

## 4. BASIC RESPONSES

Jump raises - minors	shapely raise
Jump raises - Majors	3-6 raise
Jump shifts after minor opening	natural invitational with 6 card suit
Jump shifts after Major opening	raise or natural invitational with 6 card suit
Responses to strong 2 suit open.	2♦ = waiting, else positive with good suit
Responses to 2NT opening	Muppet Stayman, Transfer & Minor Suit Stayman

## 5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	A or Q for Attitude, K for Count	A109/ Q109 lead 9.
Four or more with an honour	3rd or low	4th
From 4 small	3rd	2nd
From 3 cards (no honour)	3rd	MUD
In partner's suit	3rd unless raised then attitude	3rd unless raised then attitude
<b>Discards</b>	low encourage	
<b>Count</b>	reverse present count	
<b>Signal</b> on partner's lead:	reverse attitude/count	
<b>Signal</b> on declarer's lead:	reverse present count/Smith Peter vs NT (see below)	
<b>Notes</b>	Smith Peter only applies against NT when declarer wins 3rd seat honour with 2 above (eg may be hiding honour) by 3rd seat only	

## 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 3041	4♣ Gerber <input type="checkbox"/>	when?
<b>Slam Notes</b> Kickback KC & Exclusion KC, 1NT 2♣ 2M 4♣=KC, 4♦=Quantitative			
Cue Bids <input checked="" type="checkbox"/>	1st or 2nd round control		
Asking Bids <input type="checkbox"/>			

## 7. OTHER CONVENTIONS

jump in 4th suit = splinter partner's 1st suit	1♣/♦ 1NT = 2♣ majors
Good/Bad 2NT	1♣ 2M 2NT = 5/4 minors, forcing
2NT in competition is seldom natural	Transfers after 1M -X
Jump Fits in competition	Anti lead doubles at the 3 level.

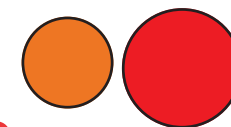
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**AUSTRALIAN BRIDGE  
FEDERATION INC.**



## STANDARD SYSTEM CARD

ABF Nos.	568201	Howard Melbourne
& Names:	94625	Joe Haffer
Basic System:	Unbalanced ♦ Variable NT with T/F to 1♣ with Unusual 2 Openings	
Brown Sticker	<input checked="" type="checkbox"/>	Classification: Green <input type="checkbox"/> Blue <input type="checkbox"/> Red <input checked="" type="checkbox"/> Yellow <input type="checkbox"/>

## 1. OPENING BIDS

Describe strength, minimum length, or specific meaning	Canape <input type="checkbox"/>
1♣ 2+, 9+ HCP if shapely	1♥ 5+, 9+ HCP if shapely
1♦ 4+, 9+ HCP if shapely	1♠ 5+, 9+ HCP if shapely
1NT nv 1st 10-13, else 14+-17, maybe off-shape	may contain 5 card Major <input checked="" type="checkbox"/>
<b>1NT Responses</b> 2♣ modified Stayman	
2♦ TF to ♥ could be 4 (34/44/54M)	2♠ Range or inv. in ♣/♦/♥ or 23/33M GF
2♥ TF to ♠ could be 4 (43M)	2NT TF to ♣
other 3♣= TF to ♦, 3♦ = TF to ♥, 3♥ = TF to ♠, 3♠ = 55 or 54(22) minors GF	
2♣ GF or 20-21 balanced (or weak six spades nv 1st)	
2♦ n/v 1st ♦+♠, 0-9(43+)/5-8(44+), 3rd nv wk, other W2 Maj. or Acoll 2♦	
2♥ n/v 1st ♥+♠, 0-9(43+)/5-8(44+), 4th 11-13 6♥, 3rd nv wk, other 5♥ + 4+m 7-11	
2♠ n/v 1st 4-5♠ 8+ blks 0-9/5-8, 4th 11-13 6♠, 3rd nv wk, other 5♠ + 4+m 7-11	
2NT 22-23 balanced	3NT Pre-empt in ♣ or Namjat+ 4♥
other 4♣=Pre-empt in ♦ or Namjat+ 4♠, 4♦=5♠ 6♥ less than Reverse, hearts good quality	

