

4. BASIC RESPONSES

Jump raises - minors	Preempt	Other:
Jump raises - Majors	Preempt	Other:
Jump shifts after minor opening	Splinters	
Jump shifts after Major opening	Splinters	
Responses to strong 2 suit open.	2♦ waiting	
Responses to 2NT opening	4NT game in either minor; 4 minor is minorwood	

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All	Overlead All
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	top or bottom depend if raised	same
Discards	Low encourage	Low Encourage
Count	Reverse	Reverse
Signal on partner's lead:	reverse attitude	reverse attitude
Signal on declarer's lead:	when given it is reverse count	

Notes with 3 small in partners overcalled or implied suit lead small if not supported,

Don't have to give count in all situations; 10 is an honour;

If they splinter X says lead next higher suit;

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 1430 4♣ Gerber when? after NT

Slam Notes DOPI/ROPI, Exclusion B/W (0314); Minorwood

Cue Bids first and seconds

Asking Bids

7. OTHER CONVENTIONS

voidwood - 5NT even & void, bid at 6 level odd	After interference over our 1M of 2NT:
After a reverb; either 4 suit or 2NT is weak	3♣ invite in M; 3♦ invite in other M
4NT specific A ask - 5♣ none; 5NT 2 aces;	3M weak; 3OM droppable; 3NT natural; 4M is
other bids show that A	4M is a game value raise;
	After reverse; either 4 suit or 2NT weakest bid

If responder can rebid suit is weak too

4NT specific A ask - 5♣ none; 5NT 2 aces; all other bids that A

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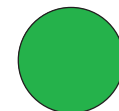
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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	227374	Eva Caplan
& Names:	147664	Jenny Thompson
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

1♣ 3 11+	1♥ 5 11+
1♦ 3 11+	1♠ 5 11+
1NT 15-17	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses	2♣ Simple Stayman	Other:
2♦ transfer to ♥	2♠ transfer to ♣	
2♥ transfer to ♠	2NT transfer to ♦	
other 3C puppet, 3D 55 Minors slam interest, 3M splinter 5/4 minors; after Minor t/f bid = 3 to hon		

2♣ GF	
2♦ Multi - weak 2 in major (can be stronger in 3rd) or 20-22 balanced	
2♥ ♥ & Another less than opening hand (can be stronger in 3rd) if vul or majors 5/5 otherwise 5+♦	
2♠ ♠ & minor less than opening hand (can be stronger in 3rd)	
2NT Minors weak (up to 10) or slam going	3NT 4 level preempt in a minor
other 4♣/4♦ = ♥/♠ (Ace or King outside suit)	

