

4. BASIC RESPONSES

Jump raises - minors	6-9 hcp
Jump raises - Majors	10-12 hcp & 4 card support
Jump shifts after minor opening	0-5 hcp 6 card suit
Jump shifts after Major opening	0-5 hcp 6 card suit
Responses to strong 2 suit open.	2♦ less than 8 hcp
Responses to 2NT opening	best major or 3♣ enquiry 3♦ opener's choice

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	overlead all	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	middle	top
In partner's suit	overlead	
Discards	Odd=ENCRG, Even=McKenney	
Count	High-Low = Even	
Signal on partner's lead:	high ENCRG	
Signal on declarer's lead:	count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 3014	4♣ Gerber <input checked="" type="checkbox"/>	when? obvious
Slam Notes	norman gerber		
Cue Bids <input type="checkbox"/>			
Asking Bids <input checked="" type="checkbox"/>	after 4NT response up the line for kings		

7. OTHER CONVENTIONS

Jacoby 2NT	
Unassuming cue bid	reverses
3 card support cue bid	2 way checkback
inverted minors	
long suit trial bid	

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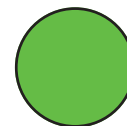
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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	800724^	Pam Murphy
& Names:	667293	Barbara Giizel
Basic System:	Standard	
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♣ 11-20 3+♣	1♥ 11-20 5+♥	
1♦ 11-20 (3) 4♦	1♠ 11-20 5+♠	
1NT 15 - 18 hcp	may contain 5 card Major	<input checked="" type="checkbox"/>
1NT Responses 2♣ 5 card major enquiry		
2♦ transfer to ♥	2♠ transfer to ♣	
2♥ transfer to ♠	2NT transfer to ♦	
other super accept in ♣/♦		
2♣ game force		
2♦ weak ♥/♠ or balanced 21-22		
2♥ ♥ & ♣/♦ 6-10 hcp		
2♠ ♠ & ♣/♦ 6-10 hcp		
2NT 5:5 ♥/♠ 6-9 hcp or 16+	3NT to play	
other		

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	3♠	Jump overcalls	weak
Responsive doubles through	3♠^	Unusual NT	lowest 2 unbid suits
1NT overcall - immediate	16-18 hcp	Immediate cue of minor	5:5 ♥/♠
1NT overcall - re-opening	10-14 hcp	Immediate cue of Major	other major and minor
Over weak twos	X or bid 5 card suit 12+ hcp	Over opening threes	X 16+ or 5 card suit 12+ hcp
Over opponent's 1NT	(wk) cappelletti X=pen, 2♣=long suit, 2♦=♥ & ♠, 2♥=♥ & ♣/♦, 2♠=♠ & ♣/♦		
(str) brozel	X=single suit, 2♣=♣ & ♥, 2♦=♥ & ♦, 2♥=♠ & ♥, 2♠=♠ & ♣/♦, 3NT=♣ & ♦		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+ hcp 4+♦	2♦ 0-5 hcp 6+♦	3♦ splinter
1♥ 5+ hcp 4+♥	2♥ 0-5 hcp 6+♥	3♥ splinter
1♠ 5+ hcp 4+♠	2♠ 0-5 hcp 6+♠	3♠ splinter
1NT 6-9 hcp no 4♥/♠	2NT 10-12 hcp	3NT to play
2♣ 10+ hcp 5+♣	3♣ 6-9 hcp 5+♣	4♣ n/a
other		
1♦ 1♥ 6+ hcp 4+♥	2♥ 0-5 hcp 6+♥	3♥ splinter
1♠ 6+ hcp 4+♠	2♠ 0-5 hcp 6+♠	3♠ splinter
1NT 6+ hcp no 4♥/♠	2NT 10-12 hcp no 4♥/♠	3NT to play
2♣ 10+ hcp, 5+♣/♥	3♣ 0-5 hcp 6+♣	4♣ n/a
2♦ 10+ hcp 5+♦	3♦ 6-9 hcp 5+♦	4♦ n/a
other		
1♥ 1♠ 5+ hcp 4+ card suit	2♥ 6-9 hcp 5+♥	3♦ n/a
1NT 6-9 hcp deny 4♥	2♠ 0-5 hcp 6+♠	3♥ 10-12 hcp 4+♥
2♣ 10+ hcp 5+♣	2NT 12+ hcp 4+♥	3♠ splinter
2♦ 10+ hcp 5+♦	3♣ 0-5 hcp 6+♣	3NT to play
other		
1♠ 1NT ^ 6-9 hcp deny 4♠	2♠ 6-9 hcp 5+♠	3♥ 0-5 hcp 6+♥
2♣ 10+ hcp 5+♣	2NT 12+ hcp 4+♠	3♠ 10-12 hcp 4+♠
2♦ 10+ hcp 5+♦	3♣ 0-5 hcp 6+♣	3NT to play
2♥ 10+ hcp 5+♥	3♦ 0-5 hcp 6+♦	4♣ Ace ask
other		
1NT 3♣ n/a	3♠ n/a	4♦ n/a
3♦ n/a	3NT to play	4♥ n/a
3♥ n/a	4♣ ace ask	4♠ n/a
other		
2♣ 2♦ <8 hcp	2NT 8+ hcp	3♥ n/a
2♥ 8+ hcp 5+♥	3♣ 8+ hcp 5+♣	3♠ n/a
2♠ 8+ hcp 5+♠	3♦ 8+ hcp 5+♦	3NT n/a
other		
2♦ 2♥ relay	3♣ 7+♣ no♥/♠ support	3♠ n/a
2♠ 12+ hcp 3+♥ & 2+♠	3♦ 7+♦ no♥/♠ support	3NT to play
2NT strength enquiry	3♥ n/a	4♣ n/a
other		

Notes

2♥ 2♠ n/a	3♦ n/a	3NT to play
2NT strength enquiry	3♥ invitational	4♣ n/a
3♣ relay to♦ or to play	3♠ n/a	4♥ to play
other		
2♠ 2NT strength enquiry	3♥ n/a	4♣ n/a
3♣ relay to♣ or to play	3♠ invitational	4♥ n/a
3♦ n/a	3NT to play	4♠ to play
other		
2NT 3♣ shortness enquiry	3♠ ♠ preference	4♦ n/a
3♦ partner's choice	3NT to play	4♥ to play
3♥ ♥ preference	4♣ n/a	4♠ to play
other		

9. CONVENTIONS

Unusual NT: lowest 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 2 way

Defence to 3NT opening n/a

Defence to Opening Twos 12+ hcp X or bid 5 card suit

Multi 2♦ 16+ hcp X or bid 5 card suit

RCO style 2-s 12+ hcp X or bid 5 card suit

Other 2-s 12+ hcp X or bid 5 card suit

Defence (1♣) : 1♦ = ♦ & ♥, 1♥ = ♥ & ♠, 1♠ = ♠ & ♣, 1NT = ♠ & ♦, X = ♣ & ♦

to

strong (2♣) : bid long suit

1♣ / 2♣

Over 1NT Interference natural

Lebensohl - other uses n/a

Take out of 4 level pre-empts 4♣/4♦ x for take out

4♥ x for take out 4♠ X = penalties, 4NT bid best suit

10. OTHER NOTES

Norman gerber - responses in steps of 1/2 controls (A= 1, K=1/2)
