

4. BASIC RESPONSES

Jump raises - minors	10+ HCP good support
Jump raises - Majors	Bergen Raises
Jump shifts after minor opening	good points good support
Jump shifts after Major opening	Bergen raises
Responses to strong 2 suit open.	2D waiting bid
Responses to 2NT opening	Stayman (3C) and transfers (3D to hearts ;3H to spades)

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead (top of run)	4th highest
Four or more with an honour	low encouraging	
From 4 small	2nd highest	2nd highest
From 3 cards (no honour)	2nd highest MUD	2nd highest
In partner's suit	top from 2 low from 3 if honour	^ 3 rags: MUD
Discards	low encouraging	
Count		
Signal on partner's lead:	low encouraging	
Signal on declarer's lead:		
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 14:30	4♣ Gerber <input checked="" type="checkbox"/> when?	when NT bid
Slam Notes	5NT King asking		
Cue Bids <input type="checkbox"/>			
Asking Bids <input type="checkbox"/>			

7. OTHER CONVENTIONS

Jacoby 2NT	followed by single or doubleton call
Overcall at 2 level = suit quality	

www.abf.com.au

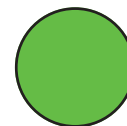
PDF Form Rev. 17K21 by RoL
MyRev. _____

Copyright © ABF 2017

0-14: 1C 1D 1H 1S	23-24/4 loser: 2C
15-18: 1NT Bal	25-26: 2D rebid 3NT
19-20 :1C 1D 1H 1S not Bal	
21-22 :2D (multi 2) rebid 2NT	



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	Janine Cumming (Stanthorpe 67)
& Names:	1063928 Margot Tesch (Stanthorpe 72)
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♣ 2+ 11-14 / 19-20 HCP (bal)	1♥ 5+ 12 HCP	
1♦ 4+ 12+ HCP	1♠ 5+ 12 HCP	
1NT 15-18 HCP	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses		
2♣ Simple Stayman 8+ HCP 4 card major		
2♦ 5H transfer 6+ HCP	2♠ 5C/D transfer to Clubs (6+ cards)	
2♥ 5S transfer 6+ HCP	2NT Balanced 8-9 HCP	
other ^ after trans 2NT 8-9 3NT 10+ declarer chooses		
2♣ 23-24 HCP Balance or 3/4 loser hand in suit or better		
2♦ Weak H/S or Balanced 21-22 HCP (2NT F/U) or 25-26 HCP (3NT F/U)		
2♥ Weak (6-11 HCP) 5H + 5 C/D (points in your suit)		
2♠ Weak (6-11 HCP) 5S + 5H/C/D (points in your suit)		
2NT Weak (6-11 HCP) 5C + 5D	3NT	
other (point in the suits called above)		

2. PRE-ALERTS

Bergen raises (off over interference)	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	Yes	Jump overcalls	Preemptive
Responsive doubles through		Unusual NT	
1NT overcall - immediate	15-18 Stopper	Immediate cue of minor	
1NT overcall - re-opening	11-15 Stopper	Immediate cue of Major	
Over weak twos	X-11-15 HCP 2NT-16+HCP	Over opening threes	X = t/o and natural bids 16HCF
Over opponent's 1NT	natural Bal X=16 HCP followed by normal 1NT cues		
Overall at 2 level only with suit quality			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ ^ 0-5 HCP	2♦ ^ 5+D 11+ HCP	3♦
1♥ 4+H 8+ HCP	2♥ ^ 5+H 11+ HCP	3♥
1♠ 4+S 8+ HCP	2♠ ^ 5+S 11+ HCP	3♠
1NT ^ 8-10HCP no Major	2NT ^ Balanced 11+ HCP	3NT ^ BAL 15-18 HCP
2♣ ^ 5+C 11+ HCP	3♣	4♣
other		
1♦ 1♥ 4+H 8+ HCP	2♥ 5+ 11+ HCP	3♥
1♠ 4+S 8+ HCP	2♠ 5+ 11+ HCP	3♠
1NT ^ 8-10 no Major Forcing	2NT Bal 11+HCP	3NT
2♣ ^ 5+C 11+ HCP	3♣	4♣
2♦ ^ 5+D 11+ HCP	3♦	4♦
other		
1♥ 1♠ 4+ 8+ HCP	2♥ 3H 6-9 HCP	3♦ 4H 10-11 HCP
1NT 6+ HCP <3H Forcing	2♠ 5+ 11+ HCP	3♥ 4H 0-6 HCP
2♣ 4+ 10 HCP	2NT 4H 12+ HCP	3♠
2♦ 4+ 10 HCP	3♣ 4H 7-9 HCP	3NT
other		
1♠ 1NT 6+ HCP <3S Forcing	2♠ 3S 6-9 HCP	3♥
2♣ 4+ 10 HCP	2NT 4S 12+ HCP	3♠ 4S 0-6 HCP
2♦ 4+ 10 HCP	3♣ 4S 7-9 HCP	3NT
2♥	3♦ 4S 10-11 HCP	4♣
other		
1NT 3♣	3♠	4♦
3♦	3NT	4♥
3♥	4♣	4♠
other		
2♣ 2♦ Waiting bid	2NT	3♥
2♥	3♣	3♠
2♠	3♦	3NT
other		
2♦ 2♥ Pass or correct	3♣ ^	3♠
2♠ ^ strong hearts	3♦	3NT
2NT 13+ HCP	3♥	4♣
other		

Notes

2♥ 2♠	3♦	3NT
2NT other suit? forcing	3♥	4♣
3♣	3♠	4♥
other ^ X to ask with interference		
2♠ 2NT Other suit? forcing	3♥	4♣
3♣	3♠	4♥
3♦	3NT	4♠
other ^ X to ask with interference		
2NT 3♣ stayman	3♠ Transfer to C/D (6+)	4♦
3♦ transfer to H	3NT	4♥
3♥ Transfer to S	4♣	4♠
other ^		

9. CONVENTIONS

Unusual NT: _____

4th Suit Forcing One round _____ Game force

NT Checkback Priorities: _____

Defence to 3NT opening _____

Defence to Opening Twos _____

Multi 2♦ YES _____

RCO style 2-s _____

Other 2-s _____

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

to _____

strong (2♣): _____

1♣ / 2♣ _____

Over 1NT Interference _____

Lebensohl - other uses _____

Take out of 4 level pre-empts 4♣/4♦ _____

4♥ _____ 4♠ _____

10. OTHER NOTES

Resonse tp 2C opening, if opener bids their suit, respond with first round control or rebid their suit

1NT response with interference: X=stole my bid

2D FOLLOW ON

2D P 2H P 2D P 2NT P

2NT (21-22) H/S 6-8

3NT (23+) 3C/D 8-10