

4. BASIC RESPONSES

Jump raises - minors	Inverted: 5-9 HCP, 5+ cards
Jump raises - Majors	Bergen, 0-6 HCP, 4+ card support
Jump shifts after minor opening	Natural, weak at 2 level
Jump shifts after Major opening	Bergen, 4 card support
Responses to strong 2 suit open.	2♦=0-3 or 10+, 2♥=4-6, 2♠=7-9
Responses to 2NT opening	Puppet stayman, transfers

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A-Attitude K-Count	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	as above	
Discards	Odd=Enc., Even=McKenney	
Count	High-Low = Even	
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:	Count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input checked="" type="checkbox"/> when? after 1NT
Slam Notes		
Cue Bids <input checked="" type="checkbox"/>		
Asking Bids <input checked="" type="checkbox"/>		

7. OTHER CONVENTIONS

Crowhurst (checkback)	Michaels (majors)
Lebensohl (various situations)	Minorwood
Ogust	Drury
Puppet stayman after 2NT open or rebid or	Wenceslas
2NT overcall of opp's 2 level opening	Suit trial bids

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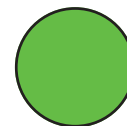
Kokish

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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	420727	Ann Pettigrew
& Names:	259411	Adrienne Stephens
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+♣	1♥	11+HCP, 5+♥	
1♦	11+HCP, 3+♦	1♠	11+HCP, 5+♠	
1NT	15-18HCP	may contain 5 card Major <input checked="" type="checkbox"/>		
1NT Responses 2♣ 5 card Major enquiry				
2♦ Transfer ♥		2♠ TRF ♣		
2♥ TRF ♠		2NT TRF ♦		
other				
2♣ Distributional Game Force or 23+ balanced				
2♦ Weak 2 in ♦ approx 6-9				
2♥ Weak 2 in ♥ approx 6-9				
2♠ Weak 2 in ♠ approx 6-9				
2NT 21-22 balanced			3NT Ace ask	
other				

