

4. BASIC RESPONSES

Jump raises - minors	Inverted	Other:
Jump raises - Majors	Limit 10-12	Other:
Jump shifts after minor opening	2 level weak, 3 level splinter	
Jump shifts after Major opening	2 level weak, 3 level splinter	
Responses to strong 2 suit open.	2♦=0-1, 2♥=2, 2♠=3+ controls	
Responses to 2NT opening	3♥ enquiry, other to play	

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	A-Count K-Attitude	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit		
Discards	Low Encourage	
Count	Low-High = Even	
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:	Reverse	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 3041	4♣ Gerber <input type="checkbox"/> when?
Slam Notes		
Cue Bids <input checked="" type="checkbox"/>		
Asking Bids <input type="checkbox"/>		

7. OTHER CONVENTIONS

Jacoby	Lebensohl
Puppet Stayman over 2NT	Support X/XX
mini splinters	cue raise with values
long suit trials	DOPI, ROPI
Blackout	Puppet Stayman over 2NT

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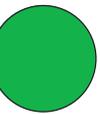
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MyRev. 3Mar14

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**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	161063	Niek Van Vucht
& Names:	446955	Stephen Fischer
Basic System:	Standard	
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 <input type="checkbox"/>
1♣ 11-20p 3+	1♥ 11-20p 5+	
1♦ 11-20p 3+	1♠ 11=20p 5+	
1NT 15-18p	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses 2♣	Other: Lavings	
2♦ transfer to ♥	2♠ transfer to ♣	
2♥ transfer to ♠	2NT transfer to ♦	
other		
2♣ 21-22p bal., 8.5+ playing tricks or GF		
2♦ 23-24p bal. or <11p 6+ ♥ or ♠		
2♥ <11p 5+-5+ ♥ and another		
2♠ <11p 5+-5+ ♠ and minor		
2NT <11p 5+-5+ ♣&♦	3NT Gambling	
other		

2. PRE-ALERTS

Support X/XX	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	weak
Responsive doubles through	4♥	Unusual NT	lower unbid suits
1NT overcall - immediate	15-18p	Immediate cue of minor	♠ and another
1NT overcall - re-opening	12-14p	Immediate cue of Major	other major and a minor
Over weak twos	X for T/O + Lebensohl	Over opening threes	X for T/O
Over opponent's 1NT	TWERB (see notes inside)		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+p 4+	2♦ weak 6+	3♦ splinter
1♥ 5+p 4+	2♥ weak 6+	3♥ splinter
1♠ 5+p 4+	2♠ weak 6+	3♠ splinter
1NT 5-10p	2NT 10-12p no 4 major	3NT 13-15p no 4 major
2♣ 10+p 5+, no 4 major	3♣ 5-10p 5+, no 4 major	4♣
other		
1♦ 1♥ 5+p 4+	2♥ weak 6+	3♥ splinter
1♠ 5+p 4+	2♠ weak 6+	3♠ splinter
1NT 5-10p	2NT 10-12p no 4 major	3NT 13-15p no 4 major
2♣ 10+p 3+	3♣ splinter	4♣
2♦ 10+p 5+, no 4 major	3♦ 5-10p 5+, no 4 major	4♦
other		
1♥ 1♠ 5+p 4+	2♥ 5+p 3+	3♦ splinter
1NT 5-10p	2♠ weak 6+	3♥ 10-12p 3+
2♣ 10+p 3+	2NT GF raise	3♠ splinter
2♦ 10+p 4+	3♣ splinter	3NT 13-15p 2-
other		
1♠ 1NT 5-10p	2♠ 5+p 3+	3♥ splinter
2♣ 10+p 3+	2NT GF raise	3♠ 10-12p 3+
2♦ 10+p 4+	3♣ splinter	3NT 13-15p 2-
2♥ 10+p 5+	3♦ splinter	4♣ splinter
other		
1NT 3♣ slam interest	3♠ slam interest	4♦
3♦ slam interest	3NT to play	4♥ to play
3♥ slam interest	4♣	4♠ to play
other		
2♣ 2♦ 0-1 controls	2NT	3♥ GF suit
2♥ 2 controls	3♣ GF suit	3♠ GF suit
2♠ 3+ controls	3♦ GF suit	3NT
other		
2♦ 2♥ pass or correct	3♣ to play	3♠ pass or correct
2♠ pass or correct	3♦ to play	3NT to play
2NT enquiry	3♥ pass or correct	4♣
other		

Notes

2♥ 2♠ pass or correct	3♦ pass or correct	3NT to play
2NT enquiry	3♥ to play	4♣ pass or correct
3♣ pass or correct	3♠ pass or correct	4♥ to play
other		
2♠ 2NT enquiry	3♥ to play	4♣ pass or correct
3♣ pass or correct	3♠ to play	4♥ to play
3♦ pass or correct	3NT to play	4♠ to play
other		
2NT 3♣ to play	3♠ to play	4♦ to play
3♦ to play	3NT to play	4♥ to play
3♥ enquiry	4♣ to play	4♠ to play
other		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round

Game force

NT Checkback Priorities:

Defence to 3NT opening

Defence to Opening Twos X=15+, natural overcalls

Multi 2♦ X=15+, natural overcalls

RCO style 2-s X=15+, natural overcalls

Other 2-s X=15+, natural overcalls

Defence 1♣ : X strong, 1 level natural, 1NT+ TWERB (see notes)

to

strong 2♣ : natural overcalls, X shows ♣s

♣

Over 1NT Interference lebensohl

Lebensohl - other uses over weak 2s

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ 4NT

10. OTHER NOTES

TWERB: 2♣=♦ or ♥+♠, 2♦=♥ or ♠+♣, 2♥=♠ or ♣+♦

2♠=♣+♥ or ♦+♠, 2NT=♣ or ♦+♥