

#### 4. BASIC RESPONSES

Jump raises - minors	Pre-emptive 3-7
Jump raises - Majors	Pre-emptive 3-7
Jump shifts after minor opening	Splinters
Jump shifts after Major opening	Splinters
Responses to strong 2 suit open.	2D = 0-3 or 10+, 2H = 4-6, 2S 7-9 Balanced 2NT+ 7-9 Trf
Responses to 2NT opening	3C = Puppet, Trf, 3S = Minor Suit Stayman, 4 Nat Slam Try

#### 5. PLAY CONVENTIONS Show priorities

	Versus <b>Suit</b> (or both)	Versus <b>NoTrump</b> (if different)
<b>Leads</b> Sequences:	Overlead All	AQ=Attitude K=Count Overlead
Four or more with an honour	4ths	
From 4 small	2nd	
From 3 cards (no honour)	MUD	
In partner's suit	MUD or High (if supported xxx)	
<b>Discards</b>	Odd/Even	
<b>Count</b>	Reverse	
<b>Signal</b> on partner's lead:	Reverse Count	
<b>Signal</b> on declarer's lead:	Reverse Count if given	
<b>Notes</b>		

#### 6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
<b>Slam Notes</b>		
Cue Bids <input checked="" type="checkbox"/>	1st and 2nds (1st cue by 16+ is 1st round control only)	
Asking Bids <input type="checkbox"/>		

#### 7. OTHER CONVENTIONS

Minorwood (1st step negative)	Fit Showing Jumps In Competition
Unusual over Unusual	All Jumps are Splinters Mini, Mega, Maxi
Swine	4 other minor over 3 level minor pre-empt is Minorwood

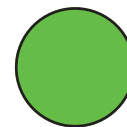
[www.abf.com.au](http://www.abf.com.au)

PDF Form Rev. 15F06 by RoL MyRev.

Copyright © ABF 2015



## AUSTRALIAN BRIDGE FEDERATION INC.



### STANDARD SYSTEM CARD

ABF Nos.	314100	Cathy Mill
& Names:	157351	Elizabeth Havas
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♣	3+ 11-20	1♥ 4+ 11-20
1♦	4+ 11-20	1♠ (4)5+ 11-20
1NT	14-17 Can occasionally be offshape	may contain 5 card Major <input checked="" type="checkbox"/>
<b>1NT Responses</b> 2♣ Puppet		
2♦	Trf	2♠ Trf
2♥	Trf	2NT Trf
other 3 Level Natural Slam Try, 4C/D texas mild slam try		
2♣	Acol 2 in any suit, 22+ balanced or semi balanced or game force	
2♦	Weak (5+ NV) 6+♦ 5-10	
2♥	Weak (5+ NV) 6+♥ 5-10	
2♠	Weak (5+ NV) 6+♠ 5-10	
2NT	20-21 Can be slightly offshape	3NT Gambling any suit - 4D = short ask
other		

#### 2. PRE-ALERTS

NT can be slightly offshape	
-----------------------------	--

#### 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak
Responsive doubles through	4♥	Unusual NT	Lowest Unbid Suits
1NT overcall - immediate	15-18	Immediate cue of minor	Majors
1NT overcall - re-opening	12-15	Immediate cue of Major	Major + Minor
Over weak twos	X = Take Out, Lebensohl	Over opening threes	X = Take Out
Over opponent's 1NT	X Penalty, Canape' Transfers		

