

4. BASIC RESPONSES

Jump raises - minors	limit
Jump raises - Majors	Preempt 0-6 HCP, 5+ cards
Jump shifts after minor opening	weak 6 card suit to 2 level, splinter at 3 level
Jump shifts after Major opening	Bergen raises, other major limit with 3 support
Responses to strong 2 suit open.	2♦ negative or waiting ,
Responses to 2NT opening	3♣ =puppet stayman, 3♦ /3♥ transfers , 3♠ minors

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	A,Q = attitude, K = count	
Four or more with an honour	4th highest (10 is honour)	
From 4 small	2nd highest	
From 3 cards (no honour)	middle	
In partner's suit		
Discards	Low Encourage	Discouraging, Rev count
Count	Low/high=even	
Signal on partner's lead:	Low encourage	
Signal on declarer's lead:	Reverse Count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 0314	4♣ Gerber <input checked="" type="checkbox"/>	when? after 1NT,2NT rebid,simple
Slam Notes	5♣ king ask, 4NT to play after Gerber		
Cue Bids <input checked="" type="checkbox"/>	First and Second		
Asking Bids <input type="checkbox"/>			

7. OTHER CONVENTIONS

Jacoby 2NT	After reverse , blackout
Drury, on over X and suit int	Long suit trial bids
Puppet stayman	Bergen on over x not a suit
Grand slam force	

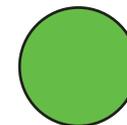
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**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	372013	Sue Emerson
& Names:	362786	Therese Demarco
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+, 11+	1♥ 5+, 11+
1♦ 3+, 11+	1♠ 5+, 11+
1NT 15 - 17	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses	2♣ Stayman
2♦ trsfer ♥	2♠ baron
2♥ trsfer ♠	2NT Trsfer ♣, Weak or Slam Int ♣ or ♦
other	

2♣	22+ balanced or 9 pt or 20+ unbalanced
2♦	weak 6 card major
2♥	hearts and another 6-10 hcp 5-5 (may be 5-4 at fav vul)
2♠	spades and a minor 6 - 10 (may be 5-4 at fav vul)
2NT	20 - 21 bal
3NT	gambling , to play in 3rd/4th
other	

2. PRE-ALERTS

Support X and XX	Twerb over Precision
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3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	weak
Responsive doubles through	4♥	Unusual NT	lowest unbid suits
1NT overcall - immediate	15-18	Immediate cue of minor	majors -weak or strong
1NT overcall - re-opening	11-14 (16 over♠)	Immediate cue of Major	other maj/minor wk or strong
Over weak twos	x= t/o 13+,suit=12	Over opening threes	x= t/o
Over opponent's 1NT	X =15+ over weak NT, 4 major/5+ minor over strong, 2C ♥/♠, 2♦ Single suit major, 2♥ = ♥/minor, 2♠ = ♠/minor, 2NT = preemptive in a minor ,		
	3 minor intermediate, 3 major preemptive. Treat opp NT as strong if minm of 14		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+hcp,4+♦	2♦ weak 6+card suit 2-6	3♦ splinter
1♥ 6+hcp, 4+♥	2♥ "	3♥ splinter
1♠ 6+ hcp,4+♠	2♠ "	3♠ splinter
1NT 8-10, bal,	2NT g/f 13+, 5+♣	3NT 13-15 hcp,4+♣ no maj
2♣ 6-9,5+♣	3♣ 10 - 12, 5 + ♣	4♣ Preemptive
other 4♥/♠ to play		
1♦ 1♥ 6+ hcp,4+♥	2♥ weak 6+ card suit 2-6	3♥ splinter
1♠ 6+ hcp,4+♠	2♠ "	3♠ "
1NT 6-9 hcp,no maj	2NT g/f 13+, 5+♦	3NT 13-15 bal, 4+♦ no maj
2♣ 10+,4+♣	3♣ splinter	4♣ Splinter
2♦ 6-9hcp,4+♦	3♦ 10-12 ,4+ ♦	4♦ Preemptive
other 4♥/♠ to play		
1♥ 1♠ 6+hcp,4+♠	2♥ 7-9 hcp, 3 ♥	3♦ 4+♥ 10 -12 pts
1NT 6-9 hcp	2♠ Limit Raise, 3 ♥	3♥ 4+ ♥ , 0-6 pts
2♣ 10 +,4+♣	2NT Jacoby 4+ ♥,13+	3♠ Splinter
2♦ 10+p,4+♦	3♣ 4+ ♥, 7-9pts	3NT 13-15 ,3 ♥
other 4♣/♦ = splinter		
1♠ 1NT 6-9 hcp	2♠ 6-9 hcp, 3 ♠	3♥ Limit Raise, 3 ♠
2♣ 10 +,4+♣	2NT Jacoby 4+♠ ,13+	3♠ 4+ ♠ , 0-6 pts
2♦ 10+p,4+♦	3♣ 4+♠, 7-9 HCP	3NT 13-15, 3 ♠
2♥ 10+,5+♥	3♦ 4+ ♠, 10 - 12	4♣ splinter
other		
1NT 3♣ invit, 2 of top3 hons	3♠ Slam try	4♦ Sets ♦, request cue
3♦ "	3NT to play	4♥ to play
3♥ slam try	4♣ Gerber	4♠ to play
other		
2♣ 2♦ negative/waiting	2NT 3 controls, 5+ / +5 min	3♥
2♥ 3 controls and 5+ ♥	3♣ 3 controls and 5+ ♣	3♠
2♠ 3 controls and 5+ ♠	3♦ 3 controls and 5+ ♦	3NT
other		
2♦ 2♥ pass/correct	3♣ Forcing	3♠ Pass or correct
2♠ pass/correct, Prefer ♥	3♦ Forcing	3NT To play
2NT Forcing enquiry	3♥ Pass or correct	4♣
other		

