4. BASIC RESPONSES Inverted -6-9 HCP, 5+ cards Jump raises - minors Limit - 10-12 TP 3 card support Jump raises - Majors Weak 6 card suit <6HCP Jump shifts after minor opening Weak 6 card suit <6 HCP Jump shifts after Major opening Responses to strong 2 suit open. 2D waiting; pos. res. = 8+ 5 card suit Responses to 2NT opening 3C or 3D to play; major is forcing 5. PLAY CONVENTIONS **Show priorities** Versus Suit (or both) Versus NoTrump (if different) Sequences: Overlead except AK dblt Overlead all except int.seq Leads 4th highest Four or more with an honour 2nd highert From 4 small MUD From 3 cards (no honour) In partner's suit As above Discards McKenney High-Low = Even H-L = Even suit; tr echo = odd Count Low Encourage Signal on partner's lead: Natural count **Signal** on declarer's lead: **Notes** 6. SLAM CONVENTIONS RKCB 3041 4♣ Gerber X when? Over NT Blackwood 4NT: **Slam Notes** X Cue Bids Asking Bids 7. OTHER CONVENTIONS PODI/PORI Support doubles to 3S Long suit tral www.abf.com.au PDF Form Rev. 15F06 by RoL MyRev. Copyright © ABF 2015



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	189774	Jan Hackett	TOTEM	SAITE						
& Names:		Kae French								
Basic System: Standard/Better Minor										
Brown Sticker Classification: Green X Blue Red Yellow										
1. OPENING BIDS Describe strength, minimum length, or specific meaning Canape										
	3+	lengin, or specific me								
1919			1♥ 10+ 5+ 1♠ 10+ 5+							
	3+ ,		1♠ 10+ 5+							
1NT 15-17				may contain 5 card	Major					
	es 24 Simple	e Stayman								
_ ,	nsfer to H		2♠ Transfe							
	nsfer to S		2NT Transfer to D							
other Super accepts										
2♣ Game force:23+ Balanced or strong suit/s										
2♦ Multi: v	veak Major OF	R 21-22 Balanced								
2 ♥ 6-10 H	CP 5H + 4+ ar	nother								
2 ♠ 6-10 H	CP, 5S + 4+ m	ninor								
2NT 5-5 M	inors, 8-12 HC	P	3NT 5 and 6	in Majors <13 HCP						
other										
		2. PRE-	ALERTS							
Inverted m	inors									
3NT openi	ng and overca	II								
	3. C	OMPETITIVE E	BIDS / OVEF	RCALLS						
Negative double	s through 4	H Jump overcalls	Weak							
Responsive doul	oles through 4	H Unusual NT 7	Two lower unbid suits							
1NT overcall - immediate 15-17		7 Imme	mediate cue of minor S + another 5-5 weak o							
1NT overcall - re-opening 10-14 Imme		ediate cue of Major Other major and minor								
Over weak twos T/O X with leb. or 2NT 16-18 Over opening threes T/O X										
Over opponent's 1NT Over 15+ NT - X=sng suit; bid=that suit + higher suit 4-4 at least;S=S wea										
Over weak	Over weak NT-X=equal HCP; 2C=sng suit; 2D=majors; 2NT=minors; H=H+min; S=S+ min									

