

4. BASIC RESPONSES

Jump raises - minors	Preemptive
Jump raises - Majors	Preemptive
Jump shifts after minor opening	Weak if Major; limit raise if other minor
Jump shifts after Major opening	splinter if minor; limit raise if other major
Responses to strong 2 suit open.	2D = neg (less than two controls)
Responses to 2NT opening	Pass or correct

5. PLAY CONVENTIONS

Show priorities

Versus **Suit** (or both) Versus **NoTrump** (if different)

Leads Sequences:	K for count; A or Q for attitude <input checked="" type="checkbox"/>	
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 suit preference	
Count	reverse	
Signal on partner's lead:	low encourage	
Signal on declarer's lead:	reverse count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 14/30 4♣ Gerber when?

Slam Notes

Cue Bids

Asking Bids

7. OTHER CONVENTIONS

Crowhurst	4th suit forcing to game
Swine	splinters and mini splinters
Lebensohl	good/bad 2NT
Minorwood	

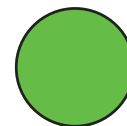
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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos. 284270 Andy Creet
& Names: Spteven Mendick
Basic System: Twp over One Game Force with weak NT
Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3+ 11-20 1♥ 5+ 11-20
1♦ 3+ 11-20 1♠ 5+ 11-20
1NT (11)12-14 may contain 5 card Major

1NT Responses 2♣ Lavings enquiry

2♦ transfer to H's 2♠ transfer to C's
2♥ transfer to Ss 2NT transfer to D's
other With Super accepts

2♣ GF or 21-22 Balanced
2♦ weak 6= in either Major or 23-24 Balanced
2♥ weak 5/5 in Hs and another (6-10 pts)
2♠ weak 5/5 in S's and a minor (6-10 pts)
2NT weak 5/5 in minors (6-10 pts) 3NT 4 level minor preempt
other

2. PRE-ALERTS

Toxic and wonder bids over strong 1C

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4H Jump overcalls weak
Responsive doubles through 4H Unusual NT Lower Undbid
1NT overcall - immediate 15-18 Immediate cue of minor S's and another
1NT overcall - re-opening 15-18 Immediate cue of Major Other M and minor
Over weak twos 2NT 15-18 ba; X=T/O Over opening threes x=T/O
Over opponent's 1NT Over weak x=Pen:2C=D's or Majors:2D=H's or S's&C's: 2H=S's or min
2S = odd suits 2NT = C's or D's&H's
Over strong x=C's or D's & H's : other bids as above

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+suit: 5+pts	2♦ 5+ C's limit raise (no ♣)	3♦ splinter
1♥ 4+suit: 5+pts	2♥ 6+ suit 0-6pts	3♥ splinter
1♠ 4+suit: 5+pts	2♠ 6+ suit 0-6pts	3♠ splinter
1NT 6-10 no Major	2NT 11-12 Bal no Major	3NT 13-15 pts no Major
2♣ (nearly) GF in C's	3♣ Preemptive	4♣ Minorwood
other		
1♦ 1♥ 4+suit: 5+pts	2♥ 6+ suit 0-6pts	3♥ splinter
1♠ 4+suit: 5+pts	2♠ 6+ suit 0-6pts	3♠ splinter
1NT 6-10 no Major	2NT 11-12 Bal no Major	3NT 13-15 pts no Major
2♣ 5+ suit (nearly) GF	3♣ 5+D's limit raise	4♣ splinter
2♦ GF in D's	3♦ Preemptive	4♦ Minorwood
other		
1♥ 1♠ 4+suit: 5+pts	2♥ 3+ H's 6-8 pts	3♦ splinter
1NT forcing for one round	2♠ 3+ H's limit raise	3♥ Preemptive
2♣ 4+suit (nearly) GF	2NT 4+ H's 16+	3♠ splinter
2♦ 5+suit (nearly) GF	3♣ splinter	3NT 3 H's 13-15 pts
other		
1♠ 1NT forcing for one round	2♠ 3+ S's 6-8 pts	3♥ 3+ S's Limit raise
2♣ 4+suit (nearly) GF	2NT 4+S's 16+	3♠ Preemptive
2♦ 5+suit (nearly) GF	3♣ splinter	3NT 3S's 13-15 pts
2♥ 5+suit (nearly) GF	3♦ splinter	4♣ Void or singleton ace
other		
1NT 3♣ 5+ suit slam interest	3♠ 5+ suit slam interest	4♦ Minorwood in D's
3♦ 5+ suit slam interest	3NT to play	4♥ to play
3♥ 5+ suit slam interest	4♣ Minorwood in C's	4♠ to play
other	4D - Minorwood in D's	
2♣ 2♦ 0+ neg <2 controls	2NT 5-8 pts bal no ace	3♥
2♥ 5+ suit 2+ controls	3♣ 5+ suit 2+ controls	3♠
2♠ 5+ suit 2+ controls	3♦ 5+ suit 2+ controls	3NT 9-11 bal no ace
other		
2♦ 2♥ pass or correct	3♣ 5+ suit forcing	3♠ pass or correct
2♠ pass or correct	3♦ 5+ suit forcing	3NT to play
2NT enquiry	3♥ pass or correct	4♣
other		

Notes

2♥ 2♠ pass or correct	3♦ pass or correct	3NT to play
2NT enquiry	3♥ nat - NF	4♣ pass or correct
3♣ pass or correct	3♠ pass or correct	4♥ pass or correct
other		
2♠ 2NT enquiry	3♥	4♣ pass or correct
3♣ pass or correct	3♠ nat - NF	4♥
3♦ pass or correct	3NT to play	4♠ to play
other		
2NT 3♣ to play	3♠ 5+ suit forcing	4♦ to play
3♦ to play	3NT to play	4♥ to play
3♥ 5+ suit forcing	4♣ to play	4♠ to play
other		

9. CONVENTIONS

Unusual NT: lower unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities:

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦ x = 13 + pts : 2H/S takout of suit bid: 2NT- 15-18 pts

RCO style 2-s x = 16 + pts : 2NT= 15-18 pts

Other 2-s x = 16 + pts : 2NT= 15-18 pts

Defence 1♣ : wonder bids at one level: toxic from 1NT up

to

strong

♣

Over 1NT Interference lebensohl

Lebensohl - other uses responding to x of weak 2 opening

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

4♥ x = T/O 4♠ 4NT = T/O

10. OTHER NOTES

Toxic over strong 1C - INT = C's or D's and H's - 2C etc same as over INT (FOC)