

4. BASIC RESPONSES

Jump raises - minors	Inverted: 2C/2D = 10 + HCP, 3C/3D = 5-9 HCP, 5+ cards
Jump raises - Majors	3-5 HCP, 4 card support
Jump shifts after minor opening	Natural, weak at 2 level
Jump shifts after Major opening	Reverse Bergen, 4 card support
Responses to strong 2 suit open.	2D neg, 2H pos good suit, 2S pos good suit. 2NT pos AK or K,KQ
Responses to 2NT opening	3C-puppet stayman, 3D transfer to Hs, 3S = 5 S & 4 Hs

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads 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	
Discards	Odd=Enc., Even=McKenney	
Count	High-Low = Even	
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:	Natural Count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
Slam Notes		
Cue Bids <input checked="" type="checkbox"/>		
Asking Bids <input checked="" type="checkbox"/>		

7. OTHER CONVENTIONS

Crowhurst (checkback)	Splinters
Lebensohl (various situations)	Minorwood
Ogust	Suit Trial bids
Reverse Bergen	Wenceslas
DOPI X=0 Pass=1	Support Doubles

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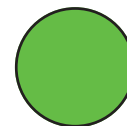
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After a redouble, the next double is penalties

If partner doubles an opening bid and opposition redoubles, pass if no 5 card suit and nothing to say



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	259411	Adrienne Stephens
& Names:	728853	Erin Tewes
Basic System:	Standard American	
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♣	11+HCP,	3+♣	1♥	11+HCP, 5+♥
1♦	11+HCP,	3+♦	1♠	11+HCP, 5+♠
1NT	15-18 HCP			may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses	2♣	5 card Major enquiry Lavings
2♦	Transfer ♥	2♠ TRF ♣
2♥	TRF ♠	2NT TRF ♦
other	Super Accepts in the Majors - 3H or 3S equals min with four card support	

