

## 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)
<b>Leads</b> 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		
<b>Discards</b>	Low Encourage	Discouraging, Rev count
<b>Count</b>	Low/high=even	
<b>Signal</b> on partner's lead:	Low encourage	
<b>Signal</b> on declarer's lead:	Reverse Count	
<b>Notes</b>		

## 6. SLAM CONVENTIONS

4NT: Blackwood	<input type="checkbox"/>	RKCB 0314	4♣ Gerber	<input checked="" type="checkbox"/>	when? after 1NT,2NT rebid,simple
<b>Slam Notes</b>		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	

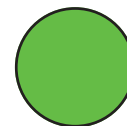
[www.abf.com.au](http://www.abf.com.au)

PDF Form Rev. 15F06 by RoL  
MyRev.

Copyright © ABF 2015



# 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 ☐

1♣ 3+, 11+	1♥ 5+, 11+
1♦ 3+, 11+	1♠ 5+, 11+
1NT 15 - 17	may contain 5 card Major <input checked="" type="checkbox"/>

<b>1NT Responses</b>	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

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

Notes

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

## 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