

4. BASIC RESPONSES

Jump raises - minors	Limit 6-9 HCP, 5+
Jump raises - Majors	Preemptive, 4+ card
Jump shifts after minor opening	Natural, weak at two level
Jump shifts after Major opening	Splinter at 3 level
Responses to strong 2 suit open.	2D= waiting
Responses to 2NT opening	3C = Puppet Stayman, 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	Top from 2	
Discards	Low Encourage	
Count	Low-High = Even	
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:	Count	
Notes	Lead of 10 is singleton or contains higher Honour	

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	2 way checkback
4th suit forcing to game	Blackout
Cue raises	
Splinters	
Inverted minors	

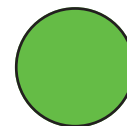
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Over 2D Multi: X= strong, suit=natural, 2NT=15-18

PDF Form Rev. 15F06 by RoL
MyRev. Qntin Andr 9Jun23
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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	249173	Andrzej Krolikowski
& Names:	149403	Quentin Van Abbe
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+, 2	1♥	11+, 5	
1♦	11+, 4	1♠	11+, 5	
1NT	15-17	may contain 5 card Major <input type="checkbox"/>		

1NT Responses	2♣ Simple Stayman		
2♦	Transfer to H	2♠	Transfer to C, 2NT=Min,
2♥	Transfer to S	2NT	Transfer to D, 3C=2 Diamonds
other			

2♣	23 + Bal or any GF		
2♦	Weak BOTH Majors - minimum shape 5/4		
2♥	Weak 5+ card (NV) 6+ (V)		
2♠	Weak 5+ card (NV) 6+ (V)		
2NT	20-22 Balanced	3NT	Gambling
other			

2. PRE-ALERTS

Inverted Minors	
2D=Weak BOTH Majors	

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 Multi Landy		
over strong NT:	X= 4M/5m, then 2C=correctible minor, 2D asks for M, else Multi Landy		
Multi Landy	2C=Majors, 2D=One Major, 2H/S=5M/4m, 2NT=minors, 3X=good suit		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ HCP, 4+ card	2♦ 2-5 HCP, 6+ card	3♦ Splitter
1♥ 6+ HCP, 4+ card	2♥ 2-5 HCP, 6+ card	3♥ Splitter
1♠ 6+ HCP, 4+ card	2♠ 2-5 HCP, 6+ card	3♠ Splitter
1NT 6-9 HCP, no Major	2NT 10-12 /16+ HCP 4+card	3NT 13-15
2♣ 10+, 4+ cards	3♣ 6-9 HCP, 6+ card	4♣ Preemptive
other		
1♦ 1♥ 6+ HCP, 4+ card	2♥ 2-5 HCP, 6+ card	3♥ Splitter
1♠ 6+ HCP, 4+ card	2♠ 2-5 HCP, 6+ card	3♠ Splitter
1NT 6-9 HCP, no Major	2NT 10-12 /16+ HCP 4+card	3NT To Play
2♣ 10+ HCP, 4+ cards	3♣ Splitter	4♣ Void Splitter
2♦ 10+, 4+ cards	3♦ 6-9 HCP, 6+ card	4♦ Preemptive
other		
1♥ 1♠ 6+ HCP, 4+ card	2♥ 6-9 HCP, 3+ card	3♦ Splitter
1NT 6-9 HCP	2♠ 2-5 HCP, 6+ card	3♥ 3-7 HCP, 4 card
2♣ 10+ HCP, 4+ card	2NT 10-12 /16+ HCP 4+card	3♠ Splitter
2♦ 10+ HCP, 4+ card	3♣ Splitter	3NT 13-15 with fit
other		
1♠ 1NT 6-9 HCP	2♠ 6-9 HCP	3♥ Splitter
2♣ 10+ HCP, 4+ card	2NT 10-12 /16+ HCP 4+card	3♠ 3-7 HCP, 4 card
2♦ 10+ HCP, 4+ card	3♣ Splitter	3NT 13-15 with fit
2♥ 10+ HCP, 4+ card	3♦ Splitter	4♣ Void Splitter
other		
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 Quantative	
2♣ 2♦ Negative or Waiting	2NT 8-11 HCP, Denies 3 cr	3♥ Solid 6 card not 3 ctrls
2♥ 3+ controls, 4+ Card	3♣ 3+ controls, 4+ Card	3♠ Solid 6 card not 3 ctrls
2♠ 3+ controls, 4+ Card	3♦ 3+ controls, 4+ Card	3NT
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♣
other		

Notes Following RKCB Q ask responses: 1st step=No Q, 2nd=Q, 3rd=Q+outside K, etc
2 way checkback: 2C forces 2D unless STRONG, 2D=GF

2♥ 2♠ Forcing	3♦ Forcing	3NT To Play
2NT Enquiry	3♥ Preemptive	4♣ Splitter
3♣ Forcing	3♠ splinter	4♥
other		
2♠ 2NT Enquiry	3♥ Forcing	4♣ Correctible
3♣ Correctible	3♠ Preemptive	4♥
3♦ Forcing	3NT To Play	4♠
other		
2NT 3♣ Puppet Stayman	3♠ 5S/4H	4♦ RKCB
3♦ Transfer to H	3NT To Play	4♥ To play
3♥ Transfer to S	4♣ RKCB	4♠ To play
other		

9. CONVENTIONS

Unusual NT: Lowest Suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 2C forces 2D then invitational, 2D = Game Force

Defence to 3NT opening Double

Defence to Opening Twos

Multi 2♦ X=T/O, 2X=natural, 2NT = 15-18, 3x = natural

RCO style 2-s Natural

Other 2-s Natural

Defence 1♣ : X=Majors, NT=minors, Suit Natural

to

strong 2♣ : X=Majors, NT=minors, Suit Natural

♣

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

1M-2NT = 10-12/16+, then 3C/D/x = cue, 3M = min, 3NT= RKCB, 4 level splinter

O/Weak NT, X=pen, 2C=Mjors, 2D=One Mjor, 2H/S=5M/4m, 2NT=minors, 3X=good suit

O/Strng NT, X=4M/5m (then 2C=correctible minor, 2D asks for Major)

O/Strng NT, 2C=Mjors, 2D=One Mjor, 2H/S=5M/4m, 2NT=minors, 3X=good suit

Over 2D (weak Mjors), 2NTenq, 3C=weak, 3D=5/5, 3H=5H/4S, 3S=5S/4H, 4C=6H, 4D=6S

over 4C/4D, 4NT is RKCB, Over other responses 4C is RKCB on Hearts, 4D on Spades

RKCB 1st step 1/4, 2nd 0/3, 3rd 2, 4th 2+Q