

4. BASIC RESPONSES

Jump raises - minors	Inverted	Other:
Jump raises - Majors	Preempt	Other:
Jump shifts after minor opening	weak	
Jump shifts after Major opening	Bergen	
Responses to strong 2 suit open.	N/A	
Responses to 2NT opening	See inside	

5. PLAY CONVENTIONS

Show priorities

Versus **Suit** (or both) Versus **NoTrump** (if different)

Leads	Sequences:	Overlead, A-Attitude K-Count
	Four or more with an honour	4th highest
	From 4 small	4th highest
	From 3 cards (no honour)	Middle
	In partner's suit	Usually highest
Discards		Odd - enc; even - McKenny
Count		High-Low = Even
Signal	on partner's lead:	Low Encourage
Signal	on declarer's lead:	McKenny
Notes		

6. SLAM CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input checked="" type="checkbox"/>	when? NT
Slam Notes	MSKC; 4♣ = RKC			
Cue Bids	<input checked="" type="checkbox"/>			
Asking Bids	<input checked="" type="checkbox"/>			

7. OTHER CONVENTIONS

Michaels Cue:	
1♣-2♣; 1♦-2♦ = spades and other	
1♣-2NT; 1♦-2NT = lower unbid suits	
1♥-2♥; 1♠-2♠ = other major and minor	
1♥-2NT; 1♠-2NT = both minors	

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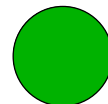
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**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	628964	Tuya Cooke
& Names:	631876	Christine Jenkins
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; bal		may contain 5 card Major <input checked="" type="checkbox"/>
1NT Responses	2♣ 5 card Major enquiry	Other:
2♦ transfer to ♥		2♠ transfer to minor
2♥ transfer to ♠		2NT Invit 8-9 hcp
other super accepts		
2♣	Strong 23+ or playing equiv.	
2♦	weak 6 card ♥/♠ OR 20-22 bal OR strong 4441	
2♥	weak ♥ and another 5-5 Vul; 5-4+ non-Vul	
2♠	weak ♠ and minor 5-5 Vul; 5-4+ non-Vul	
2NT	weak 5-5 minors	3NT Gambling
other		

2. PRE-ALERTS

Modified Michael Cue	
Inverted minors	
Bergen raises	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	3♠	Jump overcalls	weak
Responsive doubles through	3♠	Unusual NT	lower unbid suits
1NT overcall - immediate	15-18; system on	Immediate cue of minor	Modified Michaels Cue
1NT overcall - re-opening	12-14; system on	Immediate cue of Major	Modified Michaels Cue
Over weak twos	X=T/O; 2NT=15-18	Over opening threes	X=T/O; 3NT=to play
Over opponent's 1NT	against weak NT - X=penalty; other = Multi Landy: 2♣ = both majors;		
	2♦ = long major; 2♥ = ♥ and minor; 2♠ = ♠ and minor; 2NT = both minors		
	against strong NT - DONT X=single suiter; suit=suit and higher; 2♠=spades		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+; 4+ cards	2♦ WK; 6+ cards	3♦ Splinter
1♥ 5+; 4+ cards	2♥ WK; 6+ cards	3♥ Splinter
1♠ 5+; 4+ cards	2♠ WK; 6+ cards	3♠ Splinter
1NT 6-9 ; bal no 4M	2NT 10-12, bal no 4M	3NT 13-15; bal
2♣ 11+, 5+ cards	3♣ WK; 5+ cards	4♣ MSKC
other		
1♦ 1♥ 5+; 4+ cards	2♥ WK; 6+ cards	3♥ Splinter
1♠ 5+; 4+ cards	2♠ WK; 6+ cards	3♠ Splinter
1NT 6-9 ; bal no 4M	2NT 10-12; bal; no 4M	3NT 13-15; bal
2♣ 10+, 4+ cards	3♣ WK; 6+ cards	4♣ Splinter
2♦ 10+, 4+ cards	3♦ WK; 5+ cards	4♦ MSKC
other		
1♥ 1♠ 5: 4+ spades	2♥ 6-9; 3 card supp	3♦ 10-11; 4 card support
1NT 6-9; denies 4♠ or 3♥	2♠ 10-12; 3 card supp	3♥ 0-5; 4 card support
2♣ 10+, 4+ cards	2NT Jacoby raise; 12+	3♠ Splinter
2♦ 10+, 4+ cards	3♣ 6-9; 4 card support	3NT 13-15 ; bal
other 4♣=RKC		
1♠ 1NT 6-9; denies 3♠	2♠ 6-9; 3 card supp	3♥ 10-12; 3 card supp
2♣ 10+, 4+; 10-11 with 3♠	2NT Jacoby raise; 12+	3♠ 0-5; 4 card support
2♦ 10+, 4+ cards	3♣ 6-9; 4 card support	3NT 13-15; bal
2♥ 10+, 5+ cards	3♦ 10-11; 4 card support	4♣ Splinter
other 4♣=RKC		
1NT 3♣ 6+ cards; slammish	3♠ 6+ cards; slammish	4♦ transfer to ♥
3♦ 6+ cards; slammish	3NT to play	4♥ transfer to ♠
3♥ 6+ cards; slammish	4♣ Gerber	4♠
other		
2♣ 2♦ 0-7; weak relay	2NT pos; bal	3♥
2♥ pos; 5+ cards	3♣ pos; 5+ cards	3♠
2♠ pos; 5+ cards	3♦ pos; 5+ cards	3NT
other * 2NT = 2nd negative (eg 2♣ - 2♦ - 2♥ - 2NT = <4)		
2♦ 2♥ Pass or correct	3♣	3♠
2♠ Pass or correct	3♦	3NT To play
2NT Forcing	3♥	4♣
other		

Notes

2♥ 2♠ Pass or correct	3♦	3NT To play
2NT Forcing	3♥	4♣
3♣	3♠	4♥
other		
2♠ 2NT Forcing	3♥	4♣
3♣ Pass or correct	3♠	4♥
3♦	3NT To play	4♠
other		
2NT 3♣ Pass or correct	3♠ n/a	4♦ n/a
3♦ Pass or correct	3NT To play	4♥
3♥ Strong; ask for shortage	4♣ n/a	4♠
other		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: major support

Defence to 3NT opening X=T/O

Defence to Opening Twos X=16+

Multi 2♦ X=16+

RCO style 2-s

Other 2-s

Defence 1♣ : {Replace with your defence to strong 1♣ openings} CRO
to X=transfer to ♥; 1♦=transfer to ♠; 1♥=same color; 1♠= same rank; 1NT=odds
strong 2♣ : X=clubs; 2♦/♥/♠=natural; 2NT=4♥/♠ and 5+ minor
 ♣ 3♣=5/5 minors; 3♦=5/5 Majors

Over 1NT Interference

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ X=T/O; 4NT=2 suiter

4♥ X=T/O; 4NT=2 suiter 4♠ X=penalty; 4NT=T/O

10. OTHER NOTES

2♦-2♥/♠ - 2NT = 20-22 bal; may contain 5card major; then Puppet Stayman; transfers ♥/♠

1♥/♠ - 2NT (Jacoby NT) then 3 other = singleton or void; 3 of M = good; 4 of M = minimum