

4. BASIC RESPONSES

Jump raises - minors 5 - 9 , 5 cards Other: 2C = 11+ : 2D = 7 - 10 and 5 card C

Jump raises - Majors < 8 TPs, 4cards Other: Jacoby raise

Jump shifts after minor opening major < 6 and a 6 card suit

Jump shifts after Major opening Bergen reverse

Responses to strong 2 suit open. 2D = waiting, suit = 5 cards and 3 or more controls

Responses to 2NT opening 3H is only forcing bid

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A-Attitude K-Count	Ace asks for highest honour or c
Four or more with an honour	4th highest	4th highest
From 4 small	2nd highest	2nd highest
From 3 cards (no honour)	Middle -Up -Down	Middle - Up - Down
In partner's suit	top of doubleton honour	top of doubleton honour
Discards	odd enc , even McKenney	odd enc, even McKenney
Count	Low-High = Even	Low-High = Even
Signal on partner's lead:	low encourage	low encourage

Signal on declarer's lead: reverse count

Notes DONT : X = long suit, 2C = 4/4 in clubs + other, 2D = 4/4 in diamonds + major, 2H = both M

Cappilletti :

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 1430 4♣ Gerber when? never, see below

Slam Notes

Cue Bids 1NT : 4C/D = Minorwood

Asking Bids

7. OTHER CONVENTIONS

4th suit forcing to game	Cappilletti and DONT
Jacoby raises	puppet stayman after strong rebid of 2NT
POD1 and POR1	Truscott raises after X
support X and XX	Blackout after reverse bid
Lebensohl	Jacoby transfers

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Sandwich NT

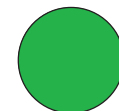
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Help suit trial

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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos. 158720 Alison Farthing

& Names: 138010 Kae French

Basic System: Standard American

Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 10 + 3 card suit 1♥ 10 + , 5 card suit

1♦ 10 + 3 card suit 1♠ 10 + , 5 card suit

1NT 15 - 17 may contain 5 card Major

1NT Responses 2♣ Simple Stayman	Other: Puppet Stayman
2♦ tfr to H	2♠ tfr to C (2NT is super accept)
2♥ ttrfr to S	2NT trfr to D (3C is super accept)
other 1NT - 2C - 2H - 2S = 4 card spade suit with 8 - 9 HCP	

2♣ Game force: 23 - 24 or 27+ and balanced or unbalanced with 4 losers

2♦ 6 - 10, 6 card suit in a major or 21 - 22 or 25 - 26 and balanced

2♥ 5 + 5 Hearts and a minor less than 10 HCPs

2♠ 5 + 5 Spades and minor, less than 10 HCPs

2NT 5 + 5 both minors or both majors 3NT 6 + 5 in majors < 4 controls

other 4NT = 6 + 5 in Minors , 4C = 6 + 5 in Blacks , 4D + 6 + 5 in Reds, < 4 controls

2. PRE-ALERTS

Reverse Bergen raises 4C o/call shows 6+5 in blacks

Inverted minors with stopper asking 4D o/call shows 6+5 in reds

3NT/4NT o/calls show 6+5 M/m

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4H Jump overcalls weak with 6 cards

Responsive doubles through 4H Unusual NT Michaels showing 2 lower unbid suits

1NT overcall - immediate 15 - 17 Immediate cue of minor S + other 5/5

1NT overcall - re-opening 10 - 14 Immediate cue of Major other major + minor 5/5

Over weak twos X = takeout, then lebensohl Over opening threes X = takeout with good opening

Over opponent's 1NT 12 - 14 Capilletti Strong DONT (where X = single suit)

DONT: 2C = 4/4 C + other, 2D = 4/4 D + other, 2H = both majors, 2NT = both minors

Cappilletti: 2C = long suit, 2D = both majors, 2H = H + minor, 2S = S + minor, 2NT = both minors

