		BAS	SIC RE	SPONS	ES			
Jump raises - min	ors	limit \square	forcing		Other:	Weak 0-6		
Jump raises - maj	ors	limit \square	forcing		Other:	Weak 0-6		
Jump shifts after i	minor opening		2M = v	veak 0-6, 6-	- cards	in M; 1♠: 2♦ = 6-9 ♠		
Jump shifts after i	najor opening		3♣/♦ =	4-6, 6+ ca	ds. 14	• : 3♥ = FG minors		
Responses to stro	ong 2 suit opening	3	N/A					
Responses to 2N	Γopening	34	puppet Sta	ayman; 3 ♦ /	v trans	fers; 3♠ both minors		
		PLA	Y CON	VENTIO	NS			
'NT' Ve	rsus Notrump		'S' Ve	rsus Suit		= Both		
Sequence leads:			Overlead al			All except AK x (x)		
	Underlead	Othe	er: A & Q	ask for atti	ude, K	asks for reverse count		
Four or more with	an honour		4th high	est] ;	attitude NT		
	3rd/5th S	Other:						
From 4 small	2nd h	nighest N	T Other	3rd v su	ıit			
From 3 cards	(no honour)		top NT	middle		bottom s		
Signal on par	tner's lead:	high	encourage			low encourage		
	Other: Rev	erse attitude,	, sometime	s Suit Prefe	rence			
Signal on dec	larer's lead	Rev Co	ount; poss.	suit pref in	trumps	. Rev Smith Peter v NT		
Discards	McKenney		high enc	ourage		low encourage		
	odd/even		Other:					
Count	natura		reverse					
		C	ONVEN	NTIONS				
4NT:	Blackwood		RKC	в 🗹	Oth	ner: If ♥ agreed, 4♠=RKCB		
4♣	Gerber	when?	Jump ra	ise to 4♣ oi	4 ♦ = F	RKCB after minor agreed		
		Other 0	Conventions	6				
Lebensohl				Good/Bad	2NT			
Ogust				Compulsory doubles				
Michaels				Cue bidding = 1st or 2nd round controls				
Leaping Michae	els			After majo	r set, 3	NT = pivot for cue bidding		
Use 5-4-3-2-1 c	ount for 1NT, 2	NT opening ((1NT = 22-2)	25, 2NT = 3	0-33)			
	B	©ABF N PO Box Fyshwic Tel: 02 0 FAX: 02	Narketing		·			



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		STAND	ARD	SYST	EM CA	ARD					
Names:	Bill Haughie			Ron Klii	nger						
ABF Nos:	251739			33642							
Basic System:					Brov	wn Sticker					
Classification:	Green	Blue		Red		Yello	w 🗆				
OPENING BIDS											
Describe streng	th, minimum lengt	th, or specific me	aning					Canape			
1♣ 3+, 9+pt	s 1	3+, 9+pts		1♥	5+, 9+p	ots	1♠	5+, 9+pts	/		
1 NT (14)/15-17 (some 14s and 18s) may contain 5 card major											
2 ♣ Stayman:	simple	<u> </u>	exte	nded L	Δ	Other:	5CM as	k			
Transfers	2 ♦ to ♥		2♥	to 🛦			2 ♠ to	.			
	to •	Othe									
ū	includes all 23+			ying trick	hands						
	ık 2 in ♥ or ♠ ty	. ,	5								
9-12 weak 2 in ♥ usually 6-7 losers											
	eak 2 in ♠ usuall	y 6-7 losers									
` '	1-22(23) bal										
3 NT Specific Ace ask											
		ERTS: CAL NING/S OR						D			
Transfer resp to 1C, & 1 level competition				1M:	1M : 2NT = 4+trumps, 6-13 pts.						
2♣ response to	o 1 ♥/ ♠ = art. Ga	ame try		Leap	Leaping Michaels; non-leaping Michaels						
2♦ response to 1♥/♠ = art. Game force				1♦:3	1♦: 2♥ = 4+♣, invite. 1♦: 2♣ = Nat GF						
		COMF	ETII	TIVE B	IDDIN	G					
Negative double	es through	5♥		Responsi	ve doubles	s through		5 ♥			
Jump overcalls	Next 2	suits or Int. Uni	usual 2	T : 2 non-	touching	suits					
1NT overcall (im	nm	15-18				1	1-14				
Immed cue of m	inor	2 suits above									
Immed cue of m	ajor	2 suits above									
Over opponent's 1NT (weak) Wk or			k or str	r strong, 2♣ = ♥&♠ OR ♣&♦ OR ♦ 1 suited;							
				2♦= Any 1-suiter except ♦; 2♥/♠ = 5M/4m							
Over weak twos 2NT=1				15-18; X=T.O. Over Multi 2♦, 2M=T.O. of that suit							
Over opening threes X=T			< =T.O.								

