

4. BASIC RESPONSES

Jump raises - minors	weak
Jump raises - Majors	weak
Jump shifts after minor opening	weak, 6+ suit
Jump shifts after Major opening	Bergen, Splinter
Responses to strong 2 suit open.	2♦ waiting or 7+ and 5+ card suit
Responses to 2NT opening	3♣/♦ or show 6 card suit

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	MUD	
In partner's suit	Top	
Discards	Odd=Like, Even=McKenney	
Count	Reverse	
Signal on partner's lead:	Low encourage	
Signal on declarer's lead:	Count	
Notes Lead of K= Count		

6. SLAM CONVENTIONS

4♣ Gerber <input checked="" type="checkbox"/> NT
4NT: Blackwood <input type="checkbox"/> RKCB 1430 4NT=Nat, quantitative, 2 places to play
Asking Bids <input checked="" type="checkbox"/> Cue Bids <input checked="" type="checkbox"/>

7. OTHER CONVENTIONS

New Minor Forcing, FSF	Smolen
Jacoby 2NT	Splinter
Sandwich NT	Lebensohl
Inverted Minor	Minorwood
Walsh Style	Exclusion Blackwood

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DOPO/ROPI

Leaping Michaels



AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos.	294594	Kathy Males
& Names:	275621	Michelle Radke
Basic System:	Standard American + 2/1	
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

1♣ 3+ 12+ pts	1♥ 5+ 12+ pts
1♦ 3+ 12+ pts	1♠ 5+ 12+ pts
1NT 15-17	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses	2♣ 2♦ => no 4 card major, 2♥/♠ => 4+ cards
2♦ ♥	2♠ Point Probe
2♥ ♠	2NT ♦
(Dbl)	other 3♣ puppet stayman, super accept

2♣ 23+ or 0-4 loser, GF	
2♦ 5-9 HCP, 6+ major or 20-22 bal	
2♥ 5-9 HCP, 5+/5+ Hearts + another	
2♠ 5-9 HCP, 5+/5+ spades + minor	
2NT 7-9 HCP both minors	3NT solid 7+ minor
other	

2. PRE-ALERTS

Coded 9's and 10's Opening Leads***
1♥, 1♠, X => 6-12 pts if not a passed hand

3. COMPETITIVE BIDS / OVERCALLS

Doubles Support X and XX	Negative DBL thru 3♣
	Responsive DBL thru 3♣
Jump overcalls Weak	Unusual NT 5+/5+ 2 lowest unbid suits
1NT overcall: (immediate) 15+	(re-opening) 11-14
Immediate cue: (minor) 5+/5+ both majors	(Major) 5+/5+ other major and a minor
Over: Weak Twos 2NT=16-18, X=T/O, Nat	Opening Threes 3NT=17+, X=T/O or nat
Opponent's transfers X=values in artificial suit, bid of transfer suit = T/O	
Opponent's 1NT X= long minor, 2♣= both majors, 2♦= long major, 2♥/♠=major and a minor,	
2NT=both minors	