## 2. PRE-ALERTS

Non vulnerable 1st seat 2♦/♥/♠	1♦-1♥ could be 3325 weakish
P of n/v 1st 2♦/♥/♠ can be false preference	3NT/4♣/♦ openings
2C opener nv 1st	

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	Intermediate
Responsive doubles through	4♠	Unusual NT	Highest & Lowest unbid suits
1NT overcall - immediate	15-18 BAL	Immediate cue of minor	majors (10+ HCP)
1NT overcall - re-opening	m=10-14, M=13-16	Immediate cue of Major	HUB
Over weak twos T/Ox, Lebens., Leap Michaels		Over opening threes	T/Ox & non leap Michaels
Over opponent's 1NT	x= penalty (passed hand 6+ minor), 2C = ♥ & another, 2♦ = ♠ & another		
2M = 6+ major, 2NT = TF to ♣, 3♣ = TF to ♦, 3 other = pre-empt; After 1NT-2m-P-2NT is an enquiry; then 3♣= 4M only, 3♦= nat. 3M=clubs, 3oM=5-5 better suit.			

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ TF to ♥	2♦ 6♣/♦ 9-11(vul),7-9 (n/v)	3♦ any solid suit
1♥ TF to ♠	2♥ 6♥ 9-11(vul),7-9 (n/v)	3♥ pre-emptive
1♠ bal 5-15 or clubs	2♠ 6♠ 9-11(vul),7-9 (n/v)	3♠ pre-emptive
1NT bal 11/12, 9/10 nv 3rd	2NT bal 16+	3NT (12)13-15 bal
2♣ TF to ♦ weak or strong	3♣ 6♣ 6-8 HCP	4♣ pre-emptive
other		
1♦ 1♥ nat (possibly 3 in 3325)	2♥ 6♥ 9-11	3♥ Spinter
1♠ nat	2♠ 6♠ 9-11	3♠ Spinter
1NT ♣s weak/strong	2NT 11-12 HCP natural	3NT 13-15 HCP natural
2♣ ♦ raise weak/11+	3♣ 6♣ 9-11 good suit	4♣ Spinter
2♦ 8-10 raise could be 3	3♦ ♦ raise 7-9 with shape	4♦ pre-emptive
other 1♦-2♣,2♦; 2M/3C=nat, 2NT 16+ bal, 3D=11-12, 3M=14-16 splinter, 3NT=13-15		
1♥ 1♠ nat	2♥ 8-10 3 card raise	3♦ 6♦ 9-11
1NT nat up to 11 HCP	2♠ raises see below	3♥ 4-7 raise, 4♥
2♣ 3 way	2NT raises see below	3♠ any 8-10 void
2♦ nat GF (normally 5+)	3♣ 6♣ 9-11	3NT 5♠/4♥ JF (picture)
other 4♣/♦ = JF (picture), 4♠ = to play		
1♠ 1NT nat up to 11 HCP	2♠ 8-10 3 card raise	3♥ 6♥ 9-11
2♣ 4 way	2NT raises see below	3♠ 4-7 raise, 4♠
2♦ nat GF (normally 5+)	3♣ raises see below	3NT any 8-10 void
2♥ nat GF (5+)	3♦ 6♦ 9-11	4♣ ♣OR♥ JF (picture)
other 4♦ = JF (picture), 4♥ = to play		
1NT 3♣ TF => ♦	3♠ 55 or 54(22)minors GF	4♦ TF => ♠
3♦ TF => ♥	3NT to play	4♥ to play
3♥ TF => ♠	4♣ TF => ♥	4♠ to play
other 4NT = Quantitative		
2♣ 2♦ weak or waiting	2NT ♦ +ve good suit	3♥ 6♠s, 1 loser, little else
2♥ +ve good 5+♥s	3♣ ♣ +ve good suit	3♠ 6m, 1 loser, little else
2♠ +ve good 5+♠s	3♦ 6♥s, 1 loser, little else	3NT Any solid suit
other nv 1; 2♠=same or 14-17 ♠ game try		
2♦ 2♥ nv1=n/f, p/c (multi)	3♣ nv1=n/f, forcing (multi)	3♠ nv1=wk, nat inv. (multi)
2♠ nv1=n/f, p/c (multi)	3♦ nv1=n/f, forcing (multi)	3NT to play
2NT enquiry	3♥ nv1=forcing, p/c (multi)	4♣ TF to M over multi
other pass nv 1= weak or preference, 4♦ (Opposite multi) =bid major		

