4. BASIC RESPONSES Jump raises - minors Forcing Jump raises - Majors Forcing Weak <6HCP Jump shifts after minor opening Jump shifts after Major opening Weak <6HCP 2♦ <8HCP natural suit resonse otherwise Responses to strong 2 suit open. Responses to 2NT opening Better minor 5. PLAY CONVENTIONS **Show priorities** Versus NoTrump (if different) Versus Suit (or both) **Leads** Sequences: Overlead all other than AKx Four or more with an honour 4th highest Top From 4 small MUD Top From 3 cards (no honour) In partner's suit Top Low encourage/Attitude McKenney Discards Count **Signal** on partner's lead: Low encourage Signal on declarer's lead: Attitude **Notes** 6. SLAM CONVENTIONS 4NT: Blackwood X RKCB 4♣ Gerber X when? Preferor suits other than ♣ **Slam Notes** Cue Bids Asking Bids 7. OTHER CONVENTIONS **DOPI ROPI** Bergen raises opposite 3rd seat opening www.abf.com.au PDF Form Rev. 17D10 by RoL MyRev. Copyright © ABF 2017



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

	(51	ANDARD	SISIEM	CARD	
ABF Nos.	54496^	David Sarten			
& Names:	54501^	Susanne Sarte	en		
Basic System:	Standard v	vith Multi 2s			
Brown Sticker	Class	sification: Gree	n X Blue	Red	Yellow
		1. OPE	NING BIDS	5	
Describe strer	ıgth, minimum I	ength, or specific	meaning		Canape
1♣ 10-20 3	*		1 10-20 5	y	
1♦ 10-20 3	•		1 10-20 5	A	
1NT 16-18 E	3alanced			may contain 5 c	card Major
1NT Response	s 24 Simple	Stayman			
2♦ TRF	•		2♠ TRF♣		
2♥ TRF	A		2NT Invite 3	NT	
other TRF					
2♣ 19-21 H	CP Balanced	or 6/7 Quick Tric	cks Unbalanced		
2♦ Weak ♥	or ♠ <11 HCF	or 22+HCP			
2♥ Weak <	11 HCP 5 ♥ P	lus Another 5 ca	ard suit		
2♠ Weak <	11HCP 5♠ Plu	s a Minor			
2NT Weakis	h both Minors	5 ♣ and 5 ♦	3NT		
other					
		2. PRE	E-ALERTS		
			BIDS / OVER	RCALLS	
Negative doubles			Weak <6HCP		
Responsive doubl	ŭ			d♥ if 4card ♦ oper	ŭ
1NT overcall - imn			nmediate cue of minor	Michaels 5♥ and	
1NT overcall - re-o			mmediate cue of Major	Michaels 5♣ and	
	X/Michaels/N		Over opening threes	X/Michaels/NT o	
Over opponent's 1		tti - 2♣ single st	uited/2♦ both maj	ors/2 ♥ ♥ and Min	or/2♠ S! and
minor/2NT b	otn minors				

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

	Describe stre	9,	minimum length, or specific	0 11100	g
1♣ 1♦	6+HCP 4◆	2	<6HCP 6◆	3◆	12+HCP 6◆
1♥	6+HCP 4♥	2	<6HCP 6♥	3	12+HCP 6♥
1♠	6+HCP 4♠	2♠	<6HCP 6♠	3♠	12+HCP 6♠
1NT	6-9HCP Balanced	2NT	12-14HCP Balanced	3NT	15+HCP Flat
2♣	6-10HCP 4♣	3 -	10+HCP 5♣	4♣	Gerber
other					
1♦ 1♥	6+HCP 4♥	2	<6HCP 6♥	3 💙	12+HCP 6♥
1♠	6+HCP 4 ♠	2	<6HCP 6♠	3 ♠	12+HCP 6♠
1NT	6-9HCP Balanced	2NT	12-14 Balanced	3NT	12-15 HCP Flat
2♣	10+HCP 4♣	3 -	<6HCP 7♣	4	Gerber
2	6-10HCP 4◆	3	10+HCP 5◆	4	11-12 InvitationI 6♦
other					
1♥ 1♠	6-HCP 4 ♠	2	7-10HCP 3♥	3	<6HCP 7♦
1NT	6-9HCP Balanced	2	<hcp 6♠<="" td=""><td>3Y</td><td>12-14HCP 3♥</td></hcp>	3 Y	12-14HCP 3♥
2♣	10+HCP 4♣	2NT	12-14 Balanced	3 ♠	12-14HCP 7♠
2	10+HCP 4◆	3 -	<6HCP 7♣	3NT	13-15HCP Flat
other	4♣ Bid Gerber				
1 ♠ 1NT	6-9 HCP	2	7-10 3♠	3 💙	<6HCP 6♥
2♣	10+HCP 4♣	2NT	12-14HCP Flat	3 ^	12-14HCP 3♠
2	10+HCP 4◆	3 -	<6HCP 7♣	3NT	13-15HCP Flat
2♥	10+HCP 4♥	3◆	<6HCP 7◆	4 ♣	Gerber
other					
1NT 3♣	Transfer ♦ 7♦	3	N/A	4	Transfer ♥ 7 Weak
3	Transfer ♥ 6♥	3NT	9-12HCP	4	Transfer ♠ 7 Weak
3♥	Transfer ♠ 6♠	4 ♣	Gerber	4	N/A
other					
2♣ 2♦	<8HCP	2NT	8 HCP Flat	3 💙	8+HCP 6♥
	8+HCP 4♥	3 -	8+HCP 5♣	3 ^	8+HCP 6 ♠
2	8+HCP 4 ♠	3	8+HCP 5◆	3NT	9-11HCP Flat
other					
2♦ 2♥	Opener Pass/Correct	3♣	Weak 7♣	3	N/A
	Opener Pass if suit •		Weak 7◆		N/A
	Game interest		N/A		N/A
other					
Notes					

