

4. BASIC RESPONSES

Jump raises - minors	Inverted Minors (1♣-2♣ or 1♦-2♦ 10+ HCP), (1♣-3♣ or 1♦-3♦ 5-9 HCP)
Jump raises - Majors	3♥/♠ Bergen raise 0-5 HCP 4 cards, 4♥/♠ 5+ card weak
Jump shifts after minor opening	weak 6 card suit, 0-5 HCP
Jump shifts after Major opening	Bergen Raises
Responses to strong 2 suit open.	2♦ negative 0-7 (any 4441 shape strong -waiting) others positive
Responses to 2NT opening	3♣♦ = pass or correct (not ongoing), 3♥♠ = 3 in suit, 18+ forcing

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead except AKx(+)	Overlead except AKx(+)
Four or more with an honour	4th highest	4th highest
From 4 small	2nd Highest	2nd highest
From 3 cards (no honour)	Middle	Middle
In partner's suit		
Discards	Odd encourage, Even McKenny	Odd encourage, Even McKenny
Count		
Signal on partner's lead:	Odd encourage, Even McKenny	Odd encourage, Even McKenny
Signal on declarer's lead:		
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 0314	4♣ Gerber <input type="checkbox"/> when?
Slam Notes	CRO Gerber 0314, Minorwood CRO 0314 if ♣s have been bid twice	
Cue Bids <input checked="" type="checkbox"/>	Ace or void	
Asking Bids <input checked="" type="checkbox"/>	Bid of opponents suit asking for stopper (2NT/3NT yes, others no)	

7. OTHER CONVENTIONS

Support doubles	
Bergen raises (including opps interference)	
Lebensohl interference to our 1NT	
Twerb over opps strong 1♣, 2♣, 2nt or 2♦	
Twerb over opps 1NT opening	

www.abf.com.au

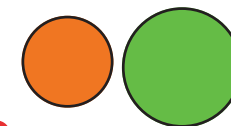
PDF Form Rev. 17K21 by RoL

MyRev. July 2023

Copyright © ABF 2017



**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	794813	Jody Swaine
& Names:	490504	Colleen Wilson
Basic System:	Standard American better minor	
Brown Sticker	<input checked="" 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♣	10-18+ HCP (3),	1♥ 10-18 HCP (5)
1♦	10-18 + HCP (3)	1♠ 10-18 HCP (5)
1NT	15-18 HCP	may contain 5 card Major <input type="checkbox"/>
1NT Responses 2♣ Simple Staymen (guarantees 4 card major) 2♦ Transfer to ♥s (super accept) 2♠ Strength? reply 2NT 15-16 / 3♣ 17-18 2♥ Transfer to ♠s (super accept) 2NT 8/9 HCP other 3♣/3♦ = 6 card 7 HCP		
2♣	Strong 22+ balanced or 19+ unbalanced	
2♦	Multi: Weak 6 card ♥ or ♠ or 19-21 HCP balanced	
2♥	5♥ + 4 other suit, 8-10 HCP 1st or 2nd seat, 6-10 otherwise. (2NT or Dbl is enquiry)	
2♠	5♠ + 4 other suit, 8-10 HCP 1st or 2nd seat, 6-10 otherwise. (2NT or Dbl is enquiry)	
2NT	6-10 HCP, 5/5 any 2 suits (3♥/♠ forcing) 3NT Gambling, solid minor, no outside ace	
other		

2. PRE-ALERTS

3♣ or 3♦ opening could be 6 card suit	4th suit forcing
4NT opening = minors strong	Negative Free Bids

