

4. BASIC RESPONSES

Jump raises - minors	Pre-emptive
Jump raises - Majors	Pre-emptive
Jump shifts after minor opening	e.g 1m - 2M weak takeout
Jump shifts after Major opening	Other M = 3 card limit raise; 3 level Bergen 4 cd supp
Responses to strong 2 suit open.	2♦ = weak /waiting, other suits natural positives, 2NT 10+ bal
Responses to 2NT opening	Puppet stayman, transfers

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A-Attitude K-Count	Overlead A-Att K-Unblock/Count
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	As above	As above
Discards	Low Encourage	Low Encourage
Count	Reverse	Reverse
Signal on partner's lead:	Low Encourage	Low Encourage
Signal on declarer's lead:	Reverse count if appropriate	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
Slam Notes		
Cue Bids <input checked="" type="checkbox"/>	Firsts and seconds	
Asking Bids <input type="checkbox"/>		

7. OTHER CONVENTIONS

4SF to game	
Cue raises	
Minorwood in limited situations	
support X and XX	

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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	515345	Wendy Boxall
& Names:	61395	Judith Tobin
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	1♥ 5
1♦ 3	1♠ 5

1NT 15-17 may contain 5 card Major ☒

1NT Responses 2♣ 4 or 5 card major suit enquiry

2♦ Transfer to ♥ 2♠ Transfer to ♣

2♥ Transfer to ♠ 2NT Transfer to ♦

other 3 level bids natural slammish

2♣ Game Force

2♦ very weak 2♥ or 2♠ 4-7 hcp approx

2♥ constructive weak 6 card suit 7-10

2♠ constructive weak 6 card suit 7-10

2NT 20-22

3NT Long running minor

other

2. PRE-ALERTS

Bergen raises support doubles and redoubles

Inverted minors mini splinters

criss cross raises

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4♥ Jump overcalls Pre-emptive

Responsive doubles through 4♥ Unusual NT Lower unbid suits any range

1NT overcall - immediate 15-18 Immediate cue of minor 5+/5+ majors any range

1NT overcall - re-opening 11-14, +/- stopper Immediate cue of Major 5+ minor/5+ other M any range

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

Over opponent's 1NT X= values, 2♣ and higher = TOXIC next suit single suiter or next 2 suits (2♣ thru 2♠); 2NT = odd suits 5/5 or better

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ Nat	2♦ 8-10 HCP ♣	3♦ Splinter
1♥ Nat	2♥ 4-7 6+♥	3♥ Splinter
1♠ Nat	2♠ 4-7 6+♠	3♠ Splinter
1NT (5)6-10 HCP	2NT inv, no 4M	3NT 13-15 bal, no 4M
2♣ 11+, ♣	3♣ PRE, 7HCP max, 4-5♣	4♣ Pre
other	4♥/4♠ to play, after inverted stopper show, PH 1♣-2♣ - simple raise, 3♣ Pre	
1♦ 1♥ Nat	2♥ 4-7 6+♥	3♥ Splinter
1♠ Nat	2♠ 4-7 6+♠	3♠ Splinter
1NT (5)6-10 HCP	2NT inv, no 4M	3NT 13*15 bal, no 4M
2♣ Nat, 3+♣	3♣ 8-10 HCP ♦	4♣ Splinter
2♦ 11+, ♦	3♦ PRE, 7HCP max, 4-5♦	4♦
other	4♥/4♠ to play, after inverted stopper show, PH 1♦-2♦ - simple raise, 3♦ Pre	
1♥ 1♠ Nat	2♥ 3 card raise, 5+	3♦ 4 card raise 6-8
1NT (5)6-10 HCP	2♠ 3 card limit raise	3♥ Pre 4+♥
2♣ Nat	2NT 4 card GF raise	3♠
2♦ Nat	3♣ 4 card raise 9-11	3NT 12-15 bal, 3♥
other		
1♠ 1NT (5)6-10 HCP	2♠ 3 card raise, 5+	3♥ 3 card limit raise
2♣ Nat	2NT 4 card GF raise	3♠ Pre 4+♠
2♦ Nat	3♣ 4 card raise 9-11	3NT 12-15 bal, 3♠
2♥ Nat	3♦ 4 card raise 6-8	4♣ splinter
other	4♦, 4♥ splinter	
1NT 3♣ Puppet stayman	3♠ natural slammish	4♦ natural
3♦ natural slammish	3NT to play	4♥ To Play
3♥ natural slammish	4♣ natural	4♠ To Play
other		
2♣ 2♦ relay/weak	2NT 10+ balanced	3♥ Solid 6 card suit
2♥ constructive	3♣ constructive	3♠ Solid 6 card suit
2♠ constructive	3♦ constructive	3NT Solid 6 card minor
other		
2♦ 2♥ Pass/correct	3♣ Nat NF	3♠ Pass/Correct
2♠ Pass/correct	3♦ Nat NF	3NT To play
2NT Strong inquiry	3♥ Pass/Correct	4♣
other		

Notes

2♥ 2♠ To play	3♦ To play	3NT To Play
2NT Inquiry + Ogust	3♥ Pre-empt	4♣
3♣ To play	3♠ Nat, invitational	4♥ To Play
other		
2♠ 2NT Inquiry	3♥ To play	4♣
3♣ To play	3♠ Pre-empt	4♥
3♦ To play	3NT To play	4♠ To play
other		
2NT 3♣ Puppet stayman	3♠ 5♠ and 4♥	4♦ Natural GF
3♦ Tfr to ♥	3NT to play	4♥ to play
3♥ Tfr to ♠	4♣ Natural GF	4♠ to play
other		

9. CONVENTIONS

Unusual NT: Lower unbid suits, any strength

4th Suit Forcing

One round ☐

Game force ☒

NT Checkback ☒

Priorities: Bid suits up the line

Defence to 3NT opening

X= values, 4♣ = T/O with better ♥, 4♦ = T/O with better ♠

Defence to Opening Twos

2NT=15-18 BAL, X T/O

Multi 2♦ X T/O

RCO style 2-s X T/O

Other 2-s X T/O

Defence (1♣) : DBL = majors, 1D = minors, 1NT = odd suits; others natural

to

strong (2♣) : Natural

1♣/2♣

Over 1NT Interference Lebensohl

Lebensohl - other uses Over weak 2s

Take out of 4 level pre-empts

4♣/4♦ X

4♥ X

4♠ 4NT

10. OTHER NOTES

1x-1M-2M-2NT asks about the raise which may be 3 card

123 doubles after pen X of 1NT or t/o x of weak 2s