

## 4. BASIC RESPONSES

Jump raises - minors	Limit 10-12 HCP, 4+ cards
Jump raises - Majors	Preempt 0-4 HCP, 4+ cards
Jump shifts after minor opening	0-4 HCP, 6+ cards
Jump shifts after Major opening	Bergen
Responses to strong 2 suit open.	2♦ waiting
Responses to 2NT opening	3♣ 4 or 5 card Stayman (Puppet), 3♦/♥ trsf to ♥/♠, 3♠=5♠&4♥

## 5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead All	
Four or more with an honour	4th highest	
From 4 small	TOP	
From 3 cards (no honour)	Middle	
In partner's suit	standard	
<b>Discards</b>	Odd encourage, even McKenney	
<b>Count</b>	High-Low = Even	
<b>Signal</b> on partner's lead:	Low Encourage	
<b>Signal</b> on declarer's lead:	Count	
<b>Notes</b>		

## 6. SLAM CONVENTIONS

4NT: Blackwood ☒ RKCB 1430 4♣ Gerber ☒ when? When obvious or over NT

Slam Notes

Cue Bids ☐  
Asking Bids ☐

## 7. OTHER CONVENTIONS

Norman Gerber	Skewed Cue
Crowhurst	Unassuming Cue Bids
Rubensohl	Escape from 1NT X Treatment
Sandwich NT	Jacoby 2NT
Bergen	

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

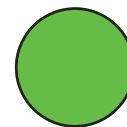
PDF Form Rev. 17K21 by RoL

MyRev.

Copyright © ABF 2017



# AUSTRALIAN BRIDGE FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos. 863556 Maruta Boyd  
& Names: 448354 Julia Corr  
Basic System: Variable notrump with 5 card majors  
Brown Sticker ☐ Classification: Green ☒ Blue ☐ Red ☐ Yellow ☐

## 1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape ☐

1♣ 11+ HCP, 2+♣ 1♥ 11+ HCP, 5+♥  
1♦ 11+ HCP, 4+♦ 1♠ 11+ HCP, 5+♠  
1NT 11-14 HCP(1st & 2nd pos) 15-18 HCP(3rd & 4th pos) may contain 5 card Major ☒

1NT Responses 2♣ 5 card Major enquiry

2♦ Transfer ♥ 2♠ Transfer ♣  
2♥ Transfer ♠ 2NT Transfer ♦  
other 3 level strong, possible slam

2♣ Game Force or 8+ Playing Tricks

2♦ 5-10 HCP, 5+/5+ ♠/♥

2♥ 5-9 HCP, 6+♥

2♠ 5-9 HCP, 6+♠

2NT 21-22 HCP may contain 5 card major

3NT Gambling, solid minor, no side A or K

other

## 2. PRE-ALERTS

Weak support over double (minors) Sandwich NT  
Coded 9's and 10's on Opening Lead X in 4th seat may be lead directing  
Over 1♣/1♦, 2NT overcall 5+/5+ m/M 1NT opening can contain singleton

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 2♠ Jump overcalls Weak  
Responsive doubles through 3♠ Unusual NT see pre-alerts, over Major 5+/5+ minors  
1NT overcall - immediate 15-18 BAL Immediate cue of minor Michaels 5+/5+ Majors  
1NT overcall - re-opening 13+ HCP Immediate cue of Major 5+ other Major & 5+ minor  
Over weak twos 2NT 16-18HCP, X T/O Over opening threes  
Over opponent's 1NT Multi Landy  
X=Pen, 2♣=5+/5+ ♠/♥, 10+HCP, 2♦=6+♥/♠, 10+HCP, 2♥/♠=5+/5+ M/m, 10-14 HCP  
Over strong NT X= long minor, otherwise as above

