

4. BASIC RESPONSES

Jump raises - minors Inverted over 1♦: 5-9 HCP, 4+ cards. Refer over 1♣ opening

Jump raises - Majors Weak (1-5), 4+

Jump shifts after minor opening See Over for responses

Jump shifts after Major opening See Over for responses

Responses to strong 2 suit open. Some Unusual 2 Openings, refer bids. See Over for responses

Responses to 2NT opening Unusual, refer bids. See Over for responses

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All	Overlead all, except unblock ⁽¹⁾
Four or more with an honour	3rd/Low	4th highest
From 4 small	3rd highest	2nd highest
From 3 cards (no honour)	Bottom	Middle
In partner's suit	as above	as above
Discards	1st Disc Odd=Enc., Even=Mck	
Count	Low-High = Even	
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:	Count	
Notes	⁽¹⁾ Lead promises next or wants to see it. e.g. AKJT(etc) for unblock Q	

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 1430 exc.♣ 4♣ Gerber when? Often asks partner to RKCB

Slam Notes RKCB often below 4NT in (R) may include min/max step 1430

Cue Bids Rarely used. If used cue 1st & 2nd together

Asking Bids Relay asks including for RKCB and suit control after RKCB

7. OTHER CONVENTIONS

2 Step reverses. Revolving mini splinters Support DBL and RDBL. Good/Bad 2NT

Transfer Cue raises. Splinter (relay style) 5th Suit Forcing some auctions,

Checkback variants, 1st step +ve Relays after strong raises

RCKB & Voidwood in many "relay" auctions

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^{(a)(b)} DBL are not penalty (except after single suited PRE)

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Often TRF at lower levels. Please ask!

MyRev. 1

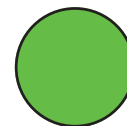
^(c) Defence to WK NT (<15 pts in range) If OPPT is NV

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as per STR NT except X=16+: 2♥=4+♥ & 4+♠.



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos. 117714 David Appleton

& Names: 176109 Peter Reynolds

Basic System: Standard Openings, Lots of Transfers in Response

Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

Describe strength, minimum length, or specific meaning

Canape

1♣ 2+ (only 2 if 4432 11-14), 11+ Pts 1♥ 5+, (10) 11+

1♦ 4+ (not 3343, (23)44), 11+pts 1♠ 5+, (10) 11+

1NT 15-17 may contain 5 card Major

1NT Responses 2♣ Stayman then Opener bids ♠ first with both

2♦ TRF to ♥, or Range Probe 2♠ TRF to ♣ then 1st step NEG

2♥ TRF to ♠. Super Accept with 4+ 2NT TRF to ♦ then 1st step NEG

other 3♣=PUP Stayman: 3♦=10 cards m's; 3♥=13(45): 3♠=31(45): 4♣/♦=TRF to ♥/♠

2♣ 18-19 BAL may contain 5 card any Suit

2♦ Multi : a) WK 2 in 1 M; b) 22-23 BAL or; c) Unbalanced GF with 4+♠

2♥ Always STR : a) 20-21 BAL; b) 24+ BAL or; c) Umbalanced GF without 4♠

2♠ 5 card WK 2, denies 4♥ or 5m, (7-10) Pts

2NT STR Single Suited headed by Ace, F1+ 3NT 4 level m preempt suit headed by 2H's

other 4♣/♦/♥/♠= NAT PRE. 4NT= Good minor preempt

2. PRE-ALERTS

Transfer responses in lots of positions

Often Transfer responses in Competition

Trf after some other preempts.

that may include X, XX, & cues as TRF.

1♥/♠ - 2♣ = Art GF denies 3 card SUPP.

2♣, 2♦, 2♥, 2NT opening refer card

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4♠^(a) Jump overcalls Weak

Responsive doubles through 7♥^(b) Unusual NT Jump to 2NT= STR single suited

1NT overcall - immediate (15)-18 Immediate cue of minor 4♠ & Longer lower suit

1NT overcall - re-opening (15)-18 Immediate cue of Major 4OM & Longer lower suit

Over weak twos X, leaping Michaels Over opening threes X, non-leaping Michaels

Over opponent's 1NT STR NT (range includes 15 PTS) Dbl=5M & 4 other: 2♣=♦ or 4M & 5+m

2♦=♥: 2♥=♥&♠ equal length: 2♠=♠: 2NT=♣, 3♣=♣&♦: 3♦=GF 2 suits: 3NT=GF m's.