2♣ 23 + HCP or 8 + playing tricks

2♦ Weak 6 card diamond suit

2♥ Weak 6 card heart suit

2♠ Weak 6 card spade suit

2NT 20-22 HCP Bal

3NT 25-26 HCP

other

2. PRE-ALERTS

Inverted minors

Reverse Bergen

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4 Hs	Jump overcalls	weak
Responsive doubles through	4 Hs	Unusual NT	2 lower unbid suits
1NT overcall - immediate	15-18 BAL	Immediate cue of minor	5/5 in the Majors (10-13 HCP)
1NT overcall - re-opening	10-14	Immediate cue of Major	5 Major & a Minor 5/5 (10-13)
Over weak twos	2NT 16-18, T/O X with Leb	Over opening threes	X=T/O
Over opponent's 1NT	Double of weak NT = 15+ HCP and over strong NT = 17+ HCP		
2C= single suit, 2D = both majors, 2H = hearts and a minor (can be 5/4) 2S = spades and a minor (can be 5/4)			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+HCP, 4+♦	2♦ 6+ Ds 0-4 HCP	3♦ Splinter	
1♥ 5+HCP, 4+♥	2♥ 6+♥, 0-4HCP	3♥ Splinter	
1♠ 5+HCP, 4+♠	2♠ 6+♠, 0-4HCP	3♠ Splinter	
1NT 5-9 HCP, 4+♣, no maj	2NT 10-12 HCP, no major	3NT 13-14 HCP, no major	
2♣ 5+Cs, 10+HCP	3♣ 5+♣, 5-9HCP, no maj	4♣ Minorwood	
other			
1♦ 1♥ 5+HCP, 4+♥	2♥ 6+♥, 0-4HCP	3♥ Splinter	
1♠ 5+HCP, 4+♠	2♠ 6+♠, 0-4HCP	3♠ Splinter	
1NT 5-9HCP, no major	2NT 10-12 HCP, no major	3NT 13-14HCP, no major	
2♣ 4+♣, 10+HCP	3♣ Not used	4♣ not used	
2♦ 5+Ds, 10+ HCP	3♦ 5+♦, 5-9HCP, no maj	4♦ Minorwood	
other			
1♥ 1♠ 5+HCP, 4+♠	2♥ 5-9 HCP, 3 card sup	3♦ 6-8 HCP, 4 card sup	
1NT 5-9 HCP, no support	2♠ Limit Raise 3 card sup	3♥ 3-5 HCP, 4 card sup	
2♣ 4+♣, 10+HCP	2NT Jacoby	3♠ Splinter 10-12	
2♦ 4+♦, 10+HCP	3♣ 9-12 HCP, 4 card sup	3NT To play	
other 4♣ and 4♦ = splinter 10-12			
1♠ 1NT 5-9 HCP, no support	2♠ 6-9HCP, 3 card sup	3♥ Limit raise 3 card sup	
2♣ 4+♣, 10+HCP	2NT Jacoby	3♠ 3-5 HCP, 4 card sup	
2♦ 4+♦, 10+HCP	3♣ 9-12 HCP, 4 card sup	3NT To play	
2♥ 5+♥, 10+HCP	3♦ 6-8 HCP, 4 card sup	4♣ Splinter 10-12	
other 4♦ and 4♥ = splinter 10-12			
1NT 3♣ 6+♣, slam interest	3♠ 6+♠, slam interest	4♦ Not used	
3♦ 6+♦, slam interest	3NT To play	4♥ To play	
3♥ 6+♥, slam interest	4♣ Not used	4♠ To play	
other			
2♣ 2♦ Negative no Ace and K	2NT Pos AK, or K,KQ	3♥ Not used	
2♥ 5+ Hs, Good suit Pos	3♣ Strong suit	3♠ Not used	
2♠ 5+S. Good suit Pos	3♦ Strong suit	3NT Not used	
other			
2♦ 2♥ Natural one round force	3♣ Natural & Forcing	3♠ GF Good suit	
2♠ Natural one round force	3♦ Pre-emptive	3NT To play	
2NT Ogust	3♥ GF Good suit	4♣ Not used	
other 4H/4S to play			

Notes If partner opens 1NT and opp double, then a redouble asks partner to bid 2C
After partner opens 1NT and opp double, system on.

2♥ 2♠ Natural one round force	3♦ Natural & Forcing	3NT To play
2NT Ogust	3♥ Pre-emptive	4♣ Not used
3♣ Natural & Forcing	3♠ GF Good Suit	4♥ To play
other		
2♠ 2NT Ogust	3♥ Natural & Forcing	4♣ Not used
3♣ Natural & Forcing	3♠ Pre-emptive	4♥ Not used
3♦ Natural & Forcing	3NT To play	4♠ To play
other		
2NT 3♣ Puppet Stayman	3♠ 5 Spades & 4 Hearts	4♦ Minorwood
3♦ Transfer to Hearts	3NT To play	4♥ Slam Interest
3♥ Transfer to Spades	4♣ Minorwood	4♠ Slam Interest
other		

9. CONVENTIONS

Unusual NT: Two Lower Unbid Suits

4th Suit Forcing One round Game force

NT Checkback Priorities: Lowest 2D=5 cards in opened minor, forcing to 2NT

Defence to 3NT opening

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 1C :X=both majors (can be 4/4) 1D=single suiter; 1H=5Hs+minor;

to 1♠=5♠s+minor; NT=both minors; 2 level bids are natural

strong 2♣ : natural

♣

Over 1NT Interference Lebensohl

Lebensohl - other uses Over a weak 2 opening, if partner doubles.

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

4♥ X=T/Out 4♠ X=penalty; 4NT=T/O

10. OTHER NOTES

Sandwich 1 NT

Lebensohl in various situations

Cue bids for good raise of overcall

Over partner's 3NT - 4C =simple stayman, 4D is a transfer to Hs, 4Hs is a transfer to Spades, and 4S is to play.