pass or correct 4♥ Pass or correct
2♠ 2NT Relay, at least inv 3♣ Pass or correct 3♦ Pass or correct other	3♥ Pass or correct 3♠ Pass or correct 3NT To play	4♣ Pass or correct 4♥ Pass or correct 4♠ Pass or correct
2NT 3♣ 5 card major ask 3♦ Transfer to hearts 3♥ Transfer to spades other	3♠ 5 spades and 4 hearts 3NT Has a 5 card minor 4♣ MSKC	4♦ MSKC 4♥ Slam inv in suit 4♠ Slam inv in suit

## 9. CONVENTIONS

**Unusual NT:** Blue Club

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

**NT Checkback**  Priorities: 2C = inv CB or diamonds; 2D = Game force CB

**Defence to 3NT opening**

**Defence to Opening Twos**

Multi 2♦ X = takeout of spades or 16+; 2H = takeout of hearts

RCO style 2-s X = 16+ any

Other 2-s

**Defence** (1♣): {Replace with your defence to strong 1♣ openings}

to 1NT = colour, 2C = rank, 2D = shape

**strong** (2♣):

1♣ / 2♣

**Over 1NT Interference** Lebensohl; X of a naturally bid suit is takeout

**Lebensohl - other uses** Over a weak 2 opening by opp and X by partner

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

4♥ X = TO; 4♠ X = penalty; 4NT = 2 suits

## 10. OTHER NOTES

Cue bids show first or second round control

Over weak two openings a direct cue is a stopper ask