Notes

2 2 2	Opener pass or correct	3	/+♦ Weak	3NT	13+Balanced
2NT 2	2nd suit query	3 Y	3+♥ Invite to game	4	Gerber
3 4 7	7+ ♣ Weak	3 ♠	7+♠ Weak	4	13+HCP 3/4♥
other					
2 ♠ 2NT N	MInor suit query	3	7+♥ Weak	4	Gerber
3 ♣ N	N/A	3 ♠	3+♠ Invite to game	4	7/8♥ Weak
3♦ 1	N/A	3NT	13+Balanced	4	13+HCP 3/4♠
other					
2NT 3♣ E	Better minor (to play)	3 ♠	7+♠ Weak	4	Invite to game
3 ♦ E	Better minor (to play)	3NT	13+HCP Balanced	4	7/8H Weak
3♥ 7	7/8♥ Weak	4	Invite to game	4	7/8♠ Weak
other					
			ONVENTIONS s if overcalling a 4+♦ bid		
	IT: Minors or Clubs/H	earts			Game force
Jnusual N 4th Suit F	IT: Minors or Clubs/Horcing One round	earts		l	Game force
Jnusual N 4th Suit F NT Check	IT: Minors or Clubs/Horcing One round	earts			Game force
Jnusual N 4th Suit F NT Check Defence t	Tr: Minors or Clubs/Hororing One round X Chack X Priorities: o 3NT opening Option	earts			
Jnusual N 4th Suit F NT Check Defence t	Forcing One round X Shack X Priorities: o 3NT opening Option o Opening Twos Nature	earts] nalX ural/)	s if overcalling a 4+ ♦ bio	sual 2	NT
Jnusual N 4th Suit F NT Check Defence t Defence t	Forcing One round X Shack X Priorities: o 3NT opening Option o Opening Twos Nature	earts] nalX ural/)	s if overcalling a 4+♦ bid X/CueBid/Michaels/Unu	sual 2	NT
Jnusual N 4th Suit F NT Check Defence t Defence t	intially pass then N	earts TalX ural/X Vatur	s if overcalling a 4+♦ bid X/CueBid/Michaels/Unu	sual 2	NT
Jnusual N 4th Suit F NT Check Defence t Defence t Multi 2 RCO style Other 2-s	it: Minors or Clubs/Hororing One round X chack X Priorities: o 3NT opening Option o Opening Twos Naturally pass then Note: Natural/X Natural/X/Cue Bid/	earts nalX ural/ Natur	s if overcalling a 4+♦ bid X/CueBid/Michaels/Unus	sual 2 Jnust	NT ual 2NT
Jnusual N 4th Suit F NT Check Defence t Defence t Multi 2 RCO style Other 2-s	T: Minors or Clubs/Hororing One round X chack X Priorities: o 3NT opening Option of Opening Twos Naturally pass then Not 2-s Natural/X Natural/X/Cue Bid/(1♣) - Modified Cappa	earts nalX ural/ Natur /Mich	s if overcalling a 4+♦ bid X/CueBid/Michaels/Unus ral/X/Cue Bid/Michaels/Unusual 2NT	sual 2 Jnusu /1 ♦ - I	NT ual 2NT Both Majors/
Jnusual N 4th Suit F NT Check Defence t Multi 2 RCO style Other 2-s Defence	T: Minors or Clubs/Hororing One round X chack X Priorities: o 3NT opening Option of Opening Twos Naturally pass then Not 2-s Natural/X Natural/X/Cue Bid/(1♣) - Modified Cappa	earts nalX ural/ Natur /Mich	s if overcalling a 4+♦ bid X/CueBid/Michaels/Unus ral/X/Cue Bid/Michaels/Unusual 2NT - X Single suited or NT	sual 2 Jnusu /1 ♦ - I	NT ual 2NT Both Majors/

4♣/4♦ Natural Take out of 4 level pre-empts 4♠ Natural 4♥ Natural

10. OTHER NOTES