

4. BASIC RESPONSES

Jump raises - minors	weak
Jump raises - Majors	weak
Jump shifts after minor opening	to 2M = 6M, 3-5; oth m = 6-9 raise
Jump shifts after Major opening	Bergen 3C=4M 6-9, 3D=4M 10-11, oth M = 3M 10-12
Responses to strong 2 suit open.	mostly ART and HCP showing
Responses to 2NT opening	3C Puppet, 3D/H=TRF; 3S=both m, 4m=nat, 4M=singleton

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	overlead all	K asks for unblock or rev count
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	MUD	
In partner's suit	Xxx if raised, low if not	
Discards	1st = low ENC if in new suit	
Count	reverse when given	
Signal on partner's lead:	low ENC	
Signal on declarer's lead:	reverse count if given	
Notes	natural suit preference in normal situations	

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/>	when? never
Slam Notes	5 step Minorwood, Redwood		
Cue Bids <input checked="" type="checkbox"/>	1st & 2nd up the line, Non-serious 3NT		
Asking Bids <input type="checkbox"/>			

7. OTHER CONVENTIONS

Splinters, mini-splinters & voids	4th suit or 2NT = Blackout after reverse
Cue raises	Lebensohl
Two-way checkback after 1NT rebid	4NT opening = specific A ask
fit-showing jumps in competition	
Michaels & Leaping Michaels after weak 2	

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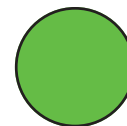
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1NT overcall = 15-18 with stopper, but 2 suited T/O
if both opponents have bid



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	157351	Elizabeth Havas
& Names:	147631	Diana Smart
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, minimum length, or specific meaning Canape ☐

1♣ 11-21 HCP 3+C	1♥ 11-21 HCP 5+H
1♦ 11-21 HCP 3+D	1♠ 11-21 HCP 5+S
1NT 14-17; may contain a 6 card minor	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ Lavings, asks range and shape

2♦ Trf to H	2♠ Trf to C
2♥ Trf to S	2NT Trf to D
other 3 of suit = shortage, 3+ cards in all other suits	

2♣ unspecified GF, Acoll 2 in unknown suit/s, or NF 22-23 BAL

2♦ weak 2 in a major

2♥ Hs & minor, 5-5(4), 6-10 HCP

2♠ Ss & minor, 5-5(4), 6-10 HCP

2NT 20-21 HCP 3NT TRF to 4 of minor

other 4C/4D = Namyats, good 4H/4S opening

2. PRE-ALERTS

Multi 2D	Bergen raises
4C/D NAMYATS	Walsh style with < GF
inverted minors	support Xs and XXs

