

4. BASIC RESPONSES

Jump raises - minors	0-6, pre-emptive
Jump raises - Majors	0-6 pre-emptive
Jump shifts after minor opening	1♣ : 2♦ = ♣ raise; 1♦ : 3♣ = D raise; 1♣ : 2♥/2♠ weak
Jump shifts after Major opening	3♣/3♦ 4-8, natural, NF; 1♥ : 2♠, 1♠ : 3♥ = FG, ♣ + ♦
Responses to strong 2 suit open.	2♣ : 2♦ = waiting or negative; others natural, FG
Responses to 2NT opening	3♣ = 5CM Stayman; 3♠ = minors Stayman; 3♦ / 3♥ = tfrs

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All	
Four or more with an honour	3rd/Low	attitude
From 4 small	3rd vs suit	2nd highest
From 3 cards (no honour)	Bottom	Top or Middle
In partner's suit	Same	
Discards	Odd/Even; 2nd discard REV ATT	
Count	Low-High = Even	
Signal on partner's lead:	Low Encourage; ##	
Signal on declarer's lead:	reverse count; suit-preference in some contexts	
Notes	## suit-preference in some contexts	

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 0314	4♣ Gerber <input checked="" type="checkbox"/>	when? If jump agreeing clubs
Slam Notes	4♦ can also be RKCB.		
Cue Bids <input checked="" type="checkbox"/>	Show first or second round control		
Asking Bids <input checked="" type="checkbox"/>	In new suit after RKCB answer, ask for K and Q in asked suit		

7. OTHER CONVENTIONS

Cue-bids = 1st or 2nd round control	Cheapest jump-overcall = next 2 suits
After major set, 3NT = pivot for cue-bids	Other jump-overcalls = intermediate
We use 5-4-3-2-1 (A = 5 / 10 = 1) to value	2NT jump-overcall = non-touching suits
balanced hands (1NT 22-25, 2NT = 30-33)	1♦ : 2♥ = game invite with 4+ clubs

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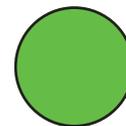
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NLM = non-leaping Michaels

Banzai count = 5-4-3-2-1 count



**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	33642	Ron Klinger
& Names:	95745	Matt Mullamphy
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 <input type="checkbox"/>
1♣ 9+ pts, 3+ ♣s	1♥ 9+ pts, 5+ ♥s	
1♦ 9+ pts, 3+ ♦s	1♠ 9+ pts, 5+ ♠s	
1NT (14)15-17(18) (we use 22-25 5-4-3-2-1 pts)	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses 2♣ Extended Stayman; 5-card major inquiry		
2♦ TRF to ♥s	2♠ TRF to ♣s	
2♥ TRF to ♠s	2NT TRF to ♦s	
other 3♣ / 3♦ / 3♥ / 3♠ = shortage in ♦ / ♥ / ♠ / ♣		
2♣ Strong		
2♦ 18-20 points balanced (26-29 Banzai Points 5-4-3-2-1 count)		
2♥ weak 2 in hearts		
2♠ weak 2 in spades		
2NT (20)21-22(23) [30-33 in Banzai count]	3NT Specific Ace Ask	
other		

2. PRE-ALERTS

1-Major : 2♦ = Force to Game, artificial	Transfer responses at 1-level, including
1-Major : 2♣ = (9)10-12 (13) points, artificial	DBL and redouble; Leaping Michaels;
1-Major : 2NT = 4+ trumps, 6-13 points	Non-leaping Michaels; Specific 2-suiters

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	5♥	Jump overcalls	2-suits / interm
Responsive doubles through	5♥	Unusual NT	2-suiter, non-touching suits
1NT overcall - immediate	(14)15-18(19)	Immediate cue of minor	2-suiter, next two suits along
1NT overcall - re-opening	(10)11-14(15)	Immediate cue of Major	2-suiter, next two suits along
Over weak twos	X = takeout + Lebensohl	Over opening threes	X = takeout; 4C/4D = NLM
Over opponent's 1NT	(weak) 2♣ = ♦s or majors or minors; 2♦ = any 1-suiter except diamonds		
	2♥/2♠ = 5-major, 4+ minor; 2NT = freak 2-suiter (vs strong 1NT) Ditto		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♥