

4. BASIC RESPONSES

Jump raises - minors	weak <6, 5+ cards Inverted
Jump raises - Majors	3♣=9-12 p, 3♦=6-8 p, 3♠=0-5 p - with 4 card support
Jump shifts after minor opening	0 - 5, 6+ card suit
Jump shifts after Major opening	Reverse Bergen raise as above
Responses to strong 2 suit open.	2♦=3+, 2♥ (0-3 - no ctrls),
Responses to 2NT opening	preferred minor

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Generally overlead, K-count	O'lead, K,Q count ask **
Four or more with an honour	4th highest	4th highest
From 4 small	2nd highest	4th highest
From 3 cards (no honour)	MUD	Top of nothing
In partner's suit	Standard	Standard
Discards	Low encourage	Low encourage
Count	Reverse	Reverse
Signal on partner's lead:	Low Encourage	Low Encourage
Signal on declarer's lead:	Count if relevant	
Notes	Lead of Ace = odd continue, even McKenny	
	** Journalist leads, internal sequence leads	

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when? never
Slam Notes	Over 5NT K ask - specific kings up the line	
Cue Bids <input checked="" type="checkbox"/>		
Asking Bids <input type="checkbox"/>		

7. OTHER CONVENTIONS

Jacoby 2NT	Lebensohl
Support Xs and XXs	4th suit forcing to game(not at 1 level)
Swine over double of 1 NT overcall	Minorwood/Kickback 1430
Ghestem overcalls	Retransfers after 2NT super accept
xyz	RCOs over strong 1♣, 2♣
	Gazilli

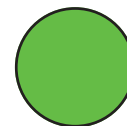
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	27340	Jan Clarke
& Names:	11282	Di Coats
Basic System:	Standard with transfers over 1♣	
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 ☐

1♣ 10+ 2C	1♥ 10+ 5♥
1♦ 10+ 5D (unless 4,4,4,1)	1♠ 10+ 5♠
1NT 15(14)-17	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ simple stayman

2♦ Transfer ♥	2♠ Transfer ♣
2♥ Transfer ♠	2NT Transfer ♦
other Super accepts ; 3C is GF 5 card major ask	

2♣	Strong, 4 losers or 20-21 Bal OR 25,26 Bal
2♦	Weak major OR Acoll 2 in major (5 loser) OR 22-23+ balanced
2♥	Both majors (at least 4/4 non vul; 5H + 4/5 S vul) <opening
2♠	Spades and another (min 5/4) <openig
2NT	5/5 Minors < opening
3NT	6/5 in Majors
other	

2. PRE-ALERTS

Transfers over 1♣	1M-2♣=relay to 2♦ P/C
Tsfrs to all suits at 4 level over 1 NT, 2NT	1M-2♦=generic GF