**Notes** after nv1 2x 2NT => 3♣=min, 3♦=43/44/53, 3♥=45, 3♠=54, 3NT=55, 4♣/♦=(65)  
 after nv1 2x 2NT => 3♣ 3♦/3♥ asks; after 2♦(multi)-2NT=>3♣/♦/♥ step asks for clarification

2♥ 2♠ n/f but encouraging	3♦ nv1/3=n/f, other p/c	3NT to play
2NT enquiry	3♥ pre-emptive	4♣ /♦ nv1=F, other splinter
3♣ nv1/3=n/f, other p/c	3♠ nv1=n/f, other nat & GF	4♥ /♠ to play
other		
2♠ 2NT Enquiry	3♥ nv1=n/f, other n/f good	4♣ /♦ n/v1 F, other splinter
3♣ nv1/3=n/f, other p/c	3♠ pre-emptive	4♥ to play
3♦ nv1/3=n/f, other p/c	3NT to play	4♠ to play
other		
2NT 3♣ mod Muppett Stayman	3♠ Minor Suit Stayman	4♦ ♠s weak or slam going
3♦ TF => ♥	3NT to play	4♥ ♣s slam invite
3♥ TF => ♠	4♣ ♥s weak or slam going	4♠ ♦s slam invite
other 4NT = Quantitative		

## 9. CONVENTIONS

**Unusual NT:** Highest & Lowest unbid suits

**4th Suit Forcing** One round  Game force

**NT Checkback**  Priorities: xyz=>2♣=Puppet or any invite, 2♦-2NT=Transfer

**Defence to 3NT opening** X=(semi)bal good hand, 4m=short in other minor, 4M=natural

**Defence to Opening Twos** T/Ox & Lebensohl vs an anchor suit

Multi 2♦ x= 13-15 NT or 16+=>2NT=nat, 3M=?stopper; 2NT=16-18 NT, LM

RCO style 2-s 14/15+=>2NT=nat, Cue=?stopper; 2NT=16-18 NT, else natural LM

Other 2-s

**Defence** 1♣ (incl 1♣ p 1♦): X=majors, 1NT=♠s & minor, 2NT=♥s & minor

to

**strong** 2♣ (incl 2♣ p 2♦): X=majors, 2NT=♠s & minor, 3NT=♥s & minor

♣

**Over 1NT Interference** after 2♣(M): x=3+3+M, 2♦/♥=TFR, 2♠=22(54), 2NT= nat. 3m= F1

**Lebensohl - other uses** 3M= splinter, else:2NT-3S=Rubensohl, 4m = LM, 4M=to play

**Take out of 4 level pre-empts** 4♣/4♦ T/Ox, 4♦=non leap Michaels

4♥ T/Ox, 4NT= two suiter

4♠ T/Ox, 4NT= two suiter

## 10. OTHER NOTES

1♥ 2♠ or 1♠ 2NT = 4 card raise with any splinter 7+HCP

1♥ 2NT or 1♠ 3♣ = 4 card raise without a splinter 9+HCP

1M 2♣ 2♦ = Puppet to 2M (very weak or inv+), 2oM = GF ♣, 2M = 12-13, 2NT = 6 bad♠

1NT nat 2♣/♦/♥/♠ =>T/Ox,Rubensohl, leap Michaels

1NT 2♦(ssM) =>x=♥s, 2♥=♠s, 2♠=22(54), 2NT=♣s, 3♣=♦s, 3♦=55m GF, 3M=Splitter

nv1 2♣-3m=JF for spades, 2♣-3♠=18-19 spade game try, 2♣-3NT= to play