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ 4 cards	2♦ 7 - 10 , 5+ Clubs	3♦ splinter
1♥ 6+ 4 cards	2♥ very weak 6 cards	3♥ splinter
1♠ 6+ 4cards	2♠ very weak 6 cards	3♠ splinter
1NT 6 - 9, no higher suit	2NT 10 - 12 no higher suit	3NT 13+ no higher suit
2♣ 11+ no higher suit	3♣ 0 - 6 , 5+ cards	4♣ minorwood
other double jump in any suit = splinter		
1♦ 1♥ 6+ 4+ cards	2♥ 0 - 5, 6 cards	3♥ splinter
1♠ 6+ 4+ cards	2♠ 0 - 5, 6 cards	3♠ splinter
1NT 6 - 9 no higher 4 card suit	2NT 10 - 12 no higher suit	3NT 13+ no higher suit
2♣ 10+ , 4+ cards	3♣ 7 - 10, 5 cars D	4♣ splinter
2♦ 11+ 5 card D	3♦ 0 - 6 5+ cards	4♦ minorwood
other double jump in any suit = splinter		
1♥ 1♠ 5+ 4+ cards	2♥ 6 - 9 3+ cards:or 6- 7,+4	3♦ 8 - 9, 4 card support
1NT 6 - 9	2♠ 10 - 12 with 3 card H	3♥ 0 - 6, 4+ cards
2♣ 10+ 4 cards	2NT 12+ 4+ card support	3♠ splinter - GF
2♦ 10+ 4cards	3♣ 10 - 12 4 card support	3NT 13 - 15, 3 card support
other 4C/D = Splinter GF		
1♠ 1NT 6 - 9	2♠ 6 - 9, 3+ cards: 6- 7, 4card	3♥ 10 - 12, 3 card support
2♣ 10+ 4+ cards	2NT 12+, 4 cardcard support	3♠ 0 - 6 with 4 card support
2♦ 10+ 4+ cards	3♣ 10 - 12, 4card support	3NT 13 - 15, 3 card support
2♥ 10+ 5+ cards	3♦ 8 - 9 , 4 card support	4♣ Splinter
other 4D/4H + splinter		
1NT 3♣ slam interest	3♠ slam interest	4♦ minorwood
3♦ slam interest	3NT to play	4♥ to play
3♥ slam interest	4♣ minorwood	4♠ to play
other		
2♣ 2♦ waiting	2NT balanced , 3+ controls	3♥ 6+ card suit < 3 controls
2♥ 5 cards, 3+ control	3♣ 3+ controls ,5 cards	3♠ 6+ card suit, < 3controls
2♠ 5 cards, 3+ controls	3♦ 3+ controls, 5 cards	3NT n/a
other		
2♦ 2♥ p/c	3♣ to play	3♠ p/c
2♠ p/c	3♦ to play	3NT 4/4 H/S 7 - 10
2NT inquiry	3♥ p/c 3/3 H/S	4♣ n/a
other		

Notes

2♥ 2♠ to play	3♦ to play	3NT to play
2NT strong inquiry	3♥ to play	4♣ p/c
3♣ p/c	3♠ p/c	4♥ to play
other		
2♠ 2NT inquiry	3♥ to play	4♣ p/c
3♣ p/c	3♠ to play	4♥ to play
3♦ to play	3NT to play	4♠ to play
other		
2NT 3♣ weak: pass or bid H	3♠ to play	4♦ forcing
3♦ weak: pass or bid H	3NT to play	4♥ to play
3♥ strong inquiry	4♣ forcing	4♠ to play
other		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round by passed hand, otherwise Game force

NT Checkback Priorities:

Defence to 3NT opening X for penalties if gambling 3NT

Defence to Opening Twos X = 15+ 2NT = 16 - 18 with stops

Multi 2♦ X = 5 card M, 2NT = 16-19 +stops, 3 of a suit = 6 card & 11+, 2M=4card + longer min

RCO style 2-s X = 16 - 19, 2NT = 16 - 18 with stops

Other 2-s weak 2s X = t/o , then Lebensohl follows

Defence 1♣ : !

to x = majors, 1NT= minors

strong 2♣ : !

♣ natural bids

Over 1NT Interference lebensohl

Lebensohl - other uses after x of weak 2 bid

Take out of 4 level pre-empts 4♣/4♦ x = t/o, 4NT = 2x5 card suits

4♥ X = t/o, 4NT = 2x 5card suits 4♠ X= penalties, 4NT = 2x 5 card suits

10. OTHER NOTES

Responses to 2NT : 3H :-3S + weak minors 3 NT = strong minors.

4C = strong majors wiith C shortage

4D = strong majors with D shortage

4h weak majors