

4. BASIC RESPONSES

Jump raises - minors	Inverted: 5-9 HCP, 5+ cards
Jump raises - Majors	Limit Raise 10-12 HCP 4 + cards
Jump shifts after minor opening	Natural, weak at 2 level
Jump shifts after Major opening	Bergen, 4 card support
Responses to strong 2 suit open.	2D Waiting over 2C opening
Responses to 2NT opening	Better minor, major = 6 card suit Game Force

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead	
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:	Count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 1430 4♣ Gerber when?

Slam Notes

Cue Bids

Asking Bids

7. OTHER CONVENTIONS

Crowhurst (checkback)	Wenceslas
Lebensohl (various situations)	Long Suit Trial bids
Minorwood	
Bergen except 1H-3H (orSs) is Limit Raise with 3 card support	

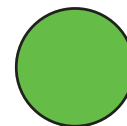
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos. 259411 Adrienne Stephens
 & Names: 233481 Peter Kahler
 Basic System: Standard American
 Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 11+HCP, 3+♣ 1♥ 11+HCP, 5+♥
 1♦ 11+HCP, 3+♦ 1♠ 11+HCP, 5+♠
 1NT 15-18HCP may contain 5 card Major

1NT Responses 2♣ 5 card Major enquiry
 2♦ Transfer ♥ 2♠ TRF ♣
 2♥ TRF ♠ 2NT TRF ♦
 other

2♣ 21-22 HCP or strong 8 + playing tricks
 2♦ Multi either strong 23-24 HCP bal or weak in either Major - 6 card suit
 2♥ Multi weak 5H and 4 in any other suit
 2♠ Multi weak 5S and 4 in any other suit
 2NT 5/5 in the Minors 6-10 HCP 3NT Gambling
 other

2. PRE-ALERTS

Inverted minors
 Bergen raises 1 level overcall may be 4 card suit

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 Spades and another
 1NT overcall - re-opening 10-14 Immediate cue of Major 5 other Major & a Minor
 Over weak twos 2NT 16-18, T/O X with Leb Over opening threes X=T/O
 Over opponent's 1NT Cappelletti - 2C = 1 long suit, 2D = Both majors, 2H = Hs and a minor
 2S=Spades and a minor can be 5/4, 2NT = both minors X=HCP top of the level of the NT that is opened.

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+HCP, 4+♦	2♦ 6+ Ds 0-4 HCP	3♦ Not used	
1♥ 5+HCP, 4+♥	2♥ 6+♥, 0-4HCP	3♥ Not used	
1♠ 5+HCP 4+sp	2♠ 6+♠, 0-4HCP	3♠ Not used	
1NT 5-9 HCP 4+Cs no maj	2NT 10-12HCP, no major	3NT 13-14HCP no major	
2♣ 5+Cs, no major 10+	3♣ 5+♣, 5-9HCP, no maj	4♣ Minorwood	
other			
1♦ 1♥ 5+HCP, 4+♥	2♥ 6+♥, 0-4HCP	3♥ Not used	
1♠ 5+HCP, 4+♠	2♠ 6+♠, 0-4HCP	3♠ Not used	
1NT 5-9HCP, no major	2NT 10-12HCP, no major	3NT 13-14HCP, no major	
2♣ 4+♣, 10+HCP	3♣ Not used	4♣ Not used	
2♦ 5+Ds no major 10+	3♦ 5+Ds 5-9HCP, no maj	4♦ Minorwood	
other			
1♥ 1♠ 5+HCP, 4+♠	2♥ 5-9 HCP 3 card supp	3♦ 7-9 HCP, 4 card sup	
1NT 5-9HCP, no support	2♠ 6+♠, 0-4HCP	3♥ Limit Raise	
2♣ 4+♣, 10+HCP	2NT Jacoby	3♠ Splinter	
2♦ 4+♦, 10+HCP	3♣ 10-12 HCP 4 card sup	3NT To play	
other 4♣ and 4♦ = splinter 10-12			
1♠ 1NT 5-9HCP, no support	2♠ 5-9 HCP 3 card supp	3♥ Splinter	
2♣ 4+♣, 10+HCP	2NT Jacoby	3♠ Limit Raise	
2♦ 4+♦, 10+HCP	3♣ 10-12 HCP 4 card sup	3NT To play	
2♥ 5+♥, 10+HCP	3♦ 7-9 HCP 4 card sup	4♣ Splinter	
other 4♦ and 4♥ = splinter 10-12			
1NT 3♣ 6+♣, slam interest	3♠ 6+♠, slam interest	4♦ RKC	
3♦ 6+♦, slam interest	3NT To play	4♥ To play	
3♥ 6+♥, slam interest	4♣ RKC	4♠ To play	
other			
2♣ 2♦ Waiting	2NT Not used	3♥ Not used	
2♥ 6+ Hs, 0-3 HCP	3♣ Strong suit	3♠ Not used	
2♠ 6+S. 0-3 HCP	3♦ Strong suit	3NT Not used	
other			
2♦ 2♥ Pass or correct	3♣ Natural and not forcing	3♠ Pass or correct	
2♠ Pass or correct	3♦ Natural and not forcing	3NT To play	
2NT Enquiry	3♥ Pass or correct	4♣ Not used	
other 4H Pass or correct			

Notes

2♥ 2♠ Pass or correct	3♦ Pass or correct	3NT To play
2NT Enquiry	3♥ Not forcing	4♣ Not used
3♣ Pass or correct	3♠ Not used	4♥ To play
other		
2♠ 2NT Enquiry	3♥ Pass or correct	4♣ Not used
3♣ Pass or correct	3♠ Not forcing	4♥ Not used
3♦ Pass or correct	3NT To play	4♠ To play
other		
2NT 3♣ Better minor	3♠ Natural 6 S GF	4♦ Minorwood
3♦ Better minor	3NT To play	4♥ To play
3♥ Natural 6H GF	4♣ Minorwood	4♠ To play
other		

9. CONVENTIONS

Unusual NT: Minors

4th Suit Forcing One round Game force

NT Checkback Priorities:

Defence to 3NT opening X = lead of Dummy's first bid suit or spade lead if no suit bid

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 1♣ : X=both majors (can be 4/4); 1♦=single suiter; 1♥=5♥s+minor;

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

strong 2♣ : natural

♣

Over 1NT Interference Lebensohl

Lebensohl - other uses After double of 2 level for T/O, after partner reverses

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ X=penalty; 4NT=T/O

10. OTHER NOTES

Splinters

Cue bids for good raise of overcall

Sandwich 1NT