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	Weak 6+ card suit
Responsive doubles through	3♠	Unusual NT	Lower unbid suits
1NT overcall - immediate	15-18 System on	Immediate cue of minor	Exxtreme suits, 5/5
1NT overcall - re-opening	11-14 System off	Immediate cue of Major	Extreme suits, 5/5
Over weak twos	X=t/o	2NT=15-18	Over opening threes
X=t/o			
Over opponent's 1NT X=penalties over weak NT or Meckwell.			
Over strong NT X=5+m + 4 M 2♣= Majors, 2♦=single suit, 2♥=H+m, 2♠=S+m,			
2NT=both minors,			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+, 4+H 1♥ 6+, 4+S 1♠ relay to 1NT 1NT 10-11 Bal 2♣ 10-14 5+C other	2♦ <6 HCP 6H 2♥ <6 HCP 6S 2♠ 12 -13 HCP Bal 2NT 15+, 5C 3♣ 0-5 5+ C	3♦ 7 card ♦ suit (8-10) 3♥ 7 card ♥ suit (8-10) 3♠ 7 card ♠ suit (8-10) 3NT 14-15 no Major 4♣ pre emptive
1♦ 1♥ 6+, 4+♥ 1♠ 6+, 4+♠ 1NT 6 - 10 ,no Major 2♣ 4+ ♣, forces 2♦ 2♦ 10-14, 4+♦ other	2♥ 0-5 6+ ♥ 2♠ 0-5 6+ ♠ 2NT 15+, 4+♦ 3♣ 6-9 4+ ♦ 3♦ 0-5 5+♦	3♥ 7 card ♥ suit (8-10) 3♠ 7 card ♠ suit (8-10) 3NT 13-15 no Major 4♣ splinter agreeing ♦ 4♦
1♥ 1♠ 6+, 4+♠ 1NT 6 - 10, no major 2♣ Relay to 2 ♦ 2♦ game force (artificial) other	2♥ 8-10 3+♥ 2♠ 10-12, 3♥ 2NT GF, 4+ ♥ 3♣ 9-12, 4 ♥	3♦ 6-8, 4♥ 3♥ <6, 4+ ♥ 3♠ splinter agreeing ♥ 3NT 13-15, 3 ♥, Bal
1♠ 1NT 6-10 2♣ relay to 2♦ 2♦ GF (artificial) 2♥ 5+♥, 10+ pts other	2♠ 8-10, 3+♠ 2NT GF 4+ ♠ 3♣ 9-12, 4+ ♠ 3♦ 6-8, 4+ ♠	3♥ 10-12, 3 ♠ 3♠ <6 4+♠ 3NT 13-15 , 3♠, Bal 4♣ splinter agreeing ♠
1NT 3♣ 5 card puppet stayman 3♦ both minors, GF 3♥ 3♠, singleton ♥ other 4NT= quantitative	3♠ 3♥, singleton ♠ 3NT To play 4♣ tsfr to ♦	4♦ Transfer to ♥ 4♥ Transfer to ♠ 4♠ Transfer to ♣
2♣ 2♦ 3+pts waiting 2♥ 0-3 pts (no ctrl) 2♠ 6♠ + 2 top Hons other	2NT 6♥ + 2 top Hons 3♣ 6+♣ + 2 top Hons 3♦ 6+♣ + 2 top Hons	3♥ 5+♦ + 4♥ 3♠ 5+♦ + 4♠ 3NT
2♦ 2♥ pass or correct 2♠ pass or correct {3+♥} 2NT inquiry other	3♣ natural to play 3♦ natural to play 3♥ pass or correct	3♠ pass or correct 3NT to play 4♣

Notes

Over 5 level interference, and if we clearly have the majority of points, then pass = 0 or 1 losers, double = 2 or more

2♥ 2♠ to play 2NT Inquiry 3♣ Natural to play other	3♦ Natural to play 3♥ Pre-emptive raise 3♠ Pre-emptive raise	3NT To play 4♣ 4♥ To play
2♠ 2NT Inquiry 3♣ p/c 3♦ Natural to play other	3♥ one round force 3♠ Pre-emptive raise 3NT To play	4♣ 4♥ 4♠ To play
2NT 3♣ To play 3♦ To play 3♥ forcing other	3♠ forcing 3NT to play 4♣ Minorwood	4♦ Minorwood 4♥ to play 4♠ to play

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round ☒ one round force at 1 level Game force ☒

NT Checkback ☒ Priorities: 2 way checkback

Defence to 3NT opening X=t/o; 4♣=t/o longer ♥; 4♦=t/o longer ♠; 4♥/♠ to play

Defence to Opening Twos

Multi 2♦ X= 16+ 2NT=15-18 both M stopped

RCO style 2-s immediate X=strong 2NT=15-18

Other 2-s X=t/o or Leaping Michaels

Defence to	1♣ : X=2 of same rank, 1♦=2 of same colour, 1♥=♥, 1♠= ♠, 1NT=2 odd suits
strong	2♣ : As above
♣	

Over 1NT Interference Lebensohl

Lebensohl - other uses in response to x of natural weak 2 bid

Take out of 4 level pre-empts 4♣/4♦ X= takeout

4♥ X takeout 4♠ X=values, 4NT= t/o 2 suiter

10. OTHER NOTES

Over 2C opening 2♥ response (<4HCP<1ctrls) non jump from opener is not forcing

After 4NT RKCB Q ask, bid 5 of M without Q, bid Kx showing trump Q

or bid NT to show trump Q and no kings

After 5NT bid Kings up the line

Over 2♣ opening and response, rebid of 3♣ is Baron