

4. BASIC RESPONSES

Jump raises - minors	Inverted Minors - no 4-card Major; 2♣/♦ 10+ 4+card, 3♣/♦ 6-9, 5+card
Jump raises - Majors	Preemptive, Bergen style (still on after interference)
Jump shifts after minor opening	Weak, 3-5, 6+ card suit
Jump shifts after Major opening	Bergen Raise (still on after interference)
Responses to strong 2 suit open.	
Responses to 2NT opening	Stayman, transfers to the Majors, 3♠ = 5♠ plus 4♥

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead except AKx(+)	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Top	
In partner's suit	Top	
Discards	Low Encourage	
Count	Reverse (Low-High = Even)	
Signal on partner's lead:	Attitude (Low encourage)	
Signal on declarer's lead:	Attitude (Low encourage)	
Notes	McKenney style signal on "Dead lead" from Partner. Ace asks for Attitude if leading Partner's suit, otherwise asks for a McKenney styled suit-preference signal.	
	King lead asks for (Reverse) Count indicator.	

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 3041 4♣ Gerber when? CRO when in No Trumps

Slam Notes 4♣ Keycard in Diamonds; 4♦ Keycard in Clubs (Opposite Minor)

Cue Bids

Asking Bids

7. OTHER CONVENTIONS

Garbage Stayman over 1NT Open/Overcall	Splinters (10-13 HCP, 4-card support)
Checkback Stayman over 1NT/2NT Re-bid	Jacoby 2NT (still on after interference)
Bergen Raises (still on after interference)	
Bergen Raises apply to 1♥ / 1♠ overcalls	

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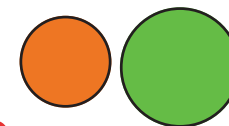
Garbage Stayman: a) 1NT - 2♣ - [2♦ / 2♥ / 2♠] - Pass

Garbage Stayman: b) 1NT - 2♣ - 2♦ - 2♥ - Pass / Correct

Note: Applies to opening 1NT, 1NT overcall Opps 1-suit, plus after DBL of Opp's weak (12-14) 1NT opening



AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	231622	David Burn
& Names:	79014	Bruce Fraser
Basic System:	Standard American, Optimal Two's	
Brown Sticker	<input checked="" 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♣	11-20 TP, 2+ ♣	1♥	11-20 TP, 5+ ♥
1♦	11-20 TP, 4+ ♦	1♠	11-20 TP, 5+ ♠
1NT	15-18 HCP Balanced		may contain 5 card Major <input checked="" type="checkbox"/>
1NT Responses 2♣ 5 card Major enquiry			
2♦	Xfer to 5+ ♥	2♠	Xfer to 6+ ♣, or 5+ ♣ & 5+ ♦
2♥	Xfer to 5+ ♠	2NT	9 HCPs Inviting raise, no 4-card Major
other	3♣ Xfer to 6+ ♦		
2♣	23+ Balanced or 3 Loser Game Force (unbalanced)		
2♦	Weak (6-10) 6♥; Weak 5+ ♣ & 5+ ♦; Weak 5+ ♣ & 5+ ♠		
2♥	Weak (6-10) 6♠; Weak 5+ ♥ & 5+ ♣; Weak 5+ ♥ & 5+ ♦		
2♠	Weak (6-10) 6♣; Weak 5+ ♠ & 5+ ♦; Weak 5+ ♠ & 5+ ♥		
2NT	21-22 Balanced	3NT	Kabel (Specific Ace Ask)
other			