Over WK NT (12 pts or fewer in range) If OPPT is V as per STR NT. Other See Note ^(c)

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♥'s	2♦ Good 6+♥(7-9)/(13-16)	3♦ 5+♣ & 5+♥ 7-10
1♥ 4+♠'s	2♥ Good 6+♠(7-9)/(13-16)	3♥ 5+♣ & 5+♠ 7-10
1♠ TRF NT	2♠ GF 6+♦ (13-16)	3♠ 5+♣ & 5+♦ 6-8
1NT TRF ♣	2NT 6♣ & 4♥ 7-10	3NT 3334 13-14
2♣ TRF ♦	3♣ 6♣ & 4♠ 7-10	4♣ Pre-emptive raise
other		
1♦ 1♥ 4+♥'s	2♥ Good 6+♠(7-9)/(13-16)	3♥ 5+♦ & 5+♥ 7-10
1♠ 4+♠'s	2♠ GF 6+♣ (13-16)	3♠ 5+♦ & 5+♠ 7-10
1NT (6-11)	2NT 4+♦ 15-17	3NT 3343 13-14
2♣ Acol style 4+♣ 10+	3♣ GF 6+♥ (13-16)	4♣ Weak 4♦ & 6♣
2♦ 4+♦ 10-14/18+	3♦ 4+♦ 6-9	4♦ Pre-emptive raise
other		
1♥ 1♠ 4+♠'s	2♥ 5-9, 3♥/some 3433	3♦ 4♥ 6-7 rarely 3433
1NT NF 5-12	2♠ 10+, 4+♥ then relays	3♥ WK 4+♥
2♣ ART GF <3♥'s	2NT GF 6+♣	3♠ ♥'s any SPL 5-9 ENCRG
2♦ TRF ♥, 8-9 4♥/10+ 3♥	3♣ GF 6+♦	3NT WK ♣ SPL unsuitable
other 4♣=WK ♦ SPL unsuitable. 4♦=WK ♠ SPL unsuitable. 4♥=WK <1 KC equivalent		
1♠ 1NT NF 5-12	2♠ 5-9, 3♠/some 4333	3♥ 4♠ 6-7 rarely 4333
2♣ ART GF mostly <3♠'s	2NT 10+, 4+♠ then relays	3♠ WK 4+♠
2♦ 5+♥, NEG Freebid +	3♣ GF 6+♣	3NT ♠'s any SPL 5-9 ENCRG
2♥ TRF ♠, 8-9 4♠/10+ 3♠	3♦ GF 6+♦	4♣ WK ♣ SPL unsuitable
other 4♦=WK ♦ SPL unsuitable. 4♥=WK ♥ SPL unsuitable. 4♠=WK no <1 Keycard		
1NT 3♣ PUP Stayman 10-14	3♠ 31(45) GF	4♦ TRF ♠
3♦ 10 cards ♣ & ♦ GF	3NT to play	4♥ to play
3♥ 13(45) GF	4♣ TRF ♥	4♠ to play
other		
2♣ 2♦ TRF to 4+♥	2NT 5+♥ & 5+♠	3♥ TRF good 6+♠
2♥ TRF to 4+♠	3♣ 6+ ♣/♦	3♠ Orders 3NT
2♠ TRF to NT	3♦ TRF good 6+♥	3NT (64) M's
other 4♣=TRF ♥. 4♦=TRF ♠. 4♥= to play. 4♠= to play. 4NT= Blackwood		
2♦ 2♥ Pass- Correct	3♣ INV asks for TRF to suit	3♠ GF ♣ & ♦
2♠ Pass- Correct	3♦ GF ♥	3NT to play
2NT Ask	3♥ Pass- Correct	4♣ ask to TRF to suit
other 4♦= bid suit. 4♥= to play. 4♠= to play		

Notes

2♥ 2♠ most hands not GF ♠	3♦ 4♠ & 4+♥	3NT Slam Try ♥
2NT 5+♠ & another 4+ suit	3♥ 4♠ (may have 5+ other)	4♣ Slam Try ♠
3♣ 5+♠ single suited	3♠ Minor Stayman	4♥ Slam Try ♦
other 4♦= Slam Try ♣		
2♠ 2NT ♣ or GF ♣ & another	3♥ INV or better ♠	4♣
3♣ ♦ or GF ♦ & ♥/♠	3♠ to play	4♥
3♦ ♥	3NT to play	4♠ to play
other		
2NT 3♣ Pass- Correct	3♠ GF ♠	4♦ 5♥/♠ & 6♦
3♦ ART GF	3NT to play	4♥
3♥ GF ♥	4♣ 5+♣ & 5+♦	4♠
other		

9. CONVENTIONS

Unusual NT: (1x): 2NT= STR single suited.

4th Suit Forcing One round =TRF. 5th suit is GF Game force

NT Checkback Priorities: Step = all Maximums. Others best cheap description

Defence to 3NT opening See Weak NT

Defence to Opening Twos 2NT=(16-18) BAL

Multi 2♦ X= T/O ♠. 2♥= T/O ♥.

RCO style 2-s X= T/O with ♣ & another. 3♣= T/O 2 suits not ♣

Other 2-s X= T/O of weak 6 card suit or anchor M

Defence 1♣ : X= STR. 1NT= any 2 suits. 2NT= any 2 suits (6/5 or better)

to Other bids NAT Obstructive

strong 2♣ : as per 1♣

♣

Over 1NT Interference Over X: System on. Over 2♣/♦/♥/♠/NT/3♣: X TRF. Other T/O

Lebensohl - other uses over T/O DBL after WK 2, direct shows

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

4♥ X T/O. 4NT = 2 places to play 4♠ X T/O. 4NT = 2 places to play

10. OTHER NOTES