

4. BASIC RESPONSES

Jump raises - minors	Weak 0-6
Jump raises - Majors	Weak 0-6
Jump shifts after minor opening	1♣: 2♥/♠= 0-6, 6 card M, 1♦: 2♠= same; 1♦: 2♥ = ♣s game try
Jump shifts after Major opening	Jump to other M = GF 5+/5+ ♣/♦. Jump to 3m = nat, 6+cds, wk
Responses to strong 2 suit open.	NA
Responses to 2NT opening	3♣ puppet Stayman; 3♦/♥ Tfrs; 3♠ = both minors

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	O/lead except A/Q att, K count	
Four or more with an honour	3rds and 5ths	Attitude
From 4 small	3rds and 5ths	Attitude
From 3 cards (no honour)	3rds and 5ths	Attitude
In partner's suit	3rds, top from 2	3rds, top from 2
Discards	odd/even	odd/even
Count	Reverse	Reverse
Signal on partner's lead:	Rev att.	Rev att.
Signal on declarer's lead:	Reverse count, sometimes suit pref, Rev Smith Peter v NT	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB Yes <input type="checkbox"/>	4♣ Gerber <input type="checkbox"/> when?
Slam Notes	When ♥ agreed, 4♠ is RKCB. When ♣/♦ agreed, 4♦ RKCB	
Cue Bids <input type="checkbox"/>	Yes	
Asking Bids <input type="checkbox"/>	After RKCB	

7. OTHER CONVENTIONS

Lebensohl	Good/Bad 2NT
Ogust	Compulsory Doubles
Michaels	cues = 1st or 2nd rd. control
Leaping Michaels	After ♥/♠ set, 3NT - pivot for cue bidding

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Use 5-4-3-2-1 count for 1NT and 2NT Openings

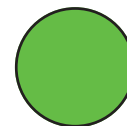
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(1NT = 22-25, 2NT = 30-33)

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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	251739	Bill Haughie
& Names:	33642	Ron Klinger
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

1♣	3, 9+pts	1♥	5, 9+pts
1♦	3, 9+pts	1♠	5, 9+pts
1NT	15-17 (some 14s and 18s)		may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses	2♣ 5 card Major enquiry		
2♦ Tfr to ♥	2♠ Tfr to ♣		
2♥ Tfr to ♠	2NT Tfr to ♦		
other	3 level bids = short in suit above. 4♣ and 4♦ transfer to ♥ and ♠		

2♣	Strong, includes all 23+ hand and all 9+ playing trick hands		
2♦	5-8 weak 2 in ♥ or ♠ typically 8 losers		
2♥	9-12 weak 2 in ♥ usually 6-7 losers		
2♠	9-12 weak 2 in ♠ usually 6-7 losers		
2NT	(20)21-22(23) bal	3NT	Specific Ace ask
other			

2. PRE-ALERTS

Tfr responses to 1♣, and over 1 level comp	1M - 2NT: 4+ support 6-13
2♣ response to 1♥/♠ = art. Game try	Leaping, non-leaping Michaels
2♦ response to 1♥/♠ = art. Game Force	1♦: 2♥ = 4+♣, invite. 1♦: 2♣ = 4+♣, GF