2. PRE-ALERTS

System always "on" after 1NT opening	1NT responses to 1NT overcall Opp's suit
1NT responses to Penalty X of Opp's 1NT	Inverted Minors always on after interference
Bergen Raises on after 1♥ / 1♠ overcall	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	3♠	Jump overcalls	Weak
Responsive doubles through	3♠	Unusual NT	5x5 Lowest unbid suits
1NT overcall - immediate	16-18 HCP	Immediate cue of minor	Michaels 5x5 both Majors
1NT overcall - re-opening	12-14 HCP	Immediate cue of Major	Michaels - 5x5 other Maj/Min
Over weak twos	DBL T/Out, Suit/NT to Play	Over opening threes	DBL T/Out, Suit/NT to Play
Over opponent's 1NT	Weak - X Penalty 16+; 11-15 2♣ 4x4 both Majors; 2♦ 5+card Major; 2♥ 4+♥ 5+ Minor; 2♠ 4+♠ 5+Minor; 2NT 5x5 both Minors; 3♣ 6+Clubs; 3♦ 6+Diamonds		
Strong - X 6-card Minor, 2♣ 5x5 both Majors, 2♦ 6-card Major, 2♥ / ♠ 5x5 as above			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ TP, 4+ ♦	2♦ 3-5 HCP, 6+ ♦	3♦
1♥ 6+ TP, 4+ ♥	2♥ 3-5 HCP, 6+ ♥	3♥
1♠ 6+ TP, 4+ ♠	2♠ 3-5 HCP, 6+ ♠	3♠
1NT 6-9 HCP, < 4 ♦/♥/♠	2NT 10-12 HCP, < 4 ♦/♥/♠	3NT 13-15 HCP, < 4 ♦/♥/♠
2♣ 10+ TP, 5+ ♣, < 4 ♥/♠	3♣ 6-9 TP 5+ ♣ < 4 ♦/♥/♠	4♣ Preemptive raise
other 4♦ = Opposite Minor Keycard (OMKC) in Clubs		
1♦ 1♥ 6+ TP, 4+ ♥	2♥ 3-5 HCP, 6+ ♥	3♥
1♠ 6+ TP, 4+ ♠	2♠ 3-5 HCP, 6+ ♠	3♠
1NT 6-9 HCP, < 4 ♥/♠	2NT 10-12 HCP, < 4 ♥/♠	3NT 13-15 HCP, < 4 ♥/♠
2♣ 10+ TP, 4+ ♣, < 4 ♥/♠	3♣	4♣ OMKC in Diamonds
2♦ 10+ TP, 4+ ♦, < 4 ♥/♠	3♦ 6-9 TP, 5+ ♦, < 4 ♥/♠	4♦ Preemptive raise
other		
1♥ 1♠ 6+ HCP, 4+ Spades	2♥ 6-9 TP, 3 ♥	3♦ 10-12 TP, 4+ ♥
1NT 6-9 HCP, < 3 ♥, < 4♠	2♠ 10-12 TP, 3 ♥	3♥ 3-5 TP, 4+ ♥
2♣ 10+ TP, 4+ ♣	2NT 13+ HCP, 4+ ♥	3♠ 10-13 TP, 4+ ♥, 0-1♠
2♦ 10+ TP, 4+ ♦	3♣ 6-9 TP, 4+ ♥	3NT 13-15 HCP, 2 ♥, < 4♠
other 4♣ 10-13 TP, 4+ ♥, 0-1♠, 4♦ 10-13 TP, 4+ ♥, 0-1♦		
1♠ 1NT 6-9 HCP, < 3 ♠	2♠ 6-9 TP, 3 ♠	3♥ 10-12 TP, 3 ♠
2♣ 10+ TP, 4+ ♣	2NT 13+ HCP, 4+ ♠	3♠ 3-5 TP, 4+ ♠
2♦ 10+ TP, 4+ ♦	3♣ 6-9 TP, 4+ ♠	3NT 13-15 HCP, 2 ♠
2♥ 10+ TP, 5+ ♥	3♦ 10-12 TP, 4+ ♠	4♣ 10-13 TP, 4+ ♠, 0-1♣
other 4♦ 10-13 TP, 4+ ♠, 0-1♦, 4♥ 10-13 TP, 4+ ♠, 0-1♥		
1NT 3♣ Xfer to 6+ ♦	3♠ 10+ TP, 5 ♠ & 4 ♥	4♦
3♦ 8+ TP, 5x5 ♥ & ♠	3NT 13-15 HCP to play	4♥
3♥	4♣ Gerber (CRO)	4♠
other		
2♣ 2♦ 0-3 HCP Any Shape	2NT 10+ HCP, Bal	3♥ 10+ HCP, 5+ ♥
2♥ 4-6 HCP Any Shape	3♣ 10+ HCP, 5+ ♣	3♠ 10+ HCP, 5+ ♠
2♠ 7-9 HCP Any Shape	3♦ 10+ HCP, 5+ ♦	3NT
other		
2♦ 2♥ < 14 HCP, Pass/Correc	3♣ 10-13, 3+ ♥ 3+ ♣ < 3 ♠	3♠
2♠ 10-13 HCP, 3+ ♥, 3+ ♠	3♦	3NT
2NT 14+ HCP, Inquiry	3♥	4♣
other		

Notes 1NT - 2♠ shows 6-card ♣, or 5x5 ♣ & ♦. Opener shows Diamonds preference with 2NT re-bid, preference/equal interest in Clubs with 3♣ re-bid. If weak, Responder passes 3♣, or will correct 2NT re-bid to either 3♣ if 6-card Clubs, or 3♦ if 5x5 both Minors.

2♥ 2♠ < 14 HCP, Pass/Correc	3♦ 10-13, 3+ ♠ 3+ ♦ < 3 ♥	3NT
2NT 14+ HCP, Inquiry	3♥ 10-13 HCP, 3+ ♠, 3+ ♥	4♣
3♣ 10-13, 3+ ♠ 3+ ♣ < 3 ♥	3♠	4♥
other		
2♠ 2NT 14+ HCP, Inquiry	3♥ 10-13, 4+ ♣ 3+ ♥ < 3 ♠	4♣
3♣ < 14 HCP, Pass/Correc	3♠ 10-13, 4+ ♣, 3+ ♠	4♥
3♦ 10-13, 4+ ♣ 3+ ♦ < 3 ♠	3NT	4♠
other		
2NT 3♣ Stayman (4-card)	3♠ 5 ♠ & 4 ♥	4♦
3♦ Xfer to ♥ 5+	3NT To play	4♥
3♥ Xfer to ♠ 5+	4♣ Gerber (CRO)	4♠
other		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round Has stopper, asks if 2nd to go NT Game force

NT Checkback Priorities: Min/max; Responder's Major; Other Major; Other Minor

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦ DBL T/Out Spades or 19+NT, 2♥ T/Out Hearts, 2NT 16-18 NT, Suit to Play

RCO style 2-s Myxis: DBL T/Out Opener's suit or 19+ NT, 2-level next suit T/Out that suit,

Other 2-s 2NT 16-18NT, other Suit to Play

Defence 1♣ : 1 level bids Reverse Cappelletti, with DBL showing 5x5 both Majors

to

strong (2♣) :

1♣ / 2♣

Over 1NT Interference System always on where available

Lebensohl - other uses N/A

Take out of 4 level pre-empts 4♣/4♦ DBL Majors

4♥ DBL Takeout, 4NT Minors 4♠ DBL Penalty, 4NT Minors, 5♥ to Play

10. OTHER NOTES

1NT X Escape: 2♦ / 2♥ Normal Transfer to 5-card Major

2♣ Both Majors, Rev Cappelletti-style response (2♦ =, otherwise longer Major)

Redouble: Both Minors, asking Opener to choose;

Pass: Asks Opener to Redouble - might be left, or Responder bids 5-card Minor