

#### 4. BASIC RESPONSES

Jump raises - minors	Limit	10-12 HCP, 4+ cards
Jump raises - Majors	Limit	10-12 HCP, 3+ cards
Jump shifts after minor opening		Natural, game forcing
Jump shifts after Major opening		Natural, game forcing
Responses to strong 2 suit open.		2D 0-3HCP, 2H 4-6HCP, 2S 7-9HCP, 2NT 10+HCP
Responses to 2NT opening		3C, 3D preferred minor, weak

#### 5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead All, Journalist	
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	
<b>Discards</b>	Odd=ENCRG, Even=McKenney	
<b>Count</b>	Not used	
<b>Signal</b> on partner's lead:	Low Encourage	
<b>Signal</b> on declarer's lead:	Not used	
<b>Notes</b>		

#### 6. SLAM CONVENTIONS

4♣ Gerber	<input checked="" type="checkbox"/>	For NT bidding
4NT: Blackwood	<input checked="" type="checkbox"/>	RKCB 1430
Asking Bids	<input type="checkbox"/>	Cue Bids <input checked="" type="checkbox"/>
Gerber CRO		1430

#### 7. OTHER CONVENTIONS


[www.abf.com.au](http://www.abf.com.au)

PDF Form Rev. 21E29 by RoL

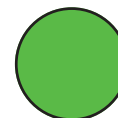
MyRev.

Copyright © ABF 2021



AUSTRALIAN BRIDGE  
FEDERATION LTD.

#### STANDARD SYSTEM CARD



ABF Nos.	152714	Roger Swain
& Names:	666971	Felicity Wivell
Basic System:	Standard American	
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, min.length, or specific meaning Canapé

1♣	11+ HCP 1+	1♥	11+ HCP 5+
1♦	11+ HCP 5+	1♠	11+ HCP 5+
1NT	15-18 Balanced	may contain 5 card Major <input checked="" type="checkbox"/>	

1NT Responses	2♣		
2♦	Transfer ♥	2♠	TRF ♣
2♥	TRF ♠	2NT	Invite 3NT
(Dbl)		other	3♣ TRANSFER TO ♦

2♣	23+ HCP or 4 losers or 8.5 playing tricks		
2♦	Multi : weak Major OR 20-22 BAL		
2♥	Multi : weak, 5+♥ & 5 any other suit		
2♠	Multi : weak, 5+♠ & 5 in either minor		
2NT	minors: 5+♣&5+♦ any range	3NT	25+ HCP balanced
other			

#### 2. PRE-ALERTS

Transfer over IC	Puppet stayman if no 5 card major
Gerber CRO	

#### 3. COMPETITIVE BIDS / OVERCALLS

Doubles	Take out	Negative DBL thru	3♠
		Responsive DBL thru	2NT
Jump overcalls	weak	Unusual NT	minors
1NT overcall: (immediate)	15-18 BAL	(re-opening)	Strong
Immediate cue: (minor)	Michaels 5/5 Majors	(Major)	5 other Major & 5 minor
<b>Over:</b> Weak Twos	Take out/natural	Opening Threes	Natural/Takeout
Opponent's transfers	Double = Lead-Directing		
Opponent's 1NT	Cappelletti (X = same values 2C = single suited hand, 2D + both majors, 5/4)		
2H = 5Hearts + 4/5 minor,	2S = 5 spades + 4/5 minor)		

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣	1♦ 6+ HCP,	4+♥	2♦ 10+	5+♦	3♦ 6+♦ weak
	1♥ 6+ HCP,	4+♠	2♥ 15+	4+♥	3♥ 6+♥ weak
	1♠ 6-9 Balanced		2♠ 15+	4+♠	3♠ 6+♠ weak
	1NT 10-11 No Major		2NT 12-13 Balanced		3NT 14+ Balanced
	2♣ 6-9	4+♣	3♣ 10-11 5+♣		4♣ Invite to 5♣
other					
1♦	1♥ 6+ HCP	4+♥	2♥ 15+	4+♥	3♥ Splinter
	1♠ 6+ HCP	4+♠	2♠ 15+	4+♠	3♠ Splinter
	1NT 6-9, No Major		2NT Jakoby		3NT 14+ Balanced
	2♣ 10+HCP	5+♣	3♣ 15+	5+♣	4♣ Gerber CRO
	2♦ 6-9 HCP	3+♦	3♦ 10-12	3+♦	4♦ Invite to 5♦
other					
1♥	1♠ 6+ HCP	4+♠	2♥ 6-9	3+♥	3♦ 15+ 4+♦
	1NT 6-9HCP	<4 ♠	2♠ 15+	4+♠	3♥ 10-12 3+♥
	2♣ 10+HCP	4+♣	2NT Jakoby		3♠ Splinter
	2♦ 10+HCP	4+♦	3♣ 15+	5+♣	3NT To Play
other					
1♠	1NT 6-9 HCP Balanced		2♠ 6-9	3+♠	3♥ 15+ 5+♥
	2♣ 10+HCP	4+♣	2NT Jakoby		3♠ 10-12 3+♠
	2♦ 10+HCP	4+♦	3♣ 15+	5+♣	3NT To Play
	2♥ 10+HCP	5+♥	3♦ 15+	4+♦	4♣ Gerber CRO
other					
1NT	3♣ TFR ♦		3♠ NA		4♦ TFR♥ weak
	3♦ NA		3NT 9+ Balanced		4♥ TFR♠ weak
	3♥ NA		4♣ Gerber CRO		4♠ TFR♣ weak
other					
2♣	2♦ 0-3HCP		2NT 10+		3♥ weak 6+♥
	2♥ 4-6HCP		3♣ weak 6+♣		3♠ weak 6+ ♠
	2♠ 7-9HCP		3♦ weak 6+♦		3NT NA
other					
2♦	2♥ Pass or Correct		3♣ NA		3♠ NA
	2♠ ♥ preference		3♦ NA		3NT NA
	2NT 15+HCP Enquiry		3♥ NA		4♣ NA
other					

**Notes**

---



---



---

2♥	2♠ Pass or correct	3♦ NA	3NT NA
	2NT 15+HCP Enquiry	3♥ Game invite	4♣ Gerber CRO
	3♣ NA	3♠ NA	4♥ Game preference
other			
2♠	2NT 15+HCP Enquiry	3♥ NA	4♣ Gerber CRO
	3♣ Pass or correct	3♠ Game invite	4♥ NA
	3♦ NA	3NT	4♠ Game preference
other			
2NT	3♣ ♣ preference <10	3♠ Long ♠ weak	4♦ ♦ Invitation
	3♦ ♦ preference <10	3NT To Play	4♥ To Play
	3♥ Long♥ weak	4♣ ♣ Invitation	4♠ To Play
other			

## 9. CONVENTIONS

**Unusual NT:** minors only if a jump

**4th Suit Forcing** One round  4<sup>th</sup> suit forcing Game force

**NT Checkback**  Priorities:

**Defence to 3NT opening** Takeout/Natural

**Defence to Opening Twos** Takeout/Natural

Multi 2♦ Takeout/Natural

RCO style 2-s

Other 2-s

**Defence** (1♣) : Takeout/Natural

to

**strong** (2♣) : Takeout/Natural/Lead Directive

1♣ / 2♣

**Over 1NT Interference**

**Lebensohl - other uses**

**Take out of 4 level pre-empts** 4♣/4♦ Double or equal unbalanced

4♥ Double or equal unbalanced 4♠ Double or equal unbalanced

## 10. OTHER NOTES

---



---



---



---



---



---