

4. BASIC RESPONSES

Jump raises - minors 10-12 points, 5+ support

Jump raises - Majors Bergen

Jump shifts after minor opening ♣♦ criss cross, ♥♠ weak

Jump shifts after Major opening Bergen

Responses to strong 2 suit open. 2♦ negative/relay

Responses to 2NT opening Puppet, transfers

5. PLAY CONVENTIONS

Show priorities

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

Leads	Sequences:	overlead All	overlead all ex AKx..
Four or more with an honour		fourth highest	
From 4 small		Second highest	
From 3 cards (no honour)		middle	top
In partner's suit			
Discards		low encouraging	
Count		high-low odd	
Signal on partner's lead:		low encouraging	
Signal on declarer's lead:		count, if at all	
Notes			

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 3041 4♣ Gerber when? Over 1NT, 2NT opening

Slam Notes

Cue Bids

Asking Bids

7. OTHER CONVENTIONS

rescue after 1NTX: exit transfers	Drury
forced XX by opener after pass	Criss-cross
splinter bids	System on after NT overcalls (simple Stayman)
support x and xx by opener after 1♥♠ response	

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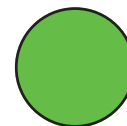
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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos. 128740 Tim Wright

& Names: 125581 David Schokman

Basic System: Standard

Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 11+ points, 2+♣ 1♥ 11+ points, 5+♥

1♦ 11+ points, 4+♦ 1♠ 11+ points, 5+♠

1NT 15-17 points may contain 5 card Major

1NT Responses 2♣ Lavings

2♦ transfer to ♥ 2♠ transfer to ♣

2♥ transfer to ♠ 2NT transfer to ♦

other 4♣ Gerber, super accepts

2♣ game force or 24+

2♦ 6-10 points, 6(+♥) or ♠/ 20-21 points

2♥ 6-10 points, 5(+♥) and another suit

2♠ 6-10 points, 5(+♠) and a minor

2NT 22-23 3NT specific ace ask

other 4♣♦ natural preempts

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4♥ Jump overcalls weak (intermediate when vulnerable)

Responsive doubles through 4♥ Unusual NT 5-5 lower unbid suits

1NT overcall - immediate 15-18 Immediate cue of minor 8-11 5(+)-5(+) majors

1NT overcall - re-opening 11-14/ VUL 12-15 Immediate cue of Major 8-11 5(+)-5(+) other M + a minor

Over weak twos x TO, 2NT 15+ Over opening threes x TO

Over opponent's 1NT 2♣: majors; 2♦ single suited hand in any suit; 2♥♥ and a minor;

2♠: ♠ and a minor

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+ points, 4+♦	2♦ 10-11 5+♣	3♦ preemptive	
1♥ 5+ points, 4+♥	2♥ 3-7, 6+♥	3♥ preemptive	
1♠ 5+ points, 4+♠	2♠ 3-7, 6+♠	3♠ preemptive	
1NT 6-10 balanced, 4♣	2NT 11-12 points, 4+♣	3NT 13-15 points	
2♣ 12+ points, 5+♣	3♣ 5-9 points, 5+♣	4♣	
other			
1♦ 1♥ 5+ points, 4+♥	2♥ 3-7, 6(+)+♥	3♥ preemptive	
1♠ 5+ points, 4+♠	2♠ 3-7, 6(+)+♠	3♠ preemptive	
1NT 6-10 balanced, <4♥♠	2NT 11-12 points	3NT 13-15 points	
2♣ 12+ points, 4+♣	3♣ 10-11 4+♦	4♣	
2♦ 12+ points, 4+♦	3♦ 15-9 points, 4+♦	4♦	
other			
1♥ 1♠ 6+points, 4+♠	2♥ 6-10 points, 3♥	3♦ 10-11 4♥	
1NT 6-10 balanced	2♠ 3♥ 10+ points	3♥ 0-5, 4(+)+♥	
2♣ 11+ points, (3)4+♣/ D ₄	2NT 13+ points, 4+♥	3♠ splinter	
2♦ 11+ points, (3)4+♦	3♣ 6-9, 4♥	3NT 13-15 points	
other 4♣/♦ splinter, 10-12			
1♠ 1NT 6-10 balanced	2♠ 6-10 points, 3♠	3♥ 3♠ 10+ points	
2♣ 11+ points, (3)4+♣/ D ₄	2NT 13+ points, 4+♠	3♠ 0-5, 4(+)+♠	
2♦ 11+ points, (3)4+♦	3♣ 6-9, 4♠	3NT 13-15 points	
2♥ 11+ points, 5+♥	3♦ 10-11 4♠	4♣ splinter	
other 4♣/♦/♥ splinter			
1NT 3♣ 5-5 ♣♦ weak, non-forcing	3♠ 5-5 ♥♠ game forcing	4♦	
3♦ 5-5 ♣♦ game force	3NT to play	4♥ to play	
3♥ 5-5 ♥♠ weak, non-forcing	4♣ Gerber	4♠ to play	
other 4♣ Gerber			
2♣ 2♦ Negative,	2NT 8+ balanced	3♥	
2♥ 8+, 5(+)+♥	3♣	3♠	
2♠ 8+, 5(+)+♠	3♦	3NT	
other			
2♦ 2♥ non-forcing relay	3♣ to play	3♠ pass or correct	
2♠ non-forcing relay	3♦ to play	3NT to play	
2NT enquiry	3♥ pass or correct	4♣	
other			

Notes

2♥ 2♠ pass or correct	3♦ to play	3NT to play	
2NT strong enquiry	3♥ preemptive	4♣	
3♣ to play	3♠	4♥ to play	
other			
2♠ 2NT strong enquiry	3♥	4♣	
3♣ pass or correct	3♠ preemptive	4♥	
3♦ to play	3NT to play	4♠ to play	
other			
2NT 3♣ puppet	3♠ 5♠ 4♥	4♦ to play	
3♦ transfer to ♥	3NT to play	4♥ to play	
3♥ transfer to ♠	4♣ Gerber	4♠ to play	
other 4♣ Gerber			

9. CONVENTIONS

Unusual NT: 5-5 lower unbid suits

4th Suit Forcing One round at one level Game force

NT Checkback Priorities: 2-way checkback

Defence to 3NT opening 4♣♦ takeout (better minor)

Defence to Opening Twos x TO

Multi 2♦ x = TO of ♠, 2♥ TO of ♥

RCO style 2-s x = VTP

Other 2-s

Defence (1♣) : x = ♥♠, 1NT = ♣♦ {Replace with your defence to strong 1♣ opening}

to

strong (2♣) :

1♣ / 2♣

Over 1NT Interference Lebensohl/ x = 9+

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ X

4♥ x TO 4♠ x TO

10. OTHER NOTES

over strong 2NT rebids after 2♣♦ openings: 3♣ puppet, 3♦♥ transfers;

3♠ 5♠ 4♥; 4♣ Gerber; 4♦♥♠ slam invitational