

4. BASIC RESPONSES

Jump raises - minors	Preemptive
Jump raises - Majors	Preemptive
Jump shifts after minor opening	Natural, weak at two level
Jump shifts after Major opening	Bergen/Splinter at 4 level
Responses to strong 2 suit open.	2D=negative or waiting
Responses to 2NT opening	3C = Puppet, Transfers, 3S =5S/4H

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)	Middle	
In partner's suit	as above	
Discards	Low Encourage	
Count	Low-High = Even	
Signal on partner's lead:	Attitude followed by Count	Attitude followed by count
Signal on declarer's lead:	Count	
Notes	McKenny if single/void in dummy; some suit preference	
	Current count after first discard	

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
Slam Notes	PODI PORI First step, second step bid = 3rd step	
Cue Bids <input checked="" type="checkbox"/>		
Asking Bids <input type="checkbox"/>		

7. OTHER CONVENTIONS

Lebensohl	Bergen Raises
4th suit forcing to game	Minorwood
Cue raises	Long Suit Trials
Splinters	
2 way Checkback	

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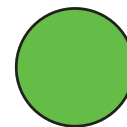
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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	249173	Andrzej Krolikowski
& Names:	700223	Kim Frazer
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♣	11+, 1	1♥	11+, 5		
1♦	11+, 5	1♠	11+, 5		
1NT	(14) 15-17	may contain 5 card Major		<input checked="" type="checkbox"/>	
1NT Responses					
2♣	Puppet Stayman	2♦	Transfer to H (2NT Max; 3H min)	2♠	Transfer to C, 2NT=Min
		2♥	Transfer to S (2NT Max; 3H min)	2NT	Transfer to D, 3C = Min
other					
2♣	22 + Bal or any GF				
2♦	Weak BOTH Majors - 5/5 (V) 5/4 (NV)				
2♥	Weak 5+ card (NV) 6+ (V)				
2♠	Weak 5+ card (NV) 6+ (V)				
2NT	20-21 Balanced	3NT	Gambling any		
other					

2. PRE-ALERTS

Over all strong openings ie. Bid =	
suit above or other 2 suits; NT bid = Odd st	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4H	Jump overcalls	Weak, 6+ card
Responsive doubles through	4H	Unusual NT	Lowest Suits
1NT overcall - immediate	15-18	Immediate cue of minor	Spades + another
1NT overcall - re-opening	11-14	Immediate cue of Major	Other Major + another
Over weak twos	2NT=Nat,	Over opening threes	X=T/O
Over opponent's 1NT over weak NT, X=pen, else Bid is suit above or other two suits; NT = NT = Odd Suits After strong NT: X= non-touching, Bid = Suit above or other 2 suits.			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ HCP, 4+ card	2♦ 2-7 HCP, 6+ card	3♦ Splinter
1♥ 6+ HCP, 4+ card	2♥ 2-7 HCP, 6+ card	3♥ Splinter
1♠ 6+ HCP, 4+ card	2♠ 2-7 HCP, 6+ card	3♠ Splinter
1NT 6-10 HCP, no Major	2NT 10-12 HCP 4+♣/16+	3NT 13-15
2♣ 6-9 HCP, 5+ cards	3♣ 0-6 HCP, 6+ card	4♣ Preemptive
other		
1♦ 1♥ 6+ HCP, 4+ card	2♥ 2-7 HCP, 6+ card	3♥ Splinter
1♠ 6+ HCP, 4+ card	2♠ 2-7 HCP, 6+ card	3♠ Splinter
1NT 6-10 HCP, no Major	2NT 10-12 HCP 4+♦/16+	3NT To Play
2♣ 10+ HCP, 4+ cards	3♣ 2-7 HCP 6+ Card	4♣ Splinter
2♦ 6-9 HCP, 3+ cards	3♦ 0-6HCP, 4+ card	4♦ Preemptive
other		
1♥ 1♠ 6+ HCP, 4+ card	2♥ 6-9 HCP, 3+ card	3♦ 4H, 10-12 HCP
1NT 6-9 HCP	2♠ 3H, 10-12 HCP	3♥ 4H 0-5 HCP
2♣ 10+ HCP, 4+ card	2NT GF	3♠ Splinter
2♦ 10+ HCP, 4+ card	3♣ 4H, 6-9 HCP	3NT To Play
other 4C/D Splinter		
1♠ 1NT 6-9 HCP	2♠ 6-9 HCP	3♥ 3H, 10-12 HCP
2♣ 10+ HCP, 4+ card	2NT GF	3♠ 4S 0-5 HCP
2♦ 10+ HCP, 4+ card	3♣ 4S, 6-9 HCP	3NT To Play
2♥ 10+ HCP, 4+ card	3♦ 4S, 10-12 HCP	4♣ Splinter
other 4♦ splinter		
1NT 3♣ Slam Try	3♠ Slam Try	4♦ RKCB
3♦ Slam Try	3NT To Play	4♥ To Play
3♥ Slam Try	4♣ RKCB	4♠ To Play
other 4NT quant, respond with no. of aces		
2♣ 2♦ Negative or Waiting	2NT 8-11 HCP, Denies 3	3♥ 1 loser Solid suit
2♥ 3+ controls, 5+ Card	3♣ 3+ controls, 6+ Card	3♠ 1 loser Solid suit
2♠ 3+ controls, 5+ Card	3♦ 3+ controls, 6+ Card	3NT Minors
other		
2♦ 2♥ To play	3♣ Forcing	3♠ To Play Preemptive
2♠ To Play	3♦ Forcing	3NT To Play
2NT Enquiry	3♥ To Play Preemptive	4♣ RKCB on H
other 4D=RKCB on S		

Notes

2♥ 2♠ Forcing	3♦ Forcing	3NT To Play
2NT Enquiry	3♥ Preemptive	4♣
3♣ Forcing	3♠	4♥
other		
2♠ 2NT Enquiry	3♥ Forcing	4♣
3♣ Forcing	3♠ Preemptive	4♥
3♦ Forcing	3NT To Play	4♠
other		
2NT 3♣ Puppet	3♠ 5S/4H	4♦ RKCB on D
3♦ Transfer to H	3NT To Play	4♥ To play
3♥ Transfer to S	4♣ RKCB on C	4♠ To play
other 4NT = Quant		

9. CONVENTIONS

Unusual NT: Lowest Suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 2C forces 2D; 2D=GF

Defence to 3NT opening Double

Defence to Opening Twos

Multi 2♦ X=Strong, 2H/S = Natural, 2NT = 15-18, 3x = natural

RCO style 2-s Natural

Other 2-s Natural

Defence 1♣ : X=D or Majors; Bid = suit above or other 2 suits; NT = non-touching suits.

to

strong 2♣ : X=D or Majors; Bid = suit above or other 2 suits; NT = non-touching suits.

♣

Over 1NT Interference Lebensohl

Lebensohl - other uses over weak 2s

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

4♥ Dbl 4♠ 4NT

10. OTHER NOTES

All dbl of 4S and higher = Penalty

1M-2NT=GF, 3C/D/x=cue, 3M=15+ pts, 3NT=RKCB, jump=splinter, 4M=min

Over 2D (weak majors), 2NT=enq, then 3C=weak 3D=normal 3H good H; 3S good S

Then: 3NT, 4H, 4S to play.

4C=RKCB on Hearts. (1430) 4D=RKCB on Spades. (1430)