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	5♥	Jump overcalls	Next 2 suits or Intermediate
Responsive doubles through	5♥	Unusual NT	2 non-touching suits
1NT overcall - immediate	15-18	Immediate cue of minor	2 suits above
1NT overcall - re-opening	11-14	Immediate cue of Major	2 suits above
Over weak twos	2NT 15-18, T/O X with Leb.	Over opening threes	X=TO
Over opponent's 1NT	2♣ = ♥&♠ or ♣&♦ or ♦ 1-suiter;		2♦ = any 1-suiter except ♦;
	2♥/♠ = 5M/4+m		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♥, can be weak	2♦ 5+♣ 6-9hcp	3♦ Spltr, 15+
1♥ 4+♠	2♥ Weak 0-6 6+♥	3♥ Spltr 15+
1♠ 4+♦	2♠ Weak 0-6 6+♠	3♠ Spltr 15+
1NT 6-10 bal not 4+♥/♠/♦	2NT 11-12 natural	3NT 13-15 natural
2♣ 4+, 10+hcp, forcing	3♣ 5+♣ preemptive	4♣ Pre-emptive
other		
1♦ 1♥ 4+♥, can be weak	2♥ 4+♣, invitational	3♥ Spltr, 15+
1♠ 4+♠	2♠ Weak 0-6, 6+♠	3♠ Spltr, 15+
1NT Natural	2NT 11-12 natural	3NT 13-15 Natural
2♣ Natural, game forcing	3♣ 5+♦ 6-9hcp	4♣ Splinter
2♦ Natural, 10+ forcing	3♦ 5+♦ preemptive	4♦ Pre-emptive
other		
1♥ 1♠ Natural	2♥ 3 card raise, 6-9	3♦ Weak 7+ ♦, about 4-8
1NT Natural	2♠ 5+/5+ ♣/♦ G. Force	3♥ 4 card raise, weak 0-6
2♣ Game try, artificial	2NT 4 card raise, 6-13hcp	3♠ Splinter
2♦ Game Force, artificial	3♣ Weak 7+ ♣, about 4-8	3NT ♦ Splinter
other 4♣/♦ Splinter		
1♠ 1NT Natural	2♠ 3 card raise, 6-9	3♥ 5+/5+ ♣/♦ G. Force
2♣ Game try, artificial	2NT 4 card raise, 6-13hcp	3♠ 4 card raise, weak 0-6
2♦ Game Force, artificial	3♣ Weak 7+ ♣, about 4-8	3NT ♥ Splinter
2♥ Nat, GF, 6+♥ or 5♥/5m	3♦ Weak 7+ ♦, about 4-8	4♣ Splinter
other 4♦ Splinter		
1NT 3♣ Short ♦	3♠ Short ♣	4♦ Trf to S
3♦ Short ♥	3NT Natural	4♥ Natural
3♥ Short ♠	4♣ Tfr to ♥	4♠ Natural
other		
2♣ 2♦ Neg or waiting	2NT 10+ balanced	3♥ 1-2 loser 6+ suit & out
2♥ Positive, decent 5+ suit	3♣ 1-2 loser 6+ suit	3♠ 1-2 loser 6+ suit & out
2♠ Positive, decent 5+ suit	3♦ 1-2 loser 6+ suit	3NT
other		
2♦ 2♥ Pass or correct	3♣ NF	3♠ Pass or correct
2♠ Pass or correct	3♦ NF	3NT Natural
2NT Strong Enquiry	3♥ Pass or correct	4♣
other		

Notes

2♥ 2♠ Natural, forcing	3♦ Natural, forcing	3NT Natural
2NT Ogust	3♥ Pre-emptive	4♣ Splinter
3♣ Natural, forcing	3♠ Splinter	4♥ To play
other		
2♠ 2NT Ogust	3♥ Natural, forcing	4♣ Splinter
3♣ Natural, forcing	3♠ Pre-emptive	4♥ Splinter
3♦ Natural, forcing	3NT Natural	4♠ To play
other		
2NT 3♣ Puppet Stayman	3♠ Minors GF	4♦ Nat, 6+ slammish
3♦ Trfr to ♥	3NT Natural	4♥ 5+♥/5+♠, not slammish
3♥ Trfr to ♠	4♣ Nat, 6+ slammish	4♠ 5+♥/5+♠, slam values
other		

9. CONVENTIONS

Unusual NT: Two non-touching suits

4th Suit Forcing One round Game force

NT Checkback Priorities: a) 2♣ = puppet to 2♦; b) 2♦ = Game force

Defence to 3NT opening X=16+ any; 4♣/♦ better Major T.O.

Defence to Opening Twos

Multi 2♦ X= Has ♥ or ♠ overcall; 2♥/2♠ T.O. of suit bid or 18+ any

RCO style 2-s X=Values, 2NT 15-18 bal, Pass then Double = T.O.

Other 2-s X=Values, 2NT 15-18 bal

Defence 1♣ : X=♣; 1♦/♥/♠ nat; 1NT=♣&♥ OR ♦&♠; 2♣= Majors or minors;
to 2♦= 2 suits same colour
strong 2♣ : Same as above, 1 level higher.
 ♣

Over 1NT Interference Rubensohl

Lebensohl - other uses After T.O. dble of weak 2

Take out of 4 level pre-empts 4♣/4♦ X=T.O.

4♥ X=T.O. 4♠ X=T.O.

10. OTHER NOTES

After opener's 2NT rebid in a number of auctions, we use transfers.

After opener's 1=level rebid, responder's 2NT = puppet to 3♣ (signoff or G.F.).

Transfers over 1 level interference.