2. PRE-ALERTS

Fit showing jumps by passed hand after X's	NAMYATS
Cue first & second	cue first and second
2 over 1 by responder promises 2 bids	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak
Responsive doubles through	4♥	Unusual NT	2 lowest suits unbid suits
1NT overcall - immediate	15-17	Immediate cue of minor	michaels - highest & another
1NT overcall - re-opening	10-14	Immediate cue of Major	michaels - highest & another
Over weak twos	X & lebensohl	Over opening threes	X
Over opponent's 1NT	2♣ majors; 2♦ single M; 2♥/♠ M & minor;	after strong NT x is minors or diam.	
X over weak NT is penalty			
After 1NT in bal - t/f to their suit shows shortage in their suit (eg 1444 or 0454 after 1S P P 1NT)			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+ natural	2♦ splinter mini	3♦ splinter game values
1♥ 5+ natural	2♥ splinter mini	3♥ splinter game values
1♠ 5+ natural	2♠ splinter mini	3♠ splinter game values
1NT 7-10 no major	2NT limit or slam raise	3NT game value raise
2♣ simple raise 6-9 4+ clubs	3♣ preemptive raise (up to 9)	4♣ minorwood
other 1C - 2C should be a flat raise, 1C - 3C distributional		
1♦ 1♥ 5+ natural	2♥ Splinter mini	3♥ splinter game values
1♠ 5+ natural	2♠ Splinter mini	3♠ splinter game values
1NT 5 - 10 no major	2NT limit or slam raise	3NT game value raise
2♣ 11+ natural	3♣ splinter mini	4♣ splinter game values
2♦ simple raise 6-9 4+ diam.	3♦ preempt raise (up to 9)	4♦ minorwood
other 1D - 2D should be a flat raise, 1D - 3D distributional		
1♥ 1♠ 5+ natural	2♥ simple raise 6-9	3♦ mini splinter
1NT 5-10	2♠ splinter mini	3♥ preempt raise (up to 9)
2♣ 11+ nat or invite 3+ raise	2NT limit or slam raise 4+	3♠ splinter game value
2♦ 11+ natural	3♣ mini splinter	3NT game value raise 3+
other 4♣/4♦ game force splinter		
1♠ 1NT 5-10	2♠ simple raise	3♥ splinter mini
2♣ 11+ nat or invite 3+ raise	2NT limit or slam raise 4+	3♠ preempt raise (up to 9)
2♦ 11+ natural	3♣ splinter mini	3NT game value raise 3+
2♥ 11+ natural	3♦ splinter mini	4♣ splinter
other 4♦/4♥ game force splinter		
1NT 3♣ Puppet stayman	3♠ 1354 or 1345	4♦ transfer to ♥
3♦ Both minors slam going	3NT to play	4♥ transfer to ♠
3♥ 3154 or 3145	4♣ gerber	4♠ minors (game going)
other 1NT - 4NT quantitative (if accepting respond keycard)		
2♣ 2♦ Negative or waiting	2NT 5/5 minors positive	3♥ -
2♥ natural positive	3♣ natural positive	3♠ -
2♠ natural positive	3♦ natural positive	3NT -
other after 2♣-2♠/2NT any suit by opener sets suit asks for cue. retransfers after 2NT rebid		
2♦ 2♥ pass or correct	3♣ natural one round force	3♠ pass or correct to 4H
2♠ pass or invite in H	3♦ natural one round force	3NT to play
2NT invite + enquiry	3♥ pass or correct	4♣ transfer to your suit
other 4♦ bid your suit; 2♦ X 3♦ invite in M		

Notes If they bid a natural suit over our NT X is takeout to 3 level. If not natural 123 doubles
 If they double our NT; XX forces 2C and shows single suiter, suit bid is lower of two four cards,
 If pass over X (showing have some values) then next X from either side is penalty

2♥ 2♠ pass or correct	3♦ Natural one round force	3NT to play
2NT invite plus enquiry	3♥ competitive	4♣ splinter
3♣ natural one round force	3♠ splinter	4♥ to play
other 2H 4D is splinter;		
2♠ 2NT invite plus enquiry	3♥ natural force for one round	4♣ & 4♦ are splinters
3♣ correctible	3♠ Competitive	4♥ splinter
3♦ natural one round force	3NT to play	4♠ to play
other 2♠ - 5♣ is correctible; to force in ♥ go through 2NT		
2NT 3♣ to play	3♠ natural one round force	4♦ minorwood
3♦ to play	3NT to play	4♥ -
3♥ natural one round force	4♣ minorwood	4♠ -
other 5♣/♦ are to play; 2NT - 3C - 4C is minorwood		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 2♣ invite forces 2♦; 2♦ game force and bid features up line

Defence to 3NT opening 4♣ longer ♥; 4♦ longer ♠; Direct X is penalty and flat hand

Defence to Opening Twos 2NT 15-17 puppet and system on; X is takeout if natural

Multi 2♦ 123 doubles;

RCO style 2-s 123 doubles,

Other 2-s x takeout or 123 depending on meaning

Defence 1♣ double is majors 1NT is minors (same for 1♣ P 1♦)

to 2♣ is blacks, 2♦ is reds

strong 2♣ : X is majors; NT is minors

♣

Over 1NT Interference lebensohl

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ 4NT

10. OTHER NOTES

void bidding - 5NT is even and void bid at 6 level is odd if can bid below trump;

If opps show 2 known suits cue shows, if they promise 1 or 3 suits cue then asks.

1D - 1H - 4D shows long diamonds and tolerance for H

After 2♣/2♦ natural by them then cue is any two suiter and good hand.