

## 4. BASIC RESPONSES

Jump raises - minors Limit 10-12 HCP, 4+ cards

Jump raises - Majors Preempt 0-4 HCP, 4+ cards

Jump shifts after minor opening 0-4 HCP, 6+ cards

Jump shifts after Major opening Bergen

Responses to strong 2 suit open. 2♦ waiting

Responses to 2NT opening 3♣ asking, Major to play

## 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		TOP	
From 3 cards (no honour)		Middle	
In partner's suit		standard	
<b>Discards</b>		Odd encourage, even McKenna	
<b>Count</b>		High-Low = Even	
<b>Signal</b> on partner's lead:		Low Encourage	
<b>Signal</b> on declarer's lead:		Count	
<b>Notes</b>			

## 6. SLAM CONVENTIONS

4NT: Blackwood  RKCB 3041 4♣ Gerber  when? When obvious or over NT

Slam Notes

Cue Bids

Asking Bids

## 7. OTHER CONVENTIONS

Norman Gerber	Skewed Cue
Crowhurst	Unassuming Cue Bids
Rubensohl	Escape from 1NT X Treatment
Sandwich NT	Jacoby 2NT
Bergen	

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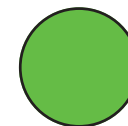
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AUSTRALIAN BRIDGE  
FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos. 448354 Julia Corr

& Names: 863556 Maruta Boyd

Basic System:

Brown Sticker  Classification: Green  Blue  Red  Yellow

## 1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 11+ HCP, 2+♣ 1♥ 11+ HCP, 5+♥

1♦ 11+ HCP, 4+♦ 1♠ 11+ HCP, 5+♠

1NT 11-14 HCP(1st & 2nd pos) 15-18 HCP(3rd & 4th pos) may contain 5 card Major

1NT Responses 2♣ 5 card Major enquiry

2♦ Transfer ♥ 2♠ Transfer ♣

2♥ Transfer ♠ 2NT Transfer ♦

other 3 level splinter

2♣ Game Force or 8+ Playing Tricks

2♦ Weak 6 card major or 21-22 HCP balanced

2♥ Multi :5-10 HCP, 5+♥ & 5+ minor

2♠ Multi : 5-10 HCP, 5+♠ & 5+ minor

2NT 5-10 HCP, 5+/5+ ♠/♥

3NT Gambling, solid minor, no side A or K

other

## 2. PRE-ALERTS

Weak support over double (minors)

Sandwich NT

Coded 9's and 10's on Opening Lead

X in 4th seat may be lead directing

Over 1♣/1♦, 2NT overcall 5+/5+ m/M

1NT opening can contain singleton

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 2♠ Jump overcalls Weak

Responsive doubles through 3♠ Unusual NT see pre-alerts, over Major 5+/5+ minors

1NT overcall - immediate 15-18 BAL Immediate cue of minor Michaels 5+/5+ Majors

1NT overcall - re-opening 13+ HCP Immediate cue of Major 5+ other Major & 5+ minor

