

## 4. BASIC RESPONSES

Jump raises - minors Inverted  
Jump raises - Majors Preempt

Jump shifts after minor opening

Jump shifts after Major opening

Responses to strong 2 suit open.

Responses to 2NT opening

After 2D opening, puppet stayman or transfers

## 5. PLAY CONVENTIONS

Show priorities

	Versus	Suit	(or both)	Versus	NoTrump	(if different)
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**Leads** Sequences: Overlead all

Four or more with an honour 4th highest

From 4 small 2nd highest

From 3 cards (no honour) MUD

In partner's suit highest

**Discards** odd/even

**Count** reverse

**Signal** on partner's lead: Attitude, possibly suit preference

**Signal** on declarer's lead: Reverse count

**Notes**

## 6. SLAM CONVENTIONS

4NT: Blackwood  RKCB 1430 4♣ Gerber  when?

**Slam Notes** Quantitative raise of NT

Cue Bids

1st or 2nd round control after 3 level of major fit

Asking Bids

## 7. OTHER CONVENTIONS

Cue raises: fit with partner after interference, 10+ TP

structured raise is off

also after partner's overcall of M or m, 10+ TP

X of stolen bid after interference, also system on

Support X

Fourth suit forcing

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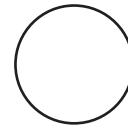
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AUSTRALIAN BRIDGE  
FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	635782	Anne
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& Names:	661716	Karin
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Basic System:	Standard American
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Brown Sticker	<input type="checkbox"/>	Classification:	Green <input type="checkbox"/>	Blue <input type="checkbox"/>	Red <input type="checkbox"/>	Yellow <input type="checkbox"/>
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## 1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3+, 11+ 1♥ 5+, 11+

1♦ 3+, 11+ 1♠ 5+, 11+

1NT 15 - 17 may contain 5 card Major  y

1NT Responses 2♣ stayman, 3C puppet

2♦ trs to H 2♠ trs to minors (6 & v weak)

2♥ trs to S 2NT

other

2♣ Game force, 3 or 4 losers

2♦ Multi 2, weak M (6 - 10) or 20 - 22 which may contain 5 card M

2♥ 5 hearts/ 5 another (6 - 10)

2♠ 5 spades/ 5 minor (6 - 10))

2NT 5/5 minors (6 - 10)

3NT Gambling

other

## 2. PRE-ALERTS

(1NT strong) X = penalty

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4H	Jump overcalls	weak
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Responsive doubles through	4H	Unusual NT	2 lower suits
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1NT overcall - immediate	15 - 18	Immediate cue of minor	Michael's
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1NT overcall - re-opening	10 - 14	Immediate cue of Major	Michael's other M/ 5 minor
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Over weak twos	X = takeout 12+	Over opening threes	X = takeout 15+
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Over opponent's 1NT (strong) Multi Landy	(weak) X = 15+, or natural
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## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦	2♦	3♦
1♥	2♥	3♥
1♠	2♠	3♠
1NT	2NT	3NT
2♣ 10+, 5	3♣ 6 - 9, 5	4♣
other		

1♦ 1♥	2♥	3♥
1♠	2♠	3♠
1NT	2NT	3NT
2♣	3♣	4♣
2♦ 10+, 5	3♦ 6 - 9, 5	4♦
other		

1♥ 1♠	2♥ 6 - 9 TP, 3+	3♦ 10 - 12, 4H
1NT	2♠	3♥ 6 - 9 TP, 4H alert
2♣	2NT 10 - 12 or 16+ TP, 3+	3♠ splinter
2♦	3♣ 6 - 9, 4H	3NT 13 - 15 TP, 3+
other	4C, 4D splinter	

1♠ 1NT	2♠ 6 - 9 TP, 3+	3♥
2♣	2NT 10 - 12 or 16+ TP, 3+	3♠ 6 - 9 TP, 4S alert
2♦	3♣ 6 - 9, 4S	3NT 13 - 15 TP, 3+
2♥	3♦ 10 - 12, 4S	4♣ splinter
other	4D, 4H splinter	

1NT 3♣ 10+, asking 5 card M	3♠	4♦
3♦	3NT	4♥
3♥	4♣	4♠
other		

2♣ 2♦ 5 - 8 or 9+	2NT 5 - 8, 5 hearts	3♥
2♥ 0 - 4	3♣ 5 - 8, 5 clubs	3♠
2♠ 5 - 8, 5 spades	3♦ 5 - 8, 5 diamonds	3NT
other		

2♦ 2♥ pass or correct	3♣ Good HCP, 6+ C	3♠ Game try in S
2♠ pass or correct	3♦ Good HCP, 6+ D	3NT 6 - 10 HCP, 4/4 majors
2NT strong enquiry 15+	3♥ Preempt for 3H, 3S	4♣
other		

Notes		

2♥ 2♠	Pass, correct bid 3S if H	3♦	3NT to play
2NT	strong enquiry 15+	3♥ preemptive	4♣
3♣		3♠ to play	4♥ to play
other			
2♠ 2NT	strong enquiry 15+	3♥ to play	4♣
3♣	pass or correct	3♠ preemptive	4♥
3♦		3NT to play	4♠ to play
other			
2NT 3♣	better minor	3♠ 15+ HCP, long spades	4♦ NF, preempt to play
3♦	better minor	3NT Strong (18+), to play	4♥ Natural, to play
3♥	15+ HCP, long hearts	4♣	4♣ Natural, to play
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

(2x weak) 2NT = 15 - 18

Overall - 5 card suit 11 - 15

X → 2NT + 19+

(2D) X = 16 - 18

2NT = 19 - 21