

#### 4. BASIC RESPONSES

Jump raises - minors	inverted
Jump raises - Majors	limit raise
Jump shifts after minor opening	strong
Jump shifts after Major opening	strong
Responses to strong 2 suit open.	2D<7HCP; 2H/S/3C/3D = 5+ and 8+HCP. 2NT=8+ HCP balanced
Responses to 2NT opening	3C/3D/3NT to play; 3H/S invitational

#### 5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	top of run	
Four or more with an honour	4th highest	
From 4 small	2nd top	
From 3 cards (no honour)	MUD	
In partner's suit	top of rags if supported else MUD	
<b>Discards</b>	high encourage	
<b>Count</b>	natural	
<b>Signal</b> on partner's lead:	high encourage	
<b>Signal</b> on declarer's lead:	count if relevant, else high enc	
<b>Notes</b>		

#### 6. SLAM CONVENTIONS

4♣ Gerber	<input type="checkbox"/>	Never
4NT: Blackwood	<input type="checkbox"/>	RKCB 3014
Asking Bids	<input checked="" type="checkbox"/>	Cue Bids <input checked="" type="checkbox"/>

#### 7. OTHER CONVENTIONS

sandwich NT; minorwood; Ogust; Jacoby;	specific K ask over 5NT
splinters; Texas Transfers; criss cross; TOM	
UCB; FSF to game; transfer Lebensohl;	
weak jump overcalls; support x and xx;	
help suit trial bids;	

[www.abf.com.au](http://www.abf.com.au)

PDF Form Rev. 21E29 by RoL  
MyRev.

Copyright © ABF 2021



AUSTRALIAN BRIDGE  
FEDERATION LTD.

#### STANDARD SYSTEM CARD



ABF Nos.	390283	Kuldip Bedi
& Names:	380903	Larry Moses
Basic System:	standard american (walsh style)	
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, min.length, or specific meaning Canapé

1♣ 11+ /3+	1♥ 11+/5+
1♦ 11+/3+	1♠ 11+/5+
1NT 15-17	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ stayman	
2♦ transfer to H	2♠ transfer to C
2♥ transfer to S	2NT transfer to D
(Dbl) system on	other super accepts

2♣	21+ unbalanced; 22-23 or 26+ balanced.GF	
2♦	multi: weak H or S (3-8HCP) or 20-21 or 24-25 Balanced or 8PT any suit	
2♥	6H; 10-13	
2♠	6S; 10-13	
2NT	5/5 minors	3NT gambling
other		

#### 2. PRE-ALERTS

inverted minors (off over interference;	3C = 2 highest unbid suits; 2NT = lowest
on over x)	unbid suits.
Ghestem: cue bid =high/low unbid suits;	

#### 3. COMPETITIVE BIDS / OVERCALLS

Doubles takeout; support x and xx	Negative DBL thru 4H
	Responsive DBL thru 4H
Jump overcalls weak	Unusual NT 2 lowest unbid suits
1NT overcall: (immediate) 15-18	(re-opening) 12-14
Immediate cue: (minor) Ghestem	(Major) Ghestem
Over: Weak Twos x takeout	Opening Threes x takeout
Opponent's transfers x=suit bid; bid of implied suit is takeout	
Opponent's 1NT Multi landi: 2C=MM; 2D=M; 2H=H/m; 2S= S/m; 2NT=m/m	

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+D, 6+HCP, deny 4H/4♠	2♦ 5+C, 10-12HCP	3♦ splinter
1♥ =4+H, 6+HCP	2♥ 4+H, strong GF	3♥ splinter
1♠ 4+S, 6+HCP	2♠ 4+S, strong GF	3♠ splinter
1NT 6-9HCP	2NT 10-12HCP invite	3NT to play
2♣ 5+C 13+HCP, GF	3♣ 5+C weak	4♣ minorwood
other		
1♦ 1♥ 4+H, 6+HCP	2♥ 4+H, strong GF	3♥ splinter
1♠ 4+S, 6+HCP	2♠ 4+S, strong GF	3♠ splinter
1NT <3H, 6-9HCP	2NT 10-12HCP invite	3NT to play
2♣ 5+C, 13+HCP, GF	3♣ 5+D, 10-12HCP	4♣ not used
2♦ 5+D 13+HCP, GF	3♦ 5+D weak	4♦ minorwood
other		
1♥ 1♠ 4+S, 6+HCP	2♥ 3+H, 6-9HCP	3♦ splinter
1NT 6-9HCP	2♠ 4+S; strong GF	3♥ 3+H, 10-13HCP
2♣ 4+C, 10+hcp	2NT 4+H, 13+HCP GF	3♠ splinter
2♦ 4+D, 10+HCP	3♣ splinter	3NT to play
other		
1♠ 1NT <3S, 6-9HCP	2♠ 3+S, 6-9HCP	3♥ splinter
2♣ 4+C, 10+HCP	2NT 4+S, 13+HCP, GF	3♠ 3+S 10-12HCP
2♦ 4+D, 10+HCP	3♣ splinter	3NT to play
2♥ 5+H, 13+HCP, GF	3♦ splinter	4♣ splinter
other		
1NT 3♣ puppet stayman	3♠ slam try in S	4♦ Transfer to S
3♦ slam try in D	3NT to play	4♥ not used
3♥ slam try in H	4♣ transfer to H	4♠ not used
other		
2♣ 2♦ 0-7HCP, waiting	2NT *+HCP, balanced	3♥ not used
2♥ 5+H, 8+HCP	3♣ 5+C, 8+HCP	3♠ not used
2♠ 5+S, 8+HCP	3♦ not used	3NT to play
other		
2♦ 2♥ Pass or correct	3♣ strong 1rd force	3♠ not used
2♠ invitegame in H if H suit	3♦ strong 1 rd force	3NT to play
2NT 14+HCP, game interest	3♥ pass or correct	4♣ not used
other		

Notes

2♥ 2♠ to play	3♦ strong 1rd force	3NT to play
2NT 14+ HCP, Ogust	3♥ pass or correct	4♣ not used
3♣ strong 1rd force	3♠ to play, invite	4♥ not used
other		
2♠ 2NT 14+HCP, Ogust	3♥ strong 1rd force	4♣ not used
3♣ strong 1rd force	3♠ to play	4♥ to play
3♦ strong 1rd force	3NT to play	4♠ to play
other		
2NT 3♣ better minor	3♠ strong 1 rd force	4♦ better minor
3♦ better minor	3NT to play	4♥ to play
3♥ strong 1rd force	4♣ better minor	4♠ to play
other		

## 9. CONVENTIONS

Unusual NT: 2 lowest unbid suits

4th Suit Forcing One round ☐ Game force ☒

NT Checkback ☐ Priorities:

Defence to 3NT opening x shows T/O for Majors

Defence to Opening Twos xT/O

Multi 2♦ Natural

RCO style 2-s

Other 2-s

Defence over 1C: x=MM, 1NT =mm, other bids natural

to

strong over 2C: Natural

1♣/2♣

Over 1NT Interference any 2 level bid to play: 2NT and above = transfer Lebensohl

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ x=T/O

4♥ x=T/O

4♠ x=penalties, 4NT= T/O

## 10. OTHER NOTES

if suit not yet agreed 4NT is RKC in last bid NATURAL suit

1NT-4NT is QUANTITATIVE

OPENING 4NT SHOWS EXTREME MINORS.

slam note: 5NT asks for SPECIFIC K: 6C show KC or 2 Ks

Tfr Lebensohl 1NT (2X) 2 any to play, 2NT tfr >C, 3C >D, 3D >H, 3H >S,

tfr to opps' suit = Stayman