

4. BASIC RESPONSES

Jump raises - minors	~10p, 5+ support
Jump raises - Majors	~10p, 4/5 support
Jump shifts after minor opening	control bid
Jump shifts after Major opening	control bid
Responses to strong 2 suit open.	(2♣) 2♦=0-7p Other=natural with 8+p
Responses to 2NT opening	to play

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead all	same
Four or more with an honour	attitude (lower => stronger)	same
From 4 small	2nd highest	same
From 3 cards (no honour)	middle (MUD)	same
In partner's suit	as above	same
Discards	McKenney	same
Count	Natural (high low = even)	same
Signal on partner's lead:	Count	same
Signal on declarer's lead:	Count if given	
Notes		
.		
.		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB & DOPI	4♣ Gerber <input checked="" type="checkbox"/>	when? After 1NT
Slam Notes			
Cue Bids <input checked="" type="checkbox"/>			
Asking Bids <input type="checkbox"/>			

7. OTHER CONVENTIONS

Drury	Blue Club overcalls are 5/5+ :
DOPI ROPI	Cue = highest and lowest
.	2NT = two lowest
.	jump to 2D = ♥ & ♠
.	jump to 3♣ = two highest

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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	128041	Deb Frankel
& Names:	129127	Dadie Greenfeld
Basic System:	Standard with Multi 2s	24 May 2016
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+p	1♥ ♥5+ 11+p
1♦ ♦3+ 11+p	1♠ ♠5+ 11+p
1NT 15-17p	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses	2♣ Lavings
2♦ transfer ♥5+	2♠ transfer ♣5+ (superaccept 2N)
2♥ transfer ♠5+	2NT transfer ♦5+ s(uperaccept 3C)
other	

2♣	Flat 23+ or unbalanced game force	
2♦	Weak 2 in Major (6 card suit, typically 6-10p) OR flat 20-22p	
2♥	5/5 typically 6-10p ♥ & ♠ OR ♥ & ♦ OR ♥ & ♣	
2♠	5/5 typically 6-10p ♠ & ♦ OR ♣ & ♠	
2NT	5/5 typically 6-10p ♦ & ♠	3NT Gambling
other		

2. PRE-ALERTS

Blue club Overcalls including :	
2♦ over 1♣ = ♥ & ♠	
3♣ over 1♦♥♠ = 2 other suits	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	3♠	Jump overcalls	Obstructive(weak) except 3♣ 2 suited
Responsive doubles through	3♠	Unusual NT	Lowest two unbid suits 5/5
1NT overcall - immediate	15-18p flat	Immediate cue of minor	♠ & other minor 5/5
1NT overcall - re-opening	11-14p	Immediate cue of Major	♣ + Other Major 5/5
Over weak twos	X = takeout	Over opening threes	X = takeout
Over opponent's 1NT	(Cappelletti)		
2♣ = long suit (undisclosed) 2♦ = ♥ & ♠ ; 2M = Major and minor	X = strong		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ natural	2♦ control bid	3♦ N/A
1♥ natural	2♥ control bid	3♥ N/A
1♠ natural	2♠ control bid	3♠ N/A
1NT natural 8-10p	2NT natural ~11p	3NT natural, ~13p
2♣ Raise 5-7p & ♣5+	3♣ Raise, 9-11p, ♣(4)5+	4♣ RKCB
other		
1♦ 1♥ natural	2♥ control bid	3♥ N/A
1♠ natural	2♠ control bid	3♠ N/A
1NT natural 5-9p	2NT natural, ~11p	3NT natural, ~13p
2♣ natural, 10+p	3♣ N/A	4♣
2♦ Raise 5-7p & ♦5+	3♦ Raise, 9-11p, ♦(4)5+	4♦ RKCB
other		
1♥ 1♠ natural,	2♥ Raise with 3+, 5-9p	3♦ control
1NT natural, 5-9p	2♠ control	3♥ Raise w 4/5, 10-11p
2♣ natural, 10+p	2NT Raise w 4+, 16+p	3♠ Raise, splinter
2♦ natural, 10+p	3♣ control	3NT Raise w 4+, 12-14p
other 4m Raise, splinter		
1♠ 1NT forcing	2♠ Raise with 3, 6-9p	3♥ control
2♣ natural, 10+p	2NT Raise w 4+, 16+p	3♠ Raise w 4/5, 10-11p
2♦ natural, 10+p	3♣ control	3NT Raise w 4+, 12-14p
2♥ natural, 10+p	3♦ control	4♣ Raise, splinter
other 4m Raise, splinter		
1NT 3♣ slam try asking for cue	3♠ slam try asking for cue	4♦ N/A
3♦ slam try asking for cue	3NT to play	4♥ to play
3♥ slam try asking for cue	4♣ Gerber	4♠ to play
other		
2♣ 2♦ 0-7p	2NT 8+p, natural	3♥ N/A
2♥ 8+p, natural	3♣ 8+p, natural	3♠
2♠ 8+p, natural	3♦ 8+p, natural	3NT
other		
2♦ 2♥ Weak Relay	3♣ natural. nf	3♠ correctible
2♠ correctible (♥ fit)	3♦ natural, nf	3NT natural
2NT strong, forcing	3♥ correctible	4♣
other		

Notes

2♥ 2♠ correctible	3♦ correctible	3NT to play
2NT enquiry	3♥ obstructive raise	4♣ N/A
3♣ correctible	3♠ correctible	4♥ to play
other correctible		
2♠ 2NT enquiry	3♥ .	4♣ N/A
3♣ correctible	3♠ obstructive raise	4♥ N/A
3♦ correctible	3NT to play	4♠ to play
other		
2NT 3♣ to play	3♠ to play	4♦ RKCB
3♦ to play	3NT to play	4♥ to play
3♥ to play	4♣ RKCB	4♠ to play
other		

9. CONVENTIONS

Unusual NT: 2 lowest unbid suits

4th Suit Forcing

One round ☒

Game force ☐

NT Checkback ☒

Priorities: Points and shape in one bid

Defence to 3NT opening

4♣ ♥ & worse ♠ 4♦ ♠ & ♥

Defence to Opening Twos

Multi 2♦ X= ♦

RCO style 2-s X= Bid Suit; Pass then X = takeout

Other 2-s X = takeout

Defence 1♣ :DISCO : Bids from 1N through 2N show specific 2 suiters:

to 1N = ♥♠; 2C = ♣♠; 2D= ♦♥; 2H = ♥♣; 2S=♠♦; 2N= ♣♦

strong 2♣ : {Replace with your defence to strong 2♣ openings}

♣

Over 1NT Interference Lebensohl

Lebensohl - other uses

Take out of 4 level pre-empts

4♣/4♦

Double

4♥ Double

4♠

4NT

10. OTHER NOTES