

4. BASIC RESPONSES

Jump raises - minors	weak, inverted
Jump raises - Majors	0 to 5 and 4 cards in suit
Jump shifts after minor opening	cross jump for minor support; Weak jump shift for Maj
Jump shifts after Major opening	Bergen - 4 card support
Responses to strong 2 suit open.	2D waiting; 2H/S = 5 card strong suit 8+ points
Responses to 2NT opening	transfers ; puppet stayman

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	A from AK top of seq	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	top unless ptner only bid suit th ₊	MUD if only ptner bid
In partner's suit	MUD	
Discards	Odd=ENCRG, Even=McKenney	Odd=ENCRG, Even=McKenney
Count	Low-High = Even	Low-High = Even
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:	reverse count	
Notes	Preference signal on singleton/void or if partner is known to have 6+ in suit	
	With low trumps, play of trumps is suit preference	

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/>	when?
Slam Notes	Minorwood UNLESS COMPETING		
Cue Bids <input checked="" type="checkbox"/>	1st & 2nd round control		
Asking Bids <input type="checkbox"/>			

7. OTHER CONVENTIONS

Jacoby, Bergen, Splinters 13-15TP	Reverses
Support Doubles	Ogust for 2H/S/D
FSF, Lebensohl after 1NT interf/weak 2s	Rev. Drury - see section 10
Cue raise	Inverted minors 1C-2C GF, 1C-2D 10-11
Superaccept 3M if 15,16/2NT 17 4 card	Game tries - see section 10

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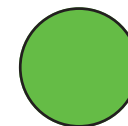
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Super accept for minor transfers by underbidding with 3 card support



AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	650935	Jenny Barnes
& Names:	929591	Fiona Fawcett
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♣	11+ HCP, 3+ C	1♥	11-20 HCP, 5+H	
1♦	11+ HCP, 3+ D	1♠	11-20 HCP, 5+S	
1NT	15-17 balanced		may contain 5 card Major	<input checked="" type="checkbox"/>
1NT Responses				
2♣	Simple stayman			
2♦	transfer H	2♠	transfer C	
2♥	transfer S	2NT	transfer D	
other	3♣ Puppet stayman GF - 5 card major enquiry			
2♣	8.5 winners major or 9.5 minors or 20-22 unbalanced or 23-26 balanced			
2♦	weak 6 D			
2♥	weak 6 H			
2♠	weak 6 S			
2NT	20-22 balanced can have 5 of major	3NT	27+	
other	4th seat weak 2 9-13 points, Ogust adjusted, otherwise rule of 15. Rev. Drury if 1S.			

