

4. BASIC RESPONSES

Jump raises - minors	Inverted
Jump raises - Majors	Bergens
Jump shifts after minor opening	weak
Jump shifts after Major opening	weak
Responses to strong 2 suit open.	
Responses to 2NT opening	puppet stayman and transfers to majors

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Top	
Four or more with an honour	4th	
From 4 small	second highest	
From 3 cards (no honour)	MUD	
In partner's suit	as above	
Discards	odd enc / even McKenney	
Count	On king leads and our own suit	
Signal on partner's lead:	low enc	
Signal on declarer's lead:		
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood	<input type="checkbox"/>	RKCB	30/14	4♣ Gerber	<input type="checkbox"/>
Asking Bids	<input type="checkbox"/>	Cue Bids	<input checked="" type="checkbox"/>	cue bids	

7. OTHER CONVENTIONS

Over 1NT x rescue transfers	Super accept majors 2 of major no super acc
xx = bid clubs	2NT 3 of major and max points
2C - transfer to diamonds	3 of major 4 of major and min points
2D - transfer to hearts	Cue of another suit is 4 of major and max pts
2H transfer to spades	

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AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD

ABF Nos.	313556	Viv Zotti
& Names:	805025	Andrea McCallum
Basic System:	Standard with mini multis	
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, min.length, or specific meaning Canapé

1♣	2 + clubs and 10 + points	1♥	5 + hearts and 10 + points
1♦	4 + diamonds and 10 + points	1♠	5 + spades and 10 + points
1NT	15-17 balanced	may contain 5 card Major <input checked="" type="checkbox"/>	

1NT Responses 2♣ Lavings			
2♦	Transfer to hearts	2♠	Transfer to clubs
2♥	Transfer to spades	2NT	Transfer to diamonds
(Dbl)		other	4NT 16-17 super accept majors

2♣	G/F or 8 playing tricks		
2♦	6-10 points 6 hearts or 6 spades		
2♥	6-10 points 5 hearts and 5 of another		
2♠	6-10 points 5 spades and 5 of minor		
2NT	20-22 points	3NT	
other			

2. PRE-ALERTS

Cue bids	Michaels
Bergens	Inverted minors
Support doubles	

3. COMPETITIVE BIDS / OVERCALLS

Doubles	t/o	Negative DBL thru	4 hearts
		Responsive DBL thru	
Jump overcalls	Weak	Unusual NT	2 lower suits
1NT overcall: (immediate)	15-18 points	(re-opening)	
Immediate cue: (minor)	spades and another	(Major)	other major and minor
Over: Weak Twos	x=t/o 2NT 16-18	Opening Threes	x=t/o suit natural
Opponent's transfers	x=t/o suit natural		
Opponent's 1NT	x - 16 + / reverse cappelletti		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6 + points 4 + suit	2♦ to play	3♦	
1♥ 6 + points 4 + suit	2♥ to play	3♥	
1♠ 6 + points 4 + suit	2♠ to play	3♠	
1NT 6-9 points	2NT 10-12 flat	3NT	to play
2♣ 10 + points 5 + suit	3♣ 0-5 points 5 + suit	4♣	MSKC
other			
1♦ 1♥ 6 + points 4 + suit	2♥ to play	3♥	
1♠ 6 + points 4 + suit	2♠ to play	3♠	
1NT 6 - 9 points	2NT 10-12 flat	3NT	to play
2♣ 10 + points 5 + suit	3♣	4♣	MSKC
2♦	3♦	4♦	
other			
1♥ 1♠ 6 + points 4 + suit	2♥ 6 - 9 points 3 + hearts	3♦ 10-12 points 4 of suit	
1NT 6-9 points	2♠ < 6 points 6 of suit	3♥ 0-5 points 4 of suit	
2♣ 10 + points 5 + suit	2NT 12+ points 3 + suit	3♠	
2♦ 10 + points 5 + suit	3♣ 6-9 points 4 of suit	3NT 13-15 points 3 of suit	
other 4C splinter 4N RKCB			
1♠ 1NT 6-9 points	2♠ 6-9 points 3 + spades	3♥	
2♣ 10 + points 5 + suit	2NT 12+ points 3 + suit	3♠ 0-5 points 4 of suit	
2♦ 10 + points 5 + suit	3♣ 6-9 points 4 of suit	3NT 13-15 points	
2♥ 10 + points 5 + suit	3♦ 10-12 points 4 of suit	4♣ splinter	
other RKCB			
1NT 3♣	3♠	4♦	MSKC
3♦	3NT To play	4♥	to play
3♥	4♣ MSKC	4♠	to play
other 4NT 16-17 pts quantitative			
2♣ 2♦ 0-7 points	2NT 8 + balanced	3♥	
2♥ 8 + points 5 + suit	3♣ 8 + points 5 + suit	3♠	
2♠ 8 + points 5 + suit	3♦ 8 + points 5 + suit	3NT	
other			
2♦ 2♥ pass or correct	3♣	3♠	
2♠	3♦	3NT	
2NT forcing	3♥	4♣	
other			

Notes

2♥ 2♠ pass or correct	3♦ pass or correct	3NT	
2NT forcing	3♥ to play	4♣ pass or correct	
3♣ pass or correct	3♠ pass or correct	4♥ pass or correct	
other			
2♠ 2NT forcing	3♥	4♣ pass or correct	
3♣ pass or correct	3♠	4♥ pass or correct	
3♦ pass or correct	3NT	4♠	
other			
2NT 3♣ puppet stayman	3♠	4♦ MSKC	
3♦ transfer to hearts	3NT to play	4♥	
3♥ transfer to spades	4♣ MSKC	4♠	
other			

9. CONVENTIONS

Unusual NT: 2 lower unbid suits

4th Suit Forcing One round ☐ Game force ☒

NT Checkback ☒ Priorities: shape and strength

Defence to 3NT opening

Defence to Opening Twos 2NT 16 - 18 X = t/o

Multi 2♦ 2NT 16 - 18 X = t/o

RCO style 2-s

Other 2-s

Defence (1♣): suit natural

to

strong (2♣):

1♣ / 2♣

Over 1NT Interference rescue transfers see back page

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ t/o

4♥ to play

4♠ penalty

10. OTHER NOTES