2. PRE-ALERTS

Inverted minors	NT-Lavings (variation)
Bergen raises	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	3♠	Jump overcalls	weak
Responsive doubles through	3♠	Unusual NT	minors
1NT overcall - immediate	15-18 BAL	Immediate cue of minor	Michaels 5/5 Majors 6-10HCP
1NT overcall - re-opening	10-14	Immediate cue of Major	5 other Major & 5 minor 6-10
Over weak twos	2NT 16-18, T/O X with Leb	Over opening threes	X=T/O
Over opponent's 1NT	Multi-Landy		
2♣=both majors; 2♦=one long suit; 2♥/2♠=5♥/♠+4+minor; 2NT=both minors			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+HCP, 4+♦	2♦ 6+♦, 0-4HCP	3♦ not used	
1♥ 5+HCP, 4+♥	2♥ 6+♥, 0-4HCP	3♥ not used	
1♠ 5+HCP, 4+♠	2♠ 6+♠, 0-4HCP	3♠ not used	
1NT 5-9 HCP, 4+♣, no maj	2NT 10-12HCP, no major	3NT 13-14HCP, no major	
2♣ 5+♣, 10+HCP, no maj	3♣ 5+♣, 5-9HCP, no maj	4♣ minorwood	
other			
1♦ 1♥ 5+HCP, 4+♥	2♥ 6+♥, 0-4HCP	3♥ not used	
1♠ 5+HCP, 4+♠	2♠ 6+♠, 0-4HCP	3♠ not used	
1NT 5-9HCP, no major	2NT 10-12HCP, no major	3NT 13-14HCP, no major	
2♣ 4+♣, 10+HCP	3♣ 7+♣, 0-4HCP	4♣ not used	
2♦ 5+♦, 10+HCP, no maj	3♦ 5+♦, 5-9HCP, no maj	4♦ minorwood	
other			
1♥ 1♠ 5+HCP, 4+♠	2♥ 5-9HCP, 3 card supp	3♦ 10-12HCP, 4 card sup	
1NT 5-9HCP, no support	2♠ 6+♠, 0-4HCP	3♥ 0-6HCP, 4 card supp	
2♣ 4+♣, 10+HCP	2NT GF, usually 4+♥	3♠ Splinter 10-12	
2♦ 4+♦, 10+HCP	3♣ 7-9HCP, 4 card supp	3NT to play	
other 4♣ and 4♦ = splinter 10-12			
1♠ 1NT 5-9HCP, no support	2♠ 6-9HCP, 3 card supp	3♥ not used	
2♣ 4+♣, 10+HCP	2NT GF, usually 4♠	3♠ 0-6HCP, 4 card supp	
2♦ 4+♦, 10+HCP	3♣ 7-9HCP, 4 card supp	3NT to play	
2♥ 5+♥, 10+HCP	3♦ 10-12HCP, 4 card sup	4♣ Splinter 10-12	
other 4♦ and 4♥ = splinter 10-12			
1NT 3♣ 6+♣, slam interest	3♠ 6+♠, slam interest	4♦ not used	
3♦ 6+♦, salm interest	3NT to play	4♥ to play	
3♥ 6+♥, slam interest	4♣ Gerber, ace ask	4♠ to play	
other			
2♣ 2♦ 0-3 or 10+	2NT not used	3♥ 7-9 good 6 card suit	
2♥ 4-6	3♣ 7-9 good 6 card suit	3♠ 7-9 good 6 card suit	
2♠ 7-9	3♦ 7-9 good 6 card suit	3NT not used	
other 2♣:2♦:2♥ = Kokish (forces 2♠ and is either 25+balanced or GF in ♥)			
2♦ 2♥ Nat and forcing	3♣ Nat and forcing	3♠ not used	
2♠ Nat and forcing	3♦ pre-emptive	3NT to play	
2NT Ogust	3♥ not used	4♣ not used	
other 4♦ = minorwood			

Notes Ogust responses: 3♣=weak/weak, 3♦=weak/good suit, 3♥=good points/weak suit, 3♠=good/good, 3NT=AKQxxx in suit

2♥ 2♠ Nat and forcing	3♦ Nat and forcing	3NT to play
2NT Ogust	3♥ pre-emptive	4♣ not used
3♣ Nat and forcing	3♠ not used	4♥ to play
other		
2♠ 2NT Ogust	3♥ Nat and forcing	4♣ not used
3♣ Nat and forcing	3♠ pre-emptive	4♥ not used
3♦ Nat and forcing	3NT to play	4♠ to play
other		
2NT 3♣ puppet stayman	3♠ 5♠ and 4♥	4♦ minorwood
3♦ TF to ♥	3NT To play	4♥ not used
3♥ TF to ♠	4♣ minorwood	4♠ not used
other		

9. CONVENTIONS

Unusual NT: minors

4th Suit Forcing One round Game force

NT Checkback Priorities:

Defence to 3NT opening X = spade lead

Defence to Opening Twos

Multi 2♦ X=T/O (15+unbal, 19+bal); 2NT=16-18 bal (Puppet stayman applies)

RCO style 2-s As for multi openings

Other 2-s As for multi openings

Defence 1♣ : X=both majors (can be 4/4); 1♦=single suiter; 1♥=5♥s+minor;
to 1♠=5♠s+minor; NT=both minors; 2 level bids are natural
strong 2♣ : natural
 ♣

Over 1NT Interference Lebensohl

Lebensohl - other uses After double of 2 level for T/O

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ X=penalty; 4NT=T/O

10. OTHER NOTES

Splinters

Support doubles

Cue bids for good raise of overcall

Sandwich 1NT

If responder bids 1♥/♠, opener can bid 2♥/♠ with only 3 in the suit.

Bergen sequence: after 3♣ by responder, bid of 3♦ by opener is invitational.