

4. BASIC RESPONSES

Jump raises - minors
 Jump raises - Majors
 Jump shifts after minor opening
 Jump shifts after Major opening
 Responses to strong 2 suit open.
 Responses to 2NT opening

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:		
Four or more with an honour	top of 4 highest	lowest 4 highest
From 4 small	top	top
From 3 cards (no honour)		
In partner's suit	lowest	
Discards	adds & runs	
Count		
Signal on partner's lead:		
Signal on declarer's lead:		
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood ☐ RKCB 1430
 Asking Bids ☐ Cue Bids ☐

7. OTHER CONVENTIONS

SPBC A 1731 J 3732

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AUSTRALIAN BRIDGE
 FEDERATION LTD.

STANDARD SYSTEM CARD

ABF Nos.

108 5395

& Names:

John Lemarchand

Basic System:

Brown Sticker ☐

Classification:

Green ☒

Blue ☒

Red ☐

Yellow ☐

1. OPENING BIDS

Describe strength, min.length, or specific meaning Canapé ☐

1♣ 12+ points 3 cards 12+ 5 cards

1♦ 12+ pts 4 cards 1♠ 12+ 5 cards

1NT 15-17 pts

may contain 5 card Major ☒

1NT Responses

2♣ stayman

2♦

→ 2 hearts

2♠

→ transfer to minor

2♥

→ 2 spades

2NT

8-9 balanced

(Dbl)

other

2♣

game forcing

2♦

6-10 HCP 6 cards

2♥

2♠

2NT

20-22 balanced

3NT

other

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Doubles

bid shortage in suit

Negative DBL thru

Responsive DBL thru

Jump overcalls

wk 6 card

Unusual NT

1NT overcall: (immediate)

15-17

(re-opening)

Immediate cue: (minor)

2 majors

(Major)

other major

Over: Weak Twos

Opening Threes

Opponent's transfers

Opponent's 1NT

GCBC A 1654

J 1655

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ 4 cards	2♦	3♦
1♥ 6+	2♥	3♥
1♠ 6+	2♠	3♠
1NT 6+	2NT	3NT 13+
2♣ 6+ 5 cards	3♣ 10-12 5 cards	4♣
other		
1♦ 1♥	2♥	3♥
1♠	2♠	3♠
1NT	2NT	3NT
2♣	3♣	4♣
2♦	3♦	4♦
other		
1♥ 1♠	2♥ 0-5 st	3♦ 9-12 4 cards
1NT 6-12 pts	2♠	3♥ 0-5 4 cards
2♣ } game force	2NT	3♠
2♦ } game force	3♣ 6-9 4 cards	3NT
other		
1♠ 1NT 6-12	2♠ 0-5 st	3♥
2♣ } game force	2NT	3♠ 0-5 st
2♦ } game force	3♣ 6-9 4 cards	3NT
2♥ } game force	3♦ 10-12 11	4♣
other		
1NT 3♣	3♠	4♦
3♦	3NT	4♥
3♥	4♣	4♠
other		
2♣ 2♦ waiting	2NT	3♥
2♥ } st parts	3♣	3♠
2♠ } st parts	3♦	3NT
other		
2♦ 2♥	3♣	3♠
2♠	3♦	3NT
2NT	3♥	4♣
other		

Notes

2♥ 2♠	3♦	3NT
2NT	3♥	4♣
3♣	3♠	4♥
other		
2♠ 2NT	3♥	4♣
3♣	3♠	4♥
3♦	3NT	4♠
other		
2NT 3♣ 4 card major	3♠	4♦
3♦ → hearts	3NT	4♥
3♥ → spades	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♦

RCO style 2-s

Other 2-s

Defence (1♣):

to

strong (2♣):

1♣ / 2♣

Over 1NT Interference

Lebensohl - other uses

Take out of 4 level pre-empt 4♣/4♦

4♥

4♠

10. OTHER NOTES