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4H	Jump overcalls	weak
Responsive doubles through	4H	Unusual NT	5/5+ both ms over M, 5+M & 5+Om over m
1NT overcall - immediate	see note 7	Immediate cue of minor	5/5+ both M
1NT overcall - re-opening	11-14 with stopper	Immediate cue of Major	5/5+ OM & m
Over weak twos	varies, see over	Over opening threes	X
Over opponent's 1NT	2C = Landy, 2D = single suited M, 2H/S = 5+ M and 4+ m, 2NT m's		
	3C/D = 6+Cs/Ds, X = pen, X by passed hand = 2 suits, not both M		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+D, <4M unless INV+	2♦ 4(5)C, <4 M, 6-9	3♦ SPL, 4+C good 10-12
1♥ 4+ H, 5+ HCP	2♥ 6H, 3-5 HCP	3♥ SPL, 4+C good 10-12
1♠ 4+ S, 5+ HCP	2♠ 6S, 3-5 HCP	3♠ SPL, 4+C good 10-12
1NT <4M, 5-11 HCP	2NT BAL 12 HCP, <4 M	3NT 13-15 BAL no 4M suit
2♣ 4+ C, 10+, F2NT or 3C	3♣ 4(5)+C, <4M, 0-5	4♣ 5 step Minorwood
other		
1♦ 1♥ 4+ H, 5+ HCP	2♥ 6H, 3-5 HCP	3♥ SPL, 4+D good 10-12
1♠ 4+ S, 5+ HCP	2♠ 6S, 3-5 HCP	3♠ SPL, 4+D good 10-12
1NT <4M, 5-11 HCP	2NT BAL 12 HCP, <4 M	3NT 13-15 BAL no 4M suit
2♣ 4+C GF or 6+C INV	3♣ 4(5)D, <4 M, 6-9	4♣ SPL, 4+D good 10-12
2♦ 4+D 10+, F2NT or 3D	3♦ 4(5)D, <4 M, 0-5	4♦ 5 step Minorwood
other		
1♥ 1♠ 4+ S, 5+ HCP	2♥ 6-9 almost always 3Hs	3♦ 4+Hs, 10-11 HCP
1NT < 3H or 4S, 5-11 HCP	2♠ 10-12, 3Hs	3♥ 4+Hs, 0-5 HCP
2♣ 4+Cs GF, or 6+C INV	2NT 12+ GF, 4+Hs	3♠ SPL, 4+H good 10-12
2♦ 4+Ds GF, or 6+D INV	3♣ 4+Hs, 6-9 HCP	3NT 12-15, 3Hs, 4-3-3-3
other 4C/4D = SPL in suit bid, 4+H good 10-12		
1♠ 1NT < 3Ss, 5-11 HCP	2♠ 6-9 almost always 3Ss	3♥ 10-12, 3Ss
2♣ 4+Cs GF, or 6+C INV	2NT 12+ GF, 4+Ss	3♠ 4+Ss, 0-5 HCP
2♦ 4+Ds GF, or 6+D INV	3♣ 4+Ss, 6-9 HCP	3NT 12-15, 3Ss, 4-3-3-3
2♥ 4+H s GF, or 6+H INV	3♦ 4+Ss, 10-11 HCP	4♣ SPL, 4+S good 10-12
other 4D/4H = SPL in suit bid, 4+S good 10-12		
1NT 3♣ C SINGL 3+ oth suits	3♠ S SINGL 3+ in oth suits	4♦ TRF to Ss
3♦ D SINGL 3+ oth suits	3NT to play	4♥ nat
3♥ H SINGL 3+ oth suits	4♣ TRF to Hs	4♠ nat
other 4NT = quantitative		
2♣ 2♦ 0-3 HCP or 10+ HCP	2NT 7-9 HCP 5+ Cs	3♥ 7-9 HCP 5+ Ss
2♥ 4-6 HCP	3♣ 7-9 HCP 5+ Ds	3♠ 7-9 HCP 5Ss & 4Hs
2♠ 7-9 HCP bal	3♦ 7-9 HCP 5+ Hs	3NT 7-9 HCP 5Ds & 4Cs
other 4H/4S = 0-3 HCP, nat, 7+ suit		
2♦ 2♥ pass or correct	3♣ nat F	3♠ pass or correct
2♠ pass or correct	3♦ nat F	3NT nat to play
2NT enquiry re suit & range	3♥ pass or correct	4♣ TRF into your M
other 4D = bid your M; 4M = own suit, to play		

Notes

2♥ 2♠ nat NF	3♦ invitat in Hs	3NT to play
2NT asks suits and range	3♥ to play, obstructive	4♣ nat strong single suiter
3♣ correctible	3♠ invitat in Ss, NF	4♥ to play
other 4D = nat strong single suiter		
2♠ 2NT asks suits and range	3♥ invitat in Hs, NF	4♣ nat strong single suiter
3♣ correctible	3♠ to play, obstructive	4♥ to play
3♦ invitat in Ss	3NT to play	4♠ to play
other 4D = nat strong single suiter		
2NT 3♣ puppet stayman	3♠ both ms, slam interest	4♦ 6+ suit, slam interest
3♦ TRF to Hs	3NT nat to play	4♥ SINGL, oth 3 suits
3♥ TRF to Ss	4♣ 6+ suit, slam interest	4♠ SINGL, oth 3 suits
other 4NT = quantitative		

9. CONVENTIONS

Unusual NT: over M = 5-5+ both ms; over m = 5-5+ oth m & a major

4th Suit Forcing One round ☐ 1C-1D; 1H-1S = 4th suit Game force ☒

NT Checkback ☒ Priorities: two-way (2C=weak D or C or INV; 2D=GF), up the line

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦ X=16+, 2M=nat, 4m=leaping michaels, strong jump overcalls

RCO style 2-s X = T/O, Michaels & Leaping Michaels, strong jump overcalls

Other 2-s nat wk2: X = T/O, Michaels & Leaping Michaels, strong jump overcalls

Defence (1C): X & 1C/1D/1H/1S = wonder bids (5+ in suit or short in suit and T/O)

to 1NT = both minors, 2C-2S as per defence to 1NT; 2NT = both minors

strong (2C): nat overcalls, WJOs, 2NT = both minors

1♣/2♣

Over 1NT Interference Lebensohl (either weak or GF with stopper), 3NT denies stopper

Lebensohl - other uses after our T/O X of weak 2

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

4♥ T/OX 4♠ X, card showing

10. OTHER NOTES

scrambling 2NT in several situations