

4. BASIC RESPONSES

Jump raises - minors	Weak
Jump raises - Majors	Weak
Jump shifts after minor opening	Strong natural
Jump shifts after Major opening	Bergen
Responses to strong 2 suit open.	2♦=Negative (or waiting), others 8+points 5+card suit
Responses to 2NT opening	3♣=Puppet, 3♦/♥=Transfer, 3♠= minor suit Stayman

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead	Overlead
Four or more with an honour	4th best	4th best
From 4 small	2nd highest	2nd highest or top of nothing
From 3 cards (no honour)	M.U.D	M.U.D or top of nothing
In partner's suit	Similar	Similar
Discards	High Encourage	High Encourage
Count	High Low=Even	High Low=Even
Signal on partner's lead:	Attitude primarily	Attitude primarily
Signal on declarer's lead:	Count/Suit preference	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 3041	4♣ Gerber <input checked="" type="checkbox"/>	when? After NT
Slam Notes	DOPI or ROPI		
Cue Bids <input checked="" type="checkbox"/>	First round control (usually) up the line		
Asking Bids <input type="checkbox"/>	Minorwood after direct strong support		

7. OTHER CONVENTIONS

Cue raises	In Comp fit showing jumps
Dury 2♦ after 3rd/4th seat opening	Leaping Michaels (3♣)
Mini Splinters	
Change of suit forcing	
2♣ checkback after 1NT rebid	

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**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	232637	Avi Kanetkar
& Names:	121541	Nigel Rosendorff
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♣ 3, 12+ less with shape	1♥ 5, less with shape	
1♦ 3, 12+ less with shape	1♠ 5, less with shape	
1NT 15-17 or thereabouts, maybe off shape	may contain 5 card Major	<input checked="" type="checkbox"/>
1NT Responses 2♣ Simple Stayman		
2♦ Transfer to ♥	2♠ Transfer to ♣	
2♥ Transfer to ♠	2NT Transfer to ♦	
other 3 of a suit, natural slam interest		
2♣ GF		
2♦ Weak, 6-10 usually a 6 card suit		
2♥ Weak, 6-10 usually a 6 card suit		
2♠ Weak, 6-10 usually a 6 card suit		
2NT 20-22	3NT min opening 5♠ & 6♥	
other		

2. PRE-ALERTS

Support double/redoubles	
Opening 3NT shows Major 2 suiter	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	Weak
Responsive doubles through	4♠	Unusual NT	2 lowest suits 5/5
1NT overcall - immediate	15-18	Immediate cue of minor	5/5 majors
1NT overcall - re-opening	12-15	Immediate cue of Major	5/5M+m
Over weak twos	Double	Over opening threes	Double
Over opponent's 1NT	2♣=Single suiter, 2♦=Both Majors, 2M=M+m		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ Nat F1. Prefer 1M<11	2♦ Strong Nat	3♦ Splinter GF
1♥ Nat,F1	2♥ Strong Nat	3♥ Splinter GF
1♠ Nat, F1	2♠ Strong Nat	3♠ Splinter GF
1NT 6-10 No M	2NT Invite	3NT 13-15
2♣ Nat, F1, 10+	3♣ 5+♣ 5-9	4♣ Pre-empt
other		
1♦ 1♥ Nat,F1	2♥ Strong Nat	3♥ Splinter GF
1♠ Nat,F1	2♠ Strong Nat	3♠ Splinter GF
1NT 6-10	2NT Invite	3NT 13-15
2♣ Nat, F1, 10+	3♣ Strong Nat	4♣ Splinter GF
2♦ Nat, F1, 10+	3♦ 4+♦ 5-9	4♦ Pre-empt
other		
1♥ 1♠ Nat, F1	2♥ 3 card raise 6-9	3♦ 4+ raise 6-9
1NT 6-10	2♠ 3 card raise 10-12	3♥ 4+ raise 2-5
2♣ Nat, F1, 10+	2NT 4+ GF Raise	3♠ Splinter GF
2♦ Nat, F1, 10+	3♣ 4+ raise initalional	3NT 13-15 3 card raise
other		
1♠ 1NT 6-10	2♠ 3 card raise 6-9	3♥ 3 card raise 10-12
2♣ Nat, F1, 10+	2NT 4+ GF Raise	3♠ 4+ raise 2-5
2♦ Nat, F1, 10+	3♣ 4+ raise initalional	3NT 13-15 3 card raise
2♥ Nat, F1, 10+	3♦ 4+ raise 6-9	4♣ Splinter GF
other		
1NT 3♣ Strong natural	3♠ Strong natural	4♦
3♦ Strong natural	3NT	4♥
3♥ Strong natural	4♣ Gerber	4♠
other		
2♣ 2♦ Negative or waiting	2NT Nat 8+	3♥ 6/7 card one loser suit
2♥ Nat 8+	3♣ Nat 8+	3♠ 6/7 card one loser suit
2♠ Nat 8+	3♦ Nat 8+	3NT
other		
2♦ 2♥ Nat,F1	3♣	3♠
2♠ Nat, F1	3♦	3NT
2NT Ask for shrrortage if ma	3♥	4♣
other		

Notes

2♥ 2♠ Nat,F1	3♦ Nat,F1	3NT To play
2NT Ask for shortage if max	3♥ To play	4♣
3♣ Nat,F1	3♠	4♥ To play
other		
2♠ 2NT Ask for shortage if max	3♥ Nat,F1	4♣
3♣ Nat,F1	3♠ To play	4♥
3♦ Nat,F1	3NT To play	4♠ To play
other		
2NT 3♣ Puppet Stayman	3♠ Minor suit Stayman	4♦ Nat
3♦ Transfer to ♥	3NT To play	4♥ Nat slam try
3♥ Transfer to ♠	4♣ Nat	4♠ Nat slam try
other		

9. CONVENTIONS

Unusual NT: Two lowest suits 5/5

4th Suit Forcing One round Game force

NT Checkback Priorities: 2♣ checkback or to sign off in 3♣

Defence to 3NT opening

Defence to Opening Twos Double, Lebensohl

Multi 2♦ 13-15 or 18+

RCO style 2-s CTP

Other 2-s

Defence Double = Majors, 1NT=minors

to

strong (2♣) :

1♣ / 2♣

Over 1NT Interference Lebensohl, double =T.O.

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ Double

4♥ Double 4♠ Double

10. OTHER NOTES

After 1NT is doubled system off all bids natural xx to play