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣	1♦ 5+ pts	4+ ♦	2♦ n/a	3♦ 3-5 pts	7+ ♦
	1♥ 5+ pts	4+ ♥	2♥ 3-5 pts	6+ ♥	3♥ 3-5 pts
	1♠ 5+ pts	4+ ♠	2♠ 3-5 pts	6+ ♠	3♠ 3-5 pts
	1NT 5-10 pts	no major	2NT 11-12 pts	no major	3NT 13-15 pts
	2♣ 10+ pts	5+ ♣	3♣ 3-9 pts	5+ ♣	4♣ Minorwood
	other				
1♦	1♥ 5+ pts	4+ ♥	2♥ 3-5 pts	6+ ♥	3♥ 3-5 pts
	1♠ 5+ pts	4+ ♠	2♠ 3-5 pts	6+ ♠	3♠ 3-5 pts
	1NT 5-12 pts*	no major	2NT 11pts**	no major	3NT 13-15 pts
	2♣ 13+ pts, GF		3♣ n/a		4♣
	2♦ 10+ pts	5+ ♦	3♦ 3-9 pts	5+ ♦	4♦ Minorwood
	other				
1♥	1♠ 5+ pts	4+ ♠	2♥ 6-9 pts	3+ ♥	3♦ 10-12 pts
	1NT 5-12 pts	can be forcing	2♠ splinter	4+ ♥	3♥ 3-5 pts
	2♣ 13+ pts	2+ ♣	2NT 13+ pts	4+ ♥	3♠ void
	2♦ 13+ pts	4+ 1d	3♣ 6-9 pts	4+ ♥	3NT 12-15 pts, bal
	other				
1♠	1NT 5-12 pts	can be forcing	2♠ 6-9 pts	3+ ♠	3♥ splinter
	2♣ 13+ pts	2+ ♣	2NT 13+ pts	4+ ♠	3♠ 3-5 pts
	2♦ 13+ pts	4+ ♦	3♣ 6-9 pts	4+ ♠	3NT 12-15 pts, bal
	2♥ 13+ pts	5+ ♥	3♦ 10-12 pts	4+ ♠	4♣ Splinter
	other				
1NT	3♣ puppet stayman, GF		3♠ Splinter, 3♥, GF		4♦ n/a
	3♦ has minor suits, GF		3NT 10+ pts, bal		4♥ n/a
	3♥ Splinter, 3♠, GF		4♣ Gerber		4♠ n/a
	other				
2♣	2♦ 0-6 HCP or waiting		2NT n/a		3♥ n/a
	2♥ 5+ ♥, 7+ points		3♣ 5+ ♣, 7+ points		3♠ n/a
	2♠ 5+ ♠, 7+ points		3♦ 5+ ♦, 7+ points		3NT n/a
	other		4NT=std blackwood, 2♣-2♦-2NT=23-24 bal, 3NT=25-27 bal		
2♦	2♥ waiting, pass or correct		3♣ 15+ pts	6+ ♣	3♠ n/a
	2♠ game invite in ♥		3♦ 15+ pts	6+ 1d	3NT to play
	2NT 15+pts, describe hand		3♥ game invite in ♠		4♣ n/a
	other				

Notes

2♥	2♠ pass or correct		3♦ to play		3NT to play
	2NT 15+ pts, bid other suit		3♥ invite		4♣ n/a
	3♣ <15, pass or correct		3♠ to play		4♥ to play
	other				
2♠	2NT 15+ pts, bid other suit		3♥ to play		4♣ n/a
	3♣ <15, bid other suit		3♠ invite		4♥ to play
	3♦ to play		3NT to play		4♠ to play
	other				
2NT	3♣ puppet stayman, GF		3♠ minor suit stayman		4♦ n/a
	3♦ transfer to ♥		3NT to play		4♥ n/a
	3♥ transfer to ♠		4♣ gerber		4♠ n/a
	other				

9. CONVENTIONS

Unusual NT: lower 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: show fit

Defence to 3NT opening 4♣=♥, 4♦=♠, 4♥/♠=natural

Defence to Opening Twos NT=16+ bal + stop, X=T/O, 4♣/♦=14+ and 5+/5+ in min + maj.

Multi 2♦ Natural

RCO style 2-s Natural

Other 2-s NT=16+ bal and stopper, X=T/O, 4♣/♦=14+ and 5+/5+ in minor and major

Defence (1♣): X=both majors, Multi-landy @ 1 level, minors bid as pre-empt

to

strong (2♣): T/O or natural

1♣/2♣

Over 1NT Interference Lebensohl

Lebensohl - other uses partnership X of natural weak 2 level opening bids

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

4♥ X = T/O

4♠ X=T/O/penalty, 4NT=2 suit takeout

10. OTHER NOTES

* 5-10 pts if a passed hand

** only if a passed hand

*** J denies a higher card in that suit, 10 or 9 promises 0 or 2 higher non-touching honours

4♠ is RKCB over our 4♥ and also if 3♠ interference over our ♥ bidding