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

Describe sire	ngın,	minimum length, or specific	11100	uning
6+ HCP 4+ D	2	<6 HCP 6 D	3	Splinter 5+C no major
6+ HCP 4+ H	2	<6 HCP 6 H	3 Y	Splinter
6+ HCP 4+ S	2♠	<6 HCP 6 S	3 ♠	Splinter
6-9 HCP 4 C	2NT	10-12 HCP 4+ C	3NT	13+ to play
11+ HCP 5+C	3♣	6-10 HCP 5+ C	4 ♣	Preemptive
6+ HCP 4+ H	2	<6 HCP 6 H	3	Splinter 5+D no major
6+ HCP 4+ S	2	<6 HCP 6 S	3 ^	Splinter
6-9 HCP no 4 card M	2NT	10-12 HCP 4 D	3NT	13+ to play
10+ HCP 4+ C	3 ♣	<6 HCP 6 C	4 ♣	Splinter 4+D
11+ HCP 5 D	3◆	6-10 HCP 5 D	4	Preemptive
6+ HCP 4+ S	2	6-9 HCP 3+ H	3	<6 HCP 6 D
6-9 HCP	2	<6 HCP 6 S	3 Y	10-12 TP 3+ H
10+ HCP 4+ C	2NT	13+ TP 4 H	3 ♠	Splinter
10+ HCP 4+ D	3♣	<6 HCP 6 C	3NT	13+ TP 3 H
4C or 4D Splinter				
6-9 HCP	2	6-9 TP 3 S	3 💙	<6 HCP 6 H
10+ HCP 4+ C	2NT	13+ TP 4 S	3 ^	10-12 TP 3+ S
10+ HCP 4+ D	3 ♣	<6 HCP 6 C	3NT	13+ TP 3 S
10+ HCP 5+ H	3◆	<6 HCP 6 D	4 ♣	Splinter
4C, 4D splinter 4H to pl	ay			
14+ HCP- 6+Cs -slam 1	3	14+ HCP - 6+Ss - slan	4	
14+ HCP - 6+Ds- slam	3NT	10-15 HCP to play	4	
14+ HCP - 6+ Hs - slaı	4	Gerber - 0 or 4, 1,2,3	4	
4NT= 17+ quant.				
Waiting	2NT	10+ bal	3 💙	<6 6 H
8+ HCP 5+ H	3 ♣	8+ HCP 5+ C	3 ♠	<6 6 S
8+ HCP 5+ S	3	8+ HCP 5+ D	3NT	
Pass or Correct	3♣	To play	3	
	3	To play	3NT	< 11 HCP 4-4 majors
				,
14+ HCP enquiry *	3 Y	Pass or Correct	4 ♣	
14+ HCP enquiry *		Pass or Correct ows H; 3D shows S - no	-	nt range given; 3NT = 2
	6+ HCP 4+ D 6+ HCP 4+ H 6+ HCP 4+ S 6-9 HCP 4 C 11+ HCP 5+C 6+ HCP 4+ H 6+ HCP 4+ S 6-9 HCP no 4 card M 10+ HCP 4+ C 11+ HCP 5 D 6+ HCP 4+ C 10+ HCP 4+ C 10+ HCP 4+ D 4C or 4D Splinter 6-9 HCP 10+ HCP 4+ D 10+ HCP 4+ D 10+ HCP 5+ H 4C, 4D splinter 4H to pl 14+ HCP - 6+ Cs - slam 1 14+ HCP - 6+ Hs - slai 4NT= 17+ quant. Waiting 8+ HCP 5+ H 8+ HCP 5+ S	6+ HCP 4+ D 6+ HCP 4+ H 6+ HCP 4+ S 6-9 HCP 4 C 11+ HCP 5+C 6+ HCP 4+ H 6+ HCP 4+ S 6-9 HCP no 4 card M 10+ HCP 4+ C 11+ HCP 5 D 6+ HCP 4+ C 11+ HCP 5 D 6+ HCP 4+ C 11+ HCP 5 D 6+ HCP 4+ C 10+ HCP 4+ C 10+ HCP 4+ C 10+ HCP 4+ D 4C or 4D Splinter 6-9 HCP 10+ HCP 4+ D 10+ HCP 4+ D 10+ HCP 4+ D 10+ HCP 5+ H 4C, 4D splinter 4H to play 14+ HCP - 6+ Cs - slam 1 14+ HCP - 6+ Hs - slai 4♣ 4NT= 17+ quant. Waiting 8+ HCP 5+ H 8+ HCP 5+ S Pass or Correct 3♣	6+ HCP 4+ D 6+ HCP 4+ H 6+ HCP 4+ S 6-9 HCP 4 C 11+ HCP 5+C 6-9 HCP 4 C 11+ HCP 5+C 6-10 HCP 5+ C 6-10 HCP 5+ C 6-10 HCP 6 S 6-9 HCP 10 4 card M 10-12 HCP 4 D 10-12 HCP 4 D 10-12 HCP 4 D 10-12 HCP 4 D 10-12 HCP 5 D 6-10 HCP 5 D 6-10 HCP 5 D 6-10 HCP 5 D 6-9 HCP 6 S 10+ HCP 4+ C 2NT 13+ TP 4 H 10+ HCP 4+ D 3	6+ HCP 4+ H 6+ HCP 4+ S 6-9 HCP 4 C 11+ HCP 5+C 6-9 HCP 4 C 11+ HCP 5+C 6-9 HCP 4 C 11+ HCP 5+C 6-9 HCP 6 S 6-9 HCP 6 S 6-9 HCP 10 4 C C C C C C C C C C C C C C C C C C

2	2	Pass or Correct	3◆	Pass or Correct	3NT	To play				
	2NT	13 + Enquiry re other s	3 Y	Preemptive	4 ♣					
	3 -	Pass or Correct	3 ♠	Preemptive 6+ S	4	To play				
	other									
2	2NT	13+ Enquiry re other s	3	Preemptive 6+ H	4					
	3 -	Pass or Correct	3♠	Preemptive	4	To play				
	3	Pass or Correct	3NT	To play	4	To play				
	other									
2NT	3 -	To play - better minor	3♠	6+ S - forcing	4	To play - preemptive				
	3	To play - better minor	3NT	To play	4	To play				
	3 Y	6+ H - forcing	4 ♣	To play - preemptive	4	To play				
	other									
9. CONVENTIONS										
Unusual NT: 2 lower unbid suits										
4th Suit Forcing One round Game force X										
NT Checkback Priorities:										
Defence to 3NT opening										
Defence to Opening Twos										
Mul	ti 2	· . · · · · · · · · · · · · · · · · · ·								
RC	O style	e 2-s Imed. X = 16+ HCP - take out								
Oth	Other 2-s X take out with 13+ HCP									
Defence CRASH										

Defence CRASH to X= two suits of same colour strong D = two suits of same rank ♣ 2NT = two suits of same shape (C/H or D/1S)

Over 1NT Interference Lebensohl; X of nat. suit T/O; X of art = that suit

Lebensohl - other uses over op's weak 2's

Take out of 4 level pre-empts 4♣/4♦ X

4**♥** X 4**∧** 4NT

10. OTHER NOTES