

4. BASIC RESPONSES

Jump raises - minors	10+ HCP good support
Jump raises - Majors	Bergen Raises
Jump shifts after minor opening	good points good support
Jump shifts after Major opening	Bergen raises
Responses to strong 2 suit open.	2D waiting bid
Responses to 2NT opening	Stayman (3C) and transfers (3D to hearts ;3H to spades)

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead (top of run)	4th highest
Four or more with an honour	low encouraging	
From 4 small	2nd highest	2nd highest
From 3 cards (no honour)	2nd highest MUD	2nd highest
In partner's suit	top from 2 low from 3 if honour	^ 3 rags: MUD
Discards	low encouraging	
Count		
Signal on partner's lead:	low encouraging	
Signal on declarer's lead:		
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 14:30 4♣ Gerber when? when NT bid / multi 2 seq

Slam Notes 5NT King asking

Cue Bids

Asking Bids

7. OTHER CONVENTIONS

Jacoby 2NT responses = 3NT 15-17; 3S/H 18-19; 4S/H <14 HCP OR
show singleton or void
4 level shows another suit

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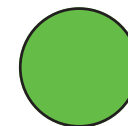
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0-14: 1C 1D 1H 1S 23-24/4 loser: 2C
15-18: 1NT Bal 25-26: 2D rebid 3NT
19-20 :1C 1D 1H 1S not Bal 27+: 2C rebid 3NT
21-22 :2D (multi 2) rebid 2NT Bal



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos. 892920 Janine Cumming (Stanthorpe 67)
& Names: 1063928 Margot Tesch (Stanthorpe 72)
Basic System: Standard American
Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 2+ 11-14 / 19-20 HCP (bal) 1♥ 5+ 12+ HCP

1♦ 4+ 12+ HCP 1♠ 5+ 12+ HCP

1NT 15-18 HCP may contain 5 card Major

1NT Responses 2♣ Simple Stayman 8+ HCP 4 card major (have 3 other maj)
2♦ 5H transfer 2♠ trans 3C / 3C trans 3D (5/6+cards)
2♥ 5S transfer 2NT Balanced 8-9 HCP
other ^ after trans 2NT 8-9 3NT 10+ declarer chooses

2♣ 23-24 HCP Balance or 3/4 loser hand in suit or better / 27+ with 3NT rebid

2♦ Weak H/S or Balanced 21-22 HCP (2NT F/U) or 25-26 HCP (3NT F/U)

2♥ Weak (6-11 HCP) 5H + 5 C/D (points in your suit)

2♠ Weak (6-11 HCP) 5S + 5H/C/D (points in your suit)

2NT Weak (6-11 HCP) 5C + 5D 3NT

other (point in the suits called above)

2. PRE-ALERTS

Bergen raises (off over interference ex X)

Back to traditional response

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through Yes Jump overcalls Preemptive

Responsive doubles through Unusual NT

1NT overcall - immediate 15-18 Stopper Immediate cue of minor

1NT overcall - re-opening 11-15 Stopper Immediate cue of Major

Over weak twos X-11-15 HCP 2NT-16+HCP Over opening threes X = t/o & natural bids 16+HCP

Over opponent's 1NT natural Bal X=16 HCP followed by normal 1NT cues

Overcall at 2 level only with suit quality

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ ^ 0-5 HCP	2♦ ^ 5+D 10+ HCP	3♦
1♥ 4+H 6-10 HCP	2♥ ^ 5+H 10+ HCP	3♥
1♠ 4+S 6-10 HCP	2♠ ^ 5+S 10+ HCP	3♠
1NT ^ 6-10 HCP no Major	2NT ^ Balanced 10+ HCP	3NT ^ BAL 15-18 HCP
2♣ ^ 5+C 10+ HCP	3♣	4♣
other		
1♦ 1♥ 4+H 6+ HCP	2♥ 5+ 10+ HCP	3♥
1♠ 4+S 6+ HCP	2♠ 5+ 10+ HCP	3♠
1NT ^ 6-10 no Major Forcing	2NT Bal 10+ HCP	3NT
2♣ ^ 5+C 10+ HCP	3♣	4♣
2♦ ^ 4+D 10+ HCP	3♦	4♦
other		
1♥ 1♠ 4+S 6+ HCP <3H	2♥ 3H 6-9 HCP	3♦ 4H 10-11 HCP
1NT 6+ HCP <=3H Forcing	2♠ 5+ 10+ HCP	3♥ 4H 0-6 HCP
2♣ 5+ 10 HCP	2NT 4H 12+ HCP	3♠
2♦ 5+ 10 HCP	3♣ 4H 7-9 HCP	3NT
other		
1♠ 1NT 6+ HCP <=3S Forcing	2♠ 3S 6-9 HCP	3♥
2♣ 5+ 10 HCP	2NT 4S 12+ HCP	3♠ 4S 0-6 HCP
2♦ 5+ 10 HCP	3♣ 4S 7-9 HCP	3NT
2♥	3♦ 4S 10-11 HCP	4♣
other		
1NT 3♣ Transfer 3D	3♠	4♦
3♦	3NT	4♥
3♥	4♣	4♠
other		
2♣ 2♦ Waiting bid	2NT	3♥
2♥	3♣	3♠
2♠	3♦	3NT
other		
2♦ 2♥ Pass or correct	3♣ ^	3♠
2♠ strong hearts	3♦	3NT
2NT 13+ HCP	3♥	4♣
other		

Notes 2D P 2NT opener response 4C ace asking

2♥ 2♠	3♦	3NT
2NT other suit? forcing	3♥	4♣
3♣	3♠	4♥
other X to ask with interference		
2♠ 2NT Other suit? forcing	3♥	4♣
3♣	3♠	4♥
3♦	3NT	4♠
other X to ask with interference		
2NT 3♣	3♠	4♦
3♦	3NT	4♥
3♥	4♣	4♠
other ^		

9. CONVENTIONS

Unusual NT:

4th Suit Forcing

One round

Game force

NT Checkback

Priorities:

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦ YES

RCO style 2-s

Other 2-s

Defence (1♣): {Replace with your defence to strong 1♣ openings}

to

strong (2♣):

1♣ / 2♣

Over 1NT Interference

Lebensohl - other uses

Take out of 4 level pre-empts

4♣/4♦

4♥

4♠

10. OTHER NOTES

Resonse to 2C opening, if opener bids their suit, respond with first round control or rebid their suit

1NT response with interference: X=stole my bid

2D FOLLOW ON

2D P 2H P

2D P 2NT P (with 13HCP/good shape)

2NT (21-22)

3H/S 6-8 suit showing honour

3NT (25-26)

3C/D 8-10 C=Heart honour D= Spades honour