Over weak twos 2NT 16-18HCP, X T/O Over opening threes

Over opponent's 1NT Weak Cappelletti, Strong Brozel

Weak: X=PEN, 2♣=single suit, 2♦=majors(4+/4+), 2♥/♠=♥/♠ & minor, 2NT=minors

Strong: X=single suit, 2♣=♣&♥, 2♦=♦&♥, 2♥=♥&♠, 2♠=♠ & minor, 2NT=minors

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+ HCP, 4+♦	2♦ <5HCP, 6+♦	3♦ Splinter
1♥ 5+ HCP, 4+♥	2♥ <5HCP, 6+♥	3♥ Splinter
1♠ 5+ HCP, 4+♠	2♠ <5HCP, 6+♠	3♠ Splinter
1NT 5-8 HCP, denies 4M	2NT 9-12 HCP, 3334	3NT 13+HCP, 3334
2♣ 5-8 HCP, 5+♣	3♣ 9-12 HCP, 5+♣	4♣ Norman Gerber
other		
1♦ 1♥ 5+ HCP, 4+♥	2♥ <5HCP, 6+♥	3♥ Splinter
1♠ 5+ HCP, 4+♠	2♠ <5HCP, 6+♠	3♠ Splinter
1NT 5-8 HCP, denies 4M	2NT 9-12 HCP, 3343	3NT 13+HCP, 3343
2♣ 9+ HCP, 4+♣	3♣ Splinter	4♣ Norman Gerber
2♦ 5-8 HCP, 4+♦	3♦ 9-12 HCP, 4+♦	4♦
other		
1♥ 1♠ 5+ HCP, 4+♠	2♥ 5-8 HCP, 3♥	3♦ 9-11 HCP, 4+♥
1NT 5-8 HCP, denies 4♠	2♠ 9-11 HCP, 3♥	3♥ <5HCP, 4+♥
2♣ 9+ HCP, 4+♣	2NT 12+HCP, 4+♥	3♠ Splinter
2♦ 9+ HCP, 4+♦	3♣ 5-8 HCP, 4♥	3NT 12+HCP, 3♥
other		
1♠ 1NT 5-8 HCP	2♠ 5-8 HCP, 3♠	3♥ 9-11 HCP, 3♠
2♣ 9+ HCP, 4+♣	2NT 12+HCP, 4+♠	3♠ <5HCP, 4+♠
2♦ 9+ HCP, 4+♦	3♣ 5-8 HCP, 4♠	3NT 12+HCP, 3♠
2♥ 9+ HCP, 5+♥	3♦ 9-11 HCP, 4♠	4♣ Norman Gerber
other		
1NT 3♣ Splinter	3♠ Splinter	4♦
3♦ Splinter	3NT To Play	4♥
3♥ Splinter	4♣ Norman Gerber	4♠
other		
2♣ 2♦ <7HCP or waiting	2NT >7, 3343	3♥
2♥ 5+♥ with honor>7HCP	3♣ 5+♣ with honor>7HCP	3♠
2♠ 5+♠ with honor>7HCP	3♦ 5+♦ with honor>7HCP	3NT >10, 3343
other		
2♦ 2♥ Pass or Correct	3♣	3♠
2♠ 13-14 HCP, some ♥	3♦	3NT
2NT 15+ HCP	3♥	4♣
other 4♥ Pass or Correct		

Notes

2♥ 2♠ 6+♠, 0-1♥	3♦	3NT
2NT 15+ HCP. asking	3♥ Competitive	4♣ Norman Gerber
3♣ Pass or Correct	3♠	4♥ To Play
other		
2♠ 2NT 15+ HCP. asking	3♥ 6+♥, 0-1♠	4♣ Norman Gerber
3♣ Pass or Correct	3♠ Competitive	4♥ To Play
3♦	3NT	4♠ To Play
other		
2NT 3♣ 15+ HCP. asking	3♠ ♠ Pref	4♦ Partner choose Major
3♦ Partner choose Major	3NT	4♥ To Play
3♥ ♥ Pref	4♣ Norman Gerber	4♠ To Play
other To Play		

## 9. CONVENTIONS

Unusual NT: Two Suiter

4th Suit Forcing One round  Game force

NT Checkback  Priorities: ♥ before ♠

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦ X 12+ HCP with ♦, 2♥/♠ Shortage, 2NT 15+ HCP both Majors

RCO style 2-s

Other 2-s

Defence (1♣) : X=♣, 1NT = minors, 2♣ = Majors

to

strong (2♣) : X = ♣, 2NT = minors, 3♣ = Majors

1♣ / 2♣

Over 1NT Interference Rubensohl

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ X = T/O

4♥ X = T/O with ♠ 4♠ 4NT = T/O

## 10. OTHER NOTES

Responses to 2NT after 2♦ opening: 3♣/3♦ weak/strong ♥, 3♥/3NT weak strong ♠

Responses to 3♣ after 2NT opening: 3♦/3♥ weak, singleton ♣/♦

3♠/3NT strong, singleton ♣/♦

4♣/♦ void ♣/♦

over 1NT X: XX = single suit, 2 suit = lower of 2 4 card suits

3 suit - splinter