Notes

2♥ 2♠ Pass or correct	3♦ Forcing	3NT To play
2NT Invitat enquiry	3♥ To play	4♣ Splinter
3♣ Forcing	3♠ Splinter	4♥ To play
other		
2♠ 2NT Invitat enquiry	3♥ Invitat in ♥ (6)	4♣ Splinter
3♣ pass or correct	3♠ To play	4♥ Splinter
3♦ Invitat in ♠	3NT 4- 4 in minors	4♠ To play
other		
2NT 3♣ Puppet	3♠ 5/4 minors or 6+♣ or ♦	4♦ sets suit forcing
3♦ tsfer to ♥	3NT to play	4♥ To play
3♥ tsfer to ♠	4♣ Gerber	4♠ To play
other		

9. CONVENTIONS

Unusual NT: lowest unbid suits - weak or strong

4th Suit Forcing One round Game force

NT Checkback Priorities: 2 way

Defence to 3NT opening 4♣/♦ = both majors, better ♥/♠, 6 losers,

Defence to Opening Twos

Multi 2♦ X=T /O, overcall 2NT = 15-18 with stoppers (half stoppers)

RCO style 2-s X=T /O, overcall 2NT = 15-18 with stoppers (half stoppers)

Other 2-s X=T /O, overcall 2NT = 15-18 with stoppers (half stoppers)

Defence strong 1♣ :Tverb. X = ♦ or ♥/♠, ♦ = ♥ or ♠/♣, ♥ = ♠ or ♣/♦, ♠ = ♣ or ♥/♦

to NT = ♣/♥ or ♦/♠, up to but not including 3NT. Applies over 1♣ - 1♦

strong 2♣ : Natural

♣

Over 1NT Interference Lebensohl (natural) , other 1,2,3 x .1st X= values 8+pts

Lebensohl - other uses Over weak 2s

Take out of 4 level pre-empts 4♣/4♦ x= t/o , 4NT to play

4♥ x= t/o,4NT = minors 4♠ x= t/o 4NT = 2 suited t/o

10. OTHER NOTES

After 1NT rebid : 2 way check back, 2♣= invitational , 2♦ = game force

After 1NT opening and trans to maj, 2NT = superaccept max ,3 M = min superaccept
DOPI/ROPI 0/3, 1/4

Change of suit over an overcall or preempt is one round force unless there has been an intervening bid