

4. BASIC RESPONSES

Jump raises - minors	6/10 5 cards
Jump raises - Majors	8 losers
Jump shifts after minor opening	gf 6cards 1 loser suit
Jump shifts after Major opening	gf 6cards 1 loser suit
Responses to strong 2 suit open.	2ds neg maybe bal 7/9 no good 5 card suit
Responses to 2NT opening	baron and transfers

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	top	top
Four or more with an honour	low	low
From 4 small	no2	no2
From 3 cards (no honour)	mud	nud
In partner's suit	no2	no2
Discards	lowenc	low enc
Count	reverse	rev
Signal on partner's lead:	low enc	low enc or count
Signal on declarer's lead:	none in suit count nt	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood	<input type="checkbox"/>	RKCB	1430
Asking Bids	<input checked="" type="checkbox"/>	Cue Bids	<input checked="" type="checkbox"/> cabs sabs

7. OTHER CONVENTIONS

splinters	jacoby control ask
drury	

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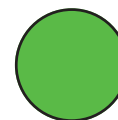
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AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos.	127248	Geoffrey Johnson
& Names:	1042777	Alan Race
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

1♣ 11-20HCP, 2+C	1♥ 11-20HCP 5+H
1♦ 11-20HCP, 4+D	1♠ 11-20HCP 5+S
1NT 14/18	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ Stayman (range enquiry) - see Note 10 for detail

2♦ transfer to hearts	2♠ transfer to clubs
2♥ transfer to spades	2NT transfer to diamonds

(Dbl) other

2♣	gf 4 losers	
2♦	6/11 5 or 6 cards	
2♥	6/11 5 or 6 cards	
2♠	6/11 5 or 6 cards	
2NT	21/22	3NT long solid outside entry
other		

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Doubles	Negative DBL thru	3sp
	Responsive DBL thru	3sp
Jump overcalls weak	Unusual NT	Lower 2 Unbid Suits
1NT overcall: (immediate) 14/18	(re-opening) 9/14	
Immediate cue: (minor) michaels	(Major) maj/minor6/15	
Over: Weak Twos x for take out	Opening Threes x take out	
Opponent's transfers x lead directing or strong		
Opponent's 1NT capilletti - 2C = single suit, 2D = majors, 2H = hearts + minor, 2S = spades + minor, 2NT = minors		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6 4cards	2♦ jump shift 14+	3♦ splinter gf
1♥ 6 4cards	2♥ jump shift 14+	3♥ splinter gf
1♠ 6 4cards	2♠ jump shift 14+	3♠ splinter gf
1NT 6/9	2NT gf with clubs	3NT 13/15 stops on other
2♣ inv minor 11+	3♣ limit 5/10	4♣ limit raise
other		
1♦ 1♥ 6 4cards	2♥ jump shift 14+	3♥ splinter
1♠ 6 4cards	2♠ jump shift 14+	3♠ splinter
1NT 6/9	2NT jacoby	3NT 13/15 stops on other
2♣ 10+	3♣ jump shift 14+	4♣ splinter
2♦ inv minor 11+	3♦ limit 5/10	4♦ limit raise
other		
1♥ 1♠ 6 4cards	2♥ 6/9	3♦ jump shift 14+
1NT 6/9	2♠ jump shift 14+	3♥ 8 losers
2♣ 10+	2NT jacoby	3♠ splinter
2♦ 10+	3♣ jump shift 14+	3NT 13/15 stops on other
other 4C/4D splinter		
1♠ 1NT 6/9	2♠ 6/9	3♥ jump shift 14+
2♣ 10+	2NT jacoby	3♠ 8 losers
2♦ 10+	3♣ jump shift 14+	3NT 13/15 stops on other
2♥ 10+	3♦ jump shift 14+	4♣ splinter
other 4D splinter		
1NT 3♣ jump shift 14+	3♠ jump shift 14+	4♦ 7card 1 loser suit noou
3♦ jump shift 14+	3NT 5/5 minors 14+	4♥ 7card 1 loser suit noou
3♥ jump shift 14+	4♣ 7card 1 loser suit noou	4♠ 7card 1 loser suit noou
other		
2♣ 2♦ neg or 6/9 balanced	2NT 10/12	3♥
2♥ 8plus good suit	3♣ 8plus good suit	3♠
2♠ 8plus good suit	3♦ 8plus good suit	3NT 13/14
other		
2♦ 2♥ non forcing	3♣ non forcing	3♠ gf
2♠ non forcing	3♦ non forcing	3NT play
2NT asking	3♥ gf	4♣ splinter
other		

Notes

2♥ 2♠ non forcing	3♦ non forcing	3NT play
2NT asking	3♥ non forcing	4♣ splinter
3♣ non forcing	3♠ gf	4♥ play
other 4ds splinter		
2♠ 2NT asking	3♥ non forcing	4♣ splinter
3♣ non forcing	3♠ non forcing	4♥ splinter
3♦ non forcing	3NT play	4♠ play
other		
2NT 3♣ baron	3♠ tr clubs	4♦
3♦ tr hrts	3NT tr ds	4♥
3♥ tr sp	4♣	4♠
other		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round ☒ Game force ☐

NT Checkback ☒ Priorities: majors

Defence to 3NT opening x

Defence to Opening Twos x / Lebensohl

Multi 2♦

RCO style 2-s

Other 2-s

Defence (1C) : intermediate jumps , 1nt=minors , x=majors , spades and minor , hearts

to

strong (2C) :

1♣ / 2♣

Over 1NT Interference x = 8plus and transfers, Lebensohl

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ x for take out

4♥ x for take out 4♠ x for penalty

10. OTHER NOTES

1NT / 2C Opener responses

2D - 14 /16 No 4 card major

2H / 2S - 14 /16 4 card major

2NT - 17/18 - may have 4 card major

3C / 3D / 3H / 3S - 17/18 5 card suit