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	weak
Responsive doubles through	2♠	Unusual NT	Any 2 unbid suits
1NT overcall - immediate	15-18 HCP	Immediate cue of minor	Mich'ls 5/5 Maj.s, 5/4 not Vul.
1NT overcall - re-opening		Immediate cue of Major	5 other major & 5 minor
Over weak twos	Nat. X=t/o, 2nt5/5 unbid suits	Over opening threes	Natural, X = takeout primarily
Over opponent's 1NT	X=penalties, 2♣=long ♦s or both majors, 2♦=long ♥s or both black suits		
	2♥s=long ♠s or both minors suits, 2♠s=long ♣s or both red suits,		
	2NT=5/5 non touching suits		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ HCP, 4+ ♦ suit 1♥ 6+ HCP, 4+ ♥ suit 1♠ 6+ HCP, 4+ ♠ suit 1NT 6-9 HCP no major 2♣ 10+ HCP, 4 + ♣ suit other Minorwood CRO if ♣s have been bid twice	2♦ 0-5 HCP, 6 ♦ suit 2♥ 0-5 HCP, 6 ♥ suit 2♠ 0-5 HCP, 6 ♠ suit 2NT 11-12, balanced 3♣ 6-9 HCP. 5+ ♣ suit 3♦ 6-9 HCP, 5+ ♦ suit	3♦ splinter 0-1♦, 10+ HCP 3♥ splinter 0-1♥, 10+ HCP 3♠ splinter 0-1♠, 10+ HCP 3NT 12-15 Balanced 4♣ CRO gerber 0314 4♦ see below
1♦ 1♥ 6+ HCP, 4+ ♥ suit 1♠ 6+ HCP, 4+ ♠ suit 1NT 6-9 HCP no major 2♣ 10+ HCP, 4 + ♣ 2♦ 10+ HCP, 4 + ♦ other Minorwood CRO if ♣s have been bid twice	2♥ 0-5 HCP, 6+ ♥ suit 2♠ 0-5 HCP, 6+ ♠ suit 2NT 11-12, balanced 3♣ splinter 0-1♣, 10+ HCP 3♦ 6-9 HCP, 5+ ♦ suit	3♥ splinter 0-1♥, 10+ HCP 3♠ splinter 0-1♠, 10+ HCP 3NT 12-15 Balanced 4♣ CRO gerber 0314 4♦ see below
1♥ 1♠ 6+ HCP, 4+ ♠ suit 1NT 6-9 HCP 2♣ 10+ HCP, 4+ ♣ suit 2♦ 10+ HCP, 4+ ♦ suit other Bergen raises including opps interference	2♥ 6-9 HCP, 3 ♥ suit 2♠ 10-12 HCP, 3 ♥ suit 2NT 12+ HCP, 4 + ♥ suit 3♣ 6-9 HCP, 4 ♥ suit	3♦ 10-12 HCP, 4 ♥ suit 3♥ 0-5 HCP, 4 ♥ suit 3♠ splinter 0-1♠, 4+ ♥ suit 3NT 12-15 Balanced
1♠ 1NT 6-9 HCP 2♣ 10+ HCP, 4+ ♣ suit 2♦ 10+ HCP, 4+ ♦ suit 2♥ 12+ HCP, 5+ ♥ suit other Bergen raises including opps interference	2♠ 6-9 HCP, 3 ♠ suit 2NT 12+ HCP, 4 ♠ suit 3♣ 6-9 HCP, 4 ♠ suit 3♦ 10-12 HCP, 4 ♠ suit	3♥ 10-12 HCP, 3 ♠ suit 3♠ 0-5 HCP, 4 ♠ suit 3NT 12-15 Balanced 4♣ CRO gerber 0314
1NT 3♣ 7 HCP, 6+ ♣ suit 3♦ 7 HCP, 6+ ♦ suit 3♥ other	3♠ 3NT to play 4♣ CRO gerber 0314	4♦ 4♥ 4♠
2♣ 2♦ weak, waiting see below 2♥ 8 + HCP, 5 + ♥ 2♠ 8 + HCP, 5 + ♠ other waiting = any 4441 shape strong	2NT 8 + HCP, Balanced 3♣ 8 + HCP, 5 + ♣ 3♦ 8 + HCP, 5 + ♦	3♥ 3♠ 3NT
2♦ 2♥ pass or correct 2♠ 3+ ♥s not ongoing 2NT 16+ (see below) other 2♦:2♠=3+ ♥s not ongoing (♠s no mention could be void)	3♣ 6+ ♣s not ongoing 3♦ 6 + ♦s not ongoing 3♥ 3♥s & 3♠s not ongoing	3♠ 4♥s & 3♠s not ongoing 3NT 4♣

Notes 2♦ - 2NT enquiry, 3♣ good ♥s & max. weak 2, 3♦ good ♠s & max. weak 2, 3♥/♠ min. weak 2

2♥ 2♠ 0-1 ♥s asking 2nd suit 2NT 16+ asking 2nd suit 3♣ 6+ ♣s not ongoing other 2♥:2NT:3♥ = 5♥ & 4♠	3♦ 6 + ♦s not ongoing 3♥ 4 ♥ not ongoing 3♠ 6 + ♠s not ongoing	3NT to play 4♣ CRO gerber 0314 4♥ to play weak or strong
2♠ 2NT 16+ asking 2nd suit 3♣ 0-1 ♠s asking 2nd suit 3♦ 6 + ♦s not ongoing other	3♥ 6 + ♥s not ongoing 3♠ 4 ♠ not ongoing 3NT to play	4♣ CRO gerber 0314 4♥ to play 4♠ to play weak or strong
2NT 3♣ pref. pass or correct 3♦ pref. pass or correct 3♥ 3+ ♥, 18+ forcing other	3♠ 3+ ♠, 18+ forcing 3NT 4♣	4♦ 4♥ 4♠

9. CONVENTIONS

Unusual NT: 5/5 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: strength, major fit

Defence to 3NT opening 4♣ 5/5 majors, 4♥ to play, 4♠ to play, 4NT 5/5 minors

Defence to Opening Twos

Multi 2♦ X=15+, natural 12+, 16-18 2NT, 19+ 3NT

RCO style 2-s X=take out - presumed weak suit

Other 2-s X=take out - presumed weak suit

Defence (1♣) : 1♦=long ♥s or black suits, 1♥=long ♠s or minor suits, 1♠=long ♣s or red suits, 1NT=5/5 non touching suits, 2♣=long ♦ or major suits

strong (2♣) : (2♣) : as above + 1 in the bidding

1♣/2♣ similar applies for opponents strong 2♦ or 2NT

Over 1NT Interference X=penalty, Lebensohl

Lebensohl - other uses

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

4♥ yes 4♠ X=penalty, 4NT=minors

10. OTHER NOTES