

4. BASIC RESPONSES

Jump raises - minors	0-5 HCP, 4(5)+ cards
Jump raises - Majors	0-6 HCP, 4+ cards
Jump shifts after minor opening	Natural, weak at 2 level, Jom = 6-9
Jump shifts after Major opening	Bergen 3♣ = 6-9 HCP 4M 3♦ = 10-12 HCP 4M JoM = 10-12 3M
Responses to strong 2 suit open.	2♦ = Waiting Others = Natural
Responses to 2NT opening	3♣ = Simple Stayman 3♦/♥ = TRF 3♠ = Minor Suit Stayman

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead	
Four or more with an honour	4th	
From 4 small	2nd	
From 3 cards (no honour)	2nd	
In partner's suit	As above	
Discards	Low encourage	
Count	Reverse, original	
Signal on partner's lead:	Reverse Attitude	
Signal on declarer's lead:	Reverse Count/Suit Preference	
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"/>	1st or 2nd round				
Asking Bids	<input type="checkbox"/>					

7. OTHER CONVENTIONS

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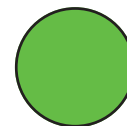
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.		Andrew Spooner	Max Mullamphy
& Names:		Peter Schmidli	John Yoon
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 ☐

1♣	11+HCP	2+♣	1♥	11+ HCP	5+♥
1♦	11+HCP	4+♦	1♠	11+HCP	5+♠
1NT	15-17	may contain 5 card Major <input checked="" type="checkbox"/>			

1NT Responses		2♣	Simple Stayman	
2♦	TRF	♥	2♠	TRF ♣
2♥	TRF	♠	2NT	TRF ♦
other				

2♣ 23+ BAL or any game force

2♦ Weak, 6-9 HCP, 6♦

2♥ Weak, 6-10 HCP, 6♥

2♠ Weak, 6-10 HCP, 6♠

2NT 20-22 balanced

3NT

other

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4H	Jump overcalls	Weak
Responsive doubles through	2S	Unusual NT	Lower 2 unbid suits
1NT overcall - immediate	15-18 BAL	Immediate cue of minor	5/5 Majors
1NT overcall - re-opening	15-18 BAL	Immediate cue of Major	5 other Major & 5 minor
Over weak twos	2NT 15-18, T/O X with leb.	Over opening threes	X = T/O
Over opponent's 1NT	2♣ = Both M	2♦ = Single M, weaker than 2M	
	2♥ = 12-15 HCP, ♥	2♠ = 12-15 HCP, ♠	
	2NT = Both m		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ HCP, 4+♦	2♦ 7-9 HCP 5+♣	3♦ SPL
1♥ 6+ HCP, 4+♥	2♥ 0-5 HCP 5+♥	3♥ SPL
1♠ 6+ HCP, 4+♠	2♠ 0-5 HCP 5+♠	3♠ SPL
1NT 6-9 HCP	2NT 10-12 BAL	3NT 13-15 BAL
2♣ 10+ HCP, 5+♣	3♣ 0-6 HCP 5+♣	4♣
other		
1♦ 1♥ 6+ HCP, 4+♥	2♥ 0-5 HCP 5+♥	3♥ SPL
1♠ 6+ HCP, 4+♠	2♠ 0-5 HCP 5+♠	3♠ SPL
1NT 6-9 HCP	2NT 10-12 BAL	3NT 13-15 BAL
2♣ 10+ HCP, 4+♣	3♣ 7-9 HCP 4+♦	4♣ SPL
2♦ 10+ HCP, 4+♦	3♦ 0-6 HCP, 4/5+♦	4♦
other		
1♥ 1♠ 6+ HCP, 4+♠	2♥ 5-9, =3♥	3♦ 10-12 HCP, 4+♥
1NT 6-9 HCP	2♠ 10-12, =3♥	3♥ 0-5 HCP, 4+♥
2♣ 10+HCP, 4+♣	2NT 13+HCP, 4+♥	3♠ SPL
2♦ 10+HCP, 4+♦	3♣ 6-9 HCP, 4+♥	3NT
other		
1♠ 1NT 6-9 HCP	2♠ 5-9, =3♠	3♥ 10-12, =3♠
2♣ 10+HCP, 4+♣	2NT 13+HCP, 4+♠	3♠ 0-5 HCP, 4+♠
2♦ 10+HCP, 4+♦	3♣ 6-9 HCP, 4+♠	3NT
2♥ 10+HCP, 4+♥	3♦ 10-12 HCP, 4+♠	4♣ SPL
other		
1NT 3♣ N/A	3♠ N/A	4♦
3♦ N/A	3NT To play	4♥
3♥ N/A	4♣	4♠
other		
2♣ 2♦ Waiting	2NT N/A	3♥ N/A
2♥ Natural	3♣ N/A	3♠ N/A
2♠ Natural	3♦ N/A	3NT
other		
2♦ 2♥ Forcing, Natural	3♣ Forcing, Natural	3♠
2♠ Forcing, Natural	3♦ Natural Raise	3NT To Play
2NT Ogust	3♥	4♣
other		

Notes

2♥ 2♠ Forcing, Natural	3♦ Forcing, Natural	3NT To play
2NT Ogust	3♥ Natural Raise	4♣
3♣ Forcing, Natural	3♠	4♥
other		
2♠ 2NT Ogust	3♥ Forcing, Natural	4♣
3♣ Forcing, Natural	3♠ Natural Raise	4♥
3♦ Forcing, Natural	3NT To play	4♠
other		
2NT 3♣ Simple Stayman	3♠ Minor Stayman	4♦
3♦ TRF ♥	3NT To play	4♥
3♥ TRF ♠	4♣	4♠
other		

9. CONVENTIONS

Unusual NT: Lower Unbid Suits

4th Suit Forcing One round ☐

Game force ☒

NT Checkback ☒ Priorities: 2♣ = INV any 2♦ = GF any (2-way)

Defence to 3NT opening X = Penalty

Defence to Opening Twos X = T/O

Multi 2♦ 1st X = values 2nd X = T/O subsequent X = Penalty

RCO style 2-s As for multi

Other 2-s

Defence 1♣ : X = majors 1NT = minors

to

strong

♣

Over 1NT Interference Lebensohl - slow with stopper

Lebensohl - other uses Over (2x) X (P)

Take out of 4 level pre-empts

4♣/4♦

4♥

4♠

10. OTHER NOTES