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+ HCP, 4+♦	2♦ <5HCP, 6+♦	3♦ Splinter
1♥ 5+ HCP, 4+♥	2♥ <5HCP, 6+♥	3♥ Splinter
1♠ 5+ HCP, 4+♠	2♠ <5HCP, 6+♠	3♠ Splinter
1NT 5-8 HCP, denies 4M	2NT 9-12 HCP, 3334	3NT 13+HCP, 3334
2♣ 5-8 HCP, 5+♣	3♣ 9-12 HCP, 5+♣	4♣ Norman Gerber
other		
1♦ 1♥ 5+ HCP, 4+♥	2♥ <5HCP, 6+♥	3♥ Splinter
1♠ 5+ HCP, 4+♠	2♠ <5HCP, 6+♠	3♠ Splinter
1NT 5-8 HCP, denies 4M	2NT 9-12 HCP, 3343	3NT 13+HCP, 3343
2♣ 9+ HCP, 4+♣	3♣ Splinter	4♣ Norman Gerber
2♦ 5-8 HCP, 4+♦	3♦ 9-12 HCP, 4+♦	4♦
other		
1♥ 1♠ 5+ HCP, 4+♠	2♥ 5-8 HCP, 3♥	3♦ 9-11 HCP, 4+♥
1NT 5-8 HCP, denies 4♠	2♠ 9-11 HCP, 3♥	3♥ <5HCP, 4+♥
2♣ 9+ HCP, 4+♣	2NT 12+HCP, 4+♥	3♠ Splinter
2♦ 9+ HCP, 4+♦	3♣ 5-8 HCP, 4♥	3NT 12+HCP, 3♥
other		
1♠ 1NT 5-8 HCP	2♠ 5-8 HCP, 3♠	3♥ 9-11 HCP, 3♠
2♣ 9+ HCP, 4+♣	2NT 12+HCP, 4+♠	3♠ <5HCP, 4+♠
2♦ 9+ HCP, 4+♦	3♣ 5-8 HCP, 4♠	3NT 12+HCP, 3♠
2♥ 9+ HCP, 5+♥	3♦ 9-11 HCP, 4♠	4♣ Norman Gerber
other		
1NT 3♣ 6+♣, slam invitation	3♠ 6+♠, slam invitation	4♦
3♦ 6+♦, slam invitation	3NT To Play	4♥
3♥ 6+♥, slam invitation	4♣ Norman Gerber	4♠
other		
2♣ 2♦ <7HCP or waiting	2NT >7, 3343	3♥
2♥ 5+♥ with honor>7HCP	3♣ 5+♣ with honor>7HCP	3♠
2♠ 5+♠ with honor>7HCP	3♦ 5+♦ with honor>7HCP	3NT >10, 3343
other		
2♦ 2♥ To play	3♣ 7+♣, no major	3♠ Invitational
2♠ To play	3♦ 7+♦, no major	3NT
2NT 15+ HCP	3♥ Invitational	4♣
other		

**Notes** -Responses to 2NT after 2♦ opening: 3♣/3♦ weak, singleton ♣/♦  
 3♥/3♠ strong, singleton ♣/♦  
 4♣/♦ void ♣/♦

2♥ 2♠ 6+♠, 0-1♥	3♦ 7+♦, 0-1♥	3NT
2NT 15+ HCP. asking	3♥ Competitive, to play	4♣ Norman Gerber
3♣ 7+♣, 0-1♥	3♠	4♥ To Play
other		
2♠ 2NT 15+ HCP. asking	3♥ 7+♥, 0-1♠	4♣ Norman Gerber
3♣ 7+♣, 0-1♥	3♠ competitive to play	4♥ To Play
3♦ 7+♦, 0-1♥	3NT	4♠ To Play
other		
2NT 3♣ 4/5 card Stayman	3♠ 5 ♠ and 4♥	4♦
3♦ Transfer to ♥	3NT To Play	4♥ To Play
3♥ Transfer to ♠	4♣ Norman Gerber	4♠ To Play
other To Play		

## 9. CONVENTIONS

**Unusual NT:** Two Suiter

**4th Suit Forcing** One round ☒ Game force ☐

**NT Checkback** ☐ Priorities: ♥ before ♠

**Defence to 3NT opening**

**Defence to Opening Twos**

Multi 2♦ X 12+ HCP with ♦, 2♥/♠ Shortage, 2NT 15+ HCP both Majors

RCO style 2-s

Other 2-s

**Defence** (1♣) :X=♣, 1NT = minors, 2♣ = Majors

to

**strong** (2♣) : X = ♣, 2NT = minors, 3♣ = Majors

1♣/2♣

**Over 1NT Interference** Rubensohl

**Lebensohl - other uses**

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

4♥ X = T/O with ♠ 4♠ 4NT = T/O

## 10. OTHER NOTES

Responses to 2NT after 2M opening: 3♣= weak hand and suit

3♦=weak hand, decent suit

3♥ strong hand, weak suit

3♠=strong hand and suit

over 1NT X: XX = single suit, 2 suit = lower of 2 4 card suits

3 suit - splinter

after Stayman 3 level shows 5M, 3♣/♦=weak ♥/♠, 3♥/♠=strong ♥/♠