

4. BASIC RESPONSES

Jump raises - minors	Inverted, 5 card support 0-6 HCP
Jump raises - Majors	4 card support Bergen
Jump shifts after minor opening	Splinter 0/1 cards fit showing
Jump shifts after Major opening	Splinter 0/1 cards fit showing
Responses to strong 2 suit open.	controls in Steps
Responses to 2NT opening	Lavings & Transfers

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	O/lead, A&Q attitude K count	
Four or more with an honour	4th highest	Journalist
From 4 small	2nd highest	
From 3 cards (no honour)	Top or Mud	Mud
In partner's suit	Count	
Discards	Natural	McKenny
Count	Natural	
Signal on partner's lead:	High encourage or natural count	
Signal on declarer's lead:	Natural count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackout RKCB 3041 4♣ Gerber when? Over NT = ace ask

Slam Notes

Cue Bids

Asking Bids

7. OTHER CONVENTIONS

Lebensohl	Baron
Bergen	Good-bad NT
ROPI/DOPI	Modified Cappelletti
Inverted minors	Blue Club overcalls
Splinters	Game try bids

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Blackout

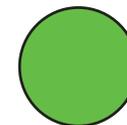
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Drury in 3rd & 4th seats

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**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos. 119121 Joan Prince (last mod 26/11/18)
 & Names: 542954 Pauline Collett
 Basic System: Standard 2/1
 Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 10+ HCP 3 cards 1♥ 10+ HCP 5 cards

1♦ 10+ HCP 3 cards 1♠ 10+ HCP 5 cards

1NT 15-17 HCP may contain 5 card Major

1NT Responses 2♣ 5 card major enquiry

2♦ Transfer to hearts

2♠ Transfer to clubs

2♥ Transfer to spades

2NT Transfer to diamonds

other Super accepts with 4 of the major or 3 to honour in the minor

2♣ Game force

2♦ Either one suiter in Hearts or Spades with 6-10 HCP or balanced 20-22 HCP

2♥ 5-5 in Hearts & another 5-9 HCP

2♠ 5-5 in Spades & a minor 5-9 HCP

2NT Both Minors min 5-5 weak or strong 3NT Specific Ace ask

other

2. PRE-ALERTS

Good-bad 2NT response

Multi 2 Diamonds

Splinters

Support doubles

Modified Cappelletti

Inverted minors

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4H Jump overcalls Weak

Responsive doubles through 4H Unusual NT Blue Club (ELU)

1NT overcall - immediate 15-18 HCP Immediate cue of minor Blue Club 5-10 HCP or 16+ HC

1NT overcall - re-opening 10-14 HCP Immediate cue of Major Blue Club 5-10 HCP or 16+ HC

Over weak twos X = Takeout 12+ HCP Over opening threes X = Takeout 12+ HCP

Over opponent's 1NT Modified Cappelletti 2c=5/4 Majors, 2d=single suiter

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+ HCP 4 card suit	2♦ N/A	3♦ Splinter
1♥ 5+ HCP 4 card suit	2♥ N/A	3♥ Splinter
1♠ 5+ HCP 4 card suit	2♠ N/A	3♠ Splinter
1NT 8-10 HCP Bal	2NT 11-12 HCP Bal	3NT 12-15 HCP 3334
2♣ 9+ HCP no major	3♣ 0-8 HCP 5 clubs no maj	4♣ MSKC
other 4D MSKC, 4H/4S to play		
1♦ 1♥ 5+ HCP 4 card suit	2♥ N/A	3♥ Splinter
1♠ 5+ HCP 4 card suit	2♠ N/A	3♠ Splinter
1NT 8-10 HCP Balanced	2NT 11-12 HCP balanced	3NT 12-15 HCP 3343
2♣ 10+ HCP 4 +card suit	3♣ N/A	4♣ Splinter
2♦ 9+ HCP 5d no major	3♦ 4-8 HCP 5d no major	4♦ MSKC
other 4H/4S to play		
1♥ 1♠ 5+ HCP 4 card suit	2♥ 5-9 HCP 3 card support	3♦ 10-11HCP 4 card supp
1NT 5+ HCP unlimited forcin	2♠ N/A	3♥ 0-6 HCP 4 card support
2♣ 12+ HCP	2NT 12+ HCP GF 4 card sup	3♠ Splinter
2♦ 12+ HCP GF 5 card suit	3♣ 6-9 HCP 4 card support	3NT 13-15 HCP 3 card supp
other 4C & 4D Splinter		
1♠ 1NT 5+ HCP unlimited forcin	2♠ 5-9 HCP 3 card support	3♥ N/A
2♣ GF 5 card suit 12+ HCP	2NT 4 card supp 12+ HCP	3♠ 0-6 HCP 4 card supp
2♦ GF 5 card suit 12+ HCP	3♣ 6-9HCP 4 card support	3NT 13-15 HCP 3 cd supp
2♥ GF 5 card suit 12+ HCP	3♦ 10-11HCP 4 card supp	4♣ Splinter
other 4D & 4h Splinter		
1NT 3♣ 6 card suit GF	3♠ 5/4 minors, w/- 3S, GF	4♦ n/a
3♦ 6 card suit GF	3NT To play	4♥ n/a
3♥ 5/4 minors, w/- 3H, GF	4♣ Gerber	4♠ n/a
other 4NT Quantative		
2♣ 2♦ 0-1 controls	2NT 4 controls	3♥ n/a
2♥ 2 controls	3♣ 5 controls	3♠ n/a
2♠ 3 controls	3♦ 6 controls	3NT n/a
other King = 1 control A = 2 controls		
2♦ 2♥ Pass or correct	3♣ n/a	3♠ Pass or correct
2♠ Pass or correct	3♦ n/a	3NT To play
2NT Enquiry	3♥ Pass or correct	4♣ n/a
other 4H Pass or correct		

Notes

2♥ 2♠ Pass or correct	3♦ Pass or correct	3NT to play
2NT Enquiry	3♥ Barrage	4♣ n/a
3♣ Pass or correct	3♠ Pass or correct	4♥ Pass or correct
other 5C Pass or correct		
2♠ 2NT Enquiry	3♥ to play	4♣ Pass or correct
3♣ Pass or correct	3♠ Barrage	4♥ To play
3♦ Pass or correct	3NT To Play	4♠ To play
other		
2NT 3♣ Pass or correct	3♠ SemiForcing	4♦ n/a
3♦ Pass or correct	3NT To play	4♥ To play
3♥ Semi Forcing	4♣ Pass or correct	4♠ to play
other		

9. CONVENTIONS

Unusual NT: ELU

4th Suit Forcing One round Game force

NT Checkback Priorities: Support

Defence to 3NT opening X = takeout

Defence to Opening Twos X = takeout

Multi 2♦ X = 16+ HCP

RCO style 2-s X = 16+ HCP

Other 2-s X = 12+ HCP

Defence 1NT = 5/5 minors, X = 5/5 majors

to

strong 2C: X = 16+ HCP

♣

Over 1NT Interference Lebensohl

Lebensohl - other uses Over partners takeout X of opponents weak 2 opening

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

4♥ X = takeout 4♠ X = penalties 4NT = takeout

10. OTHER NOTES

Response to 1NT overcall, 2C = stayman, 2D, 2H, 2S, 2NT = transfers

Good/bad NT - non forcing response = partners suit, other responses forcing

! 2 way checkback - 2C - 2D relay 11HCP or weak D

2D - GF bid suits up the line

Blue Club overcalls - immediate cue bid = the extreme suits around the bid suit

2NT = the two lower suits, 3C = the two higher suits

1C - 2D = both majors