2. PRE-ALERTS

support X	Bergen Raises
XX means 10+ no singleton in Other Maj	Garbage Stayman

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	3S	Jump overcalls	weak
Responsive doubles through	3S	Unusual NT	5-5 cards in 2 lowest unbid suits
1NT overcall - immediate	15-19	Immediate cue of minor	5-5 in both Majors
1NT overcall - re-opening	11-15 balanc seat	Immediate cue of Major	5 other major and a minor 8+
Over weak twos	2NT 15-18 cover; X=T/O	Over opening threes	13+ 5 card suit, 13+ X if short
Over opponent's 1NT	Cappelletti: X = PEN; 2D= single suiter; 2C = majors (5/4 either way); 2H/S = 5 cards in major + 4+-card minor; 2NT minors; (2D resp to 2C asks which Maj)		
Defence to Michaels; bid suit opponents known to have for 10+ and support			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ min 5	2♦ 9-11 5 C, no 4-card M	3♦
1♥ 6+ min 4	2♥ 0-4 6 H	3♥ 0-4 7H
1♠ 6+ min 4	2♠ 0-4 6 S	3♠ 0-4 7S
1NT 6-10, no 4-card M	2NT 11-12 bal no 4-card M	3NT 13+ bal, no 4-card M
2♣ 12+ 5 C, no 4-card M	3♣ 4-8 and 5 C	4♣ 15+ 6 C minorwood
other		
1♦ 1♥ 6+ min 4	2♥ 0-4 6H	3♥ 0-4 7H
1♠ 6+ min 4	2♠ 0-4 6S	3♠ 0-4 7S
1NT 6-10, no 4-card M	2NT 11-12 bal no 4-card M	3NT 13+ bal, no 4-card M
2♣ 10+ 5+ C, no 4-card M	3♣ 9-11 5 D, no 4-card M	4♣
2♦ 12+ 5 D, no 4-card M	3♦ 4-8 and 5 D	4♦ 15+ 6 D minorwood
other		
1♥ 1♠ 6+ min 4	2♥ 6-9 3-card H	3♦ 10-12 4 H
1NT 6-10 balanced	2♠ 10-12 3-card H	3♥ 0-6 4 H
2♣ 11+ min 4	2NT 12+ 4 H	3♠ Splinter 10+HC
2♦ 11+ min 4	3♣ 6-9 4 H	3NT 13+ balanced
other 4C,4D Splinter 10+HC		
1♠ 1NT 6-10	2♠ 6-9 3-card S	3♥ 10-12 3-card S
2♣ 11+ min 4	2NT 12+ 4 S	3♠ 0-6 4 S
2♦ 11+ min 4	3♣ 6-9 4 S	3NT 13+ balanced
2♥ 10+ min 5	3♦ 10-12 4 S	4♣ Splinter 4♦ Splinter
other 4NT quantitative		
1NT 3♣ GF Puppet Stayman	3♠ 6 card suit slam try	4♦ Minorwood in Ds
3♦ 6 card suit slam try	3NT 2 card in majors 10+	4♥ 6+ hearts shut out
3♥ 6 card suit, slam try	4♣ Minorwood in Cs	4♠ 6+ spades shut out
other		
2♣ 2♦ waitng	2NT 10+ balanced	3♥
2♥ 8+ 5 good H	3♣	3♠
2♠ 8+ 5 good S	3♦	3NT
other		
2♦ 2♥ 5 hearts 13+	3♣	3♠
2♠ 5 spades 13+	3♦ 3 diamonds 5-12	3NT 17+ bal, access to D
2NT Ogust	3♥	4♣
other		

Notes

2♥ 2♠ 5 spades 13+	3♦	3NT 17+ bal, access to H
2NT Ogust(3.5 quick tricks)	3♥ 3 hearts 5-12	4♣
3♣	3♠	4♥
other		
2♠ 2NT Ogust (3.5 quick tricks)	3♥ 6 hearts 15+	4♣
3♣	3♠ 3 spades 5-12	4♥
3♦	3NT 17+ bal, access to S	4♠
other		
2NT 3♣ puppet	3♠ tx to C or D	4♦ Minorwood in Ds
3♦ tx to H	3NT NAT	4♥ NAT
3♥ tx to S	4♣ Minorwood in Cs	4♠ NAT
other		

9. CONVENTIONS

Unusual NT: lower 2 unbid

4th Suit Forcing One round Game force

NT Checkback Priorities: up the line

Defence to 3NT opening

Defence to Opening Twos Lebensohl or X

Multi 2♦ X = values

RCO style 2-s X = values

Other 2-s

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

to

strong (2♣):

1♣ / 2♣

Over 1NT Interference lebensohl

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ Nat; Dbl=T/O

4♥ Nat; Dbl=T/O 4♠ Dbl=PEN; 4NT=T/O

10. OTHER NOTES

After bid 1C,1D, then 2H/S 0-4, 6H/S or 1C/D,1H, 2S 0-4 with 6S

Jump by opener to 2NT after 1 level bids shows 18,19

For Lebensohl after interfer 1NT, then standard Lebensohl with 5 card suit,BUT DOUBLE FOR 4card suits and good 7+ inviting. Rev Drury in 3rd/4th seat

Long Suit game try eg 1H,2H 2S says if you are max and help in S