

## 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)
<b>Leads</b> Sequences:	Overlead All	Overlead all, except unblock <sup>(1)</sup>
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	2nd & 4th in suit shown	2nd & 4th in suit shown
<b>Discards</b>	1st Disc Odd=Enc., Even=Mck	
<b>Count</b>	Low-High = Even	
<b>Signal</b> on partner's lead:	Low Encourage	
<b>Signal</b> on declarer's lead:	Count	
<b>Notes</b>	<sup>(1)</sup> Lead promises next or wants to see it. e.g. AKJT(etc) for unblock Q	

## 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430 exc.♣ 4♣ Gerber <input type="checkbox"/> when? Often asks partner to RKCB
<b>Slam Notes</b>	RKCB often below 4NT in (R) may include min/max step 1430
Cue Bids <input checked="" type="checkbox"/>	Rarely used. If used cue 1st & 2nd together
Asking Bids <input checked="" type="checkbox"/>	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	OPPT 1 suit opening: 4♣=♥+♠, 4♦=M+m

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<sup>(a)(b)</sup> DBL are not penalty (except after single suited PRE)

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Often TRF at lower levels. Please ask!

MyRev. 2

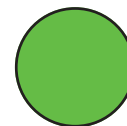
<sup>(c)</sup> Defence to WK NT (<15 pts in range) If OPPT is NV

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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 <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♣ 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) Unbalanced 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♠<sup>(a)</sup> Jump overcalls Weak

Responsive doubles through 7♥<sup>(b)</sup> 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, Modified leaping Michaels Over opening threes X, 4♣=♥+♠, 4♦=M+m

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 <sup>(c)</sup>

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

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

Notes

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

## 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