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+ ♦ 5+	2♦ Splinter 7-9 or 13+	3♦ Splinter 10-12
1♥ 4+ ♥ 5+	2♥ Splinter 7-9 or 13+	3♥ Splinter 10-12
1♠ 4+ ♠ 5+	2♠ Splinter 7-9 or 13+	3♠ Splinter 10-12
1NT 5-10	2NT 10-12 or 16+	3NT 13-15 bal 4+
2♣ 5-9 4+ ♣	3♣ Pre-emptive 3-7	4♣
other		
1♦ 1♥ 4+ ♥ 5+	2♥ Splinter 7-9 or 13+	3♥ Splinter 10-12
1♠ 4+ ♠ 5+	2♠ Splinter 7-9 or 13+	3♠ Splinter 10-12
1NT 5-10 5+	2NT 10-12 or 16+	3NT 13-15 bal 4+
2♣ 10+ 4+♣	3♣ Splinter 7-9 or 13+	4♣ Splinter 10-12
2♦ 5-9 4+ ♦	3♦ Pre-emptive 3-7	4♦
other		
1♥ 1♠ 4+ ♠	2♥ 5-9 4+ ♥	3♦ Splinter 7-9 or 13+
1NT 5-10	2♠ Splinter 7-9 or 13+	3♥ Pre-emptive 3-7
2♣ 10+ 4+♣	2NT 10-12 or 16+	3♠ Splinter 10-12
2♦ 10+ 4+♦	3♣ Splinter 7-9 or 13+	3NT 13-15 bal 4+
other		
1♠ 1NT 5-10	2♠ 5-9 4+ ♠	3♥ Splinter 7-9 or 13+
2♣ 10+ 4+♣	2NT 10-12 or 16+	3♠ Pre-emptive 3-7
2♦ 10+ 4+♦	3♣ Splinter 7-9 or 13+	3NT 13-15 bal (3)4+
2♥ 10+ (4)5+♥	3♦ Splinter 7-9 or 13+	4♣ Splinter 10-12
other		
1NT 3♣ Nat Slam Try	3♠ Nat Slam Try	4♦ mild slam try ♠
3♦ Nat Slam Try	3NT To Play	4♥ To play
3♥ Nat Slam Try	4♣ mild slam try ♥	4♠ To play
other		
2♣ 2♦ 0-3 or 10+	2NT 7-9 ♣	3♥ 7-9 ♠
2♥ 4-6	3♣ 7-9 ♦	3♠ 7-9 5♠ +4♥
2♠ 7-9 Balanced	3♦ 7-9 ♥	3NT 7-9 ♦ + 4+♣
other		
2♦ 2♥ Natural Forcing	3♣ Natural Forcing	3♠ Splinter
2♠ Natural Forcing	3♦ Wide Ranging	3NT To Play
2NT Game Try +	3♥ Splinter	4♣ Splinter
other		

Notes

2♥ 2♠ Natural Forcing	3♦ Natural Forcing	3NT To Play
2NT Game Try +	3♥ Wide Ranging	4♣ Splinter
3♣ Natural Forcing	3♠ Splinter	4♥ Splinter
other		
2♠ 2NT Game Try +	3♥ Natural Forcing	4♣ Splinter
3♣ Natural Forcing	3♠ Wide Ranging	4♥ Splinter
3♦ Natural Forcing	3NT To Play	4♠ Splinter
other		
2NT 3♣ Puppet	3♠ Minor Suit Stayman	4♦ Natural Slam Try
3♦ Trf - Accept = 3+	3NT To Play	4♥ Natural Slam Try
3♥ Trf - Accept = 3+	4♣ Natural Slam Try	4♠ Natural Slam Try
other		

## 9. CONVENTIONS

Unusual NT:

4th Suit Forcing One round  Game force

NT Checkback  Priorities: Up the line (always 2C only)

Defence to 3NT opening 123 X (4 minor = take out with majors)

Defence to Opening Twos 123 X

Multi 2♦ 123 X

RCO style 2-s 123 X

Other 2-s 123 X unless they change suit

Defence 1♣ : {Replace with your defence to strong 1♣ openings}

to Canape' Transfers up to 2♥ after 1♣ P 1♦ X = Majors 1NT = Minors

strong 2♣ : {Replace with your defence to strong 2♣ openings}

♣ Canape' Transfers up to 3♥ after 2♣ P 2♦ X = Majors 1NT = Minors

Over 1NT Interference 123 X Lebensohl

Lebensohl - other uses Over Weak 2 Openings by opposition, 1M X 2M

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ 4NT (or X)

## 10. OTHER NOTES

Sandwich 1NT unless 1C P 1D

Weak 2 P 2NT = shortage ask