		RESPONSES TO	O OPENIN	NG BIDS	
		Describe strength, minimum length or	specific meanir	ng	
1 ♠ 1 ♦		4=♥, can be weak	2NT	11-12 natural	
	1 ♥ /♠	1♥ = 4 + ♠ ; 1♠ = 4 + ♦	3♠	5+♣ preemptive	
	1NT	6-10 bal, denies 4+♦/♥/♠	3♦	Spltr, 15+	
	2♣	4+♣; 10+hcp forcing	3♥	Spltr, 15+	
	2♦	5+ ♣ 6-9hcp	3♠	Spltr, 15+	
	2♥	weak 0-6 6+♥	3NT	13-15 natural	
	2♠	weak 0-6 6+ ★	4 bids	To play	
1♦	1 ♥ /♠	Natural	3♣	5+ ♣ 6-9hcp	
	1NT	Natural	3♦	5+♣ preemptive	
	2♣	Natural, Game forcing	3♥	Spltr, 15+	
	2♦	4+♦; 10+hcp forcing	3♠	Spltr, 15+	
	2♥	4+♣, invitational	3NT	13-15 natural	
	2♠	weak 0-6 6+ ♠	4♦	Preemptive	
	2NT	11-12 natural	4 Other	4=Spltr 15+, others to play	
1 ♥ /♠	1NT	Natural	3♣	Weak 7+♣, about 4-8	
	2♣	Game Try artificial	3♦	Weak 7+♦, about 4-8	
	2♦	Game Force artificial	3 ♥/ ♠	4 card raise, weak 0-6	
	2♥/♠	3 card raise	3NT	Spltr in suit below opener's	
	2NT	4 card raise, 6-13hcp	4 ♣ /♦	Spltr	
2♣	2•	Neg or waiting	2♥/♠	Positive with decent 5 cd suit	
	other	2NT 10+ balanced.	3♣/♦/♥/♠ 1-	-2 loser 6+ suit and out	
2•	2♥	Pass or correct	3♣/♦	NF	
	2♠	Pass or correct	3 ♥/ ♠	Pass or correct	
	2NT	Strong enquiry	3NT	Natural	
2 ♥ /♠	2NT	Ogust	3NT	Natural	
	3♣/♦	Forcing	4♣/♦	Spltr	
	3 ♥ /♠	Preemptive	4♥/♠	Raise is natural	
2NT	3♣	Puppet Stayman	4♣	Natural, 6+ Slam interest	
	3♦	Tfr to ♥	4♦	Natural, 6+ Slam interest	
	3♥	Tfr to ♠	4♥	5/5 majors, no slam interest	
	3♠	Minors 5+/4+ GF	4♠	5/5 majors, slam values, forcing	
	3NT	Natural	other		

CONVENTIONS Additional responses to 1NT 3♣/3♦ Shortage in suit above Shortage in suit above 3₹/3♠ 4♣ Tfr to 💙 4 Tfr to ♠ 4♥ Natural 4♠ Natural other suits Unusual NT: minors lower 2 unbid suits Two non-touching suits other Cue Bids Asking Bids Other slam bidding 4th Suit Forcing One round Game force Priorities NT Checkback Defence to 3NT opening X=16+any; 4♣/♦ better Major T.O. (♣=♥/♦=♠) Defence to opening Two's: 4♣/♦=leaping Michaels, major undefined RCO style 2-s X = values; 2NT = 15-18; Pass then X = T.O.Other 2-s X = values; 2NT= 15-18 Defence to strong **♣** X=♠, 1♦/♥/♠ nat; 1NT=♣&♦; 2♠ M or m; 2♦=Multi 2♥/♠=Strong weak 2, about 12-15 hcp, around 6 losers Over NT interference Lebensohl Other uses Competitive auctions Take out of 4 level pre-empts 4**♣**/4♦ X=T.O. 4**★** X=T.O. 4♥ X=T.O. **OTHER NOTES** After opener's 2NT rebid in a number of auctions, we play transfers. After opener's 1-level rebid, responder's 2NT = puppet to 3♣ (signoff or Game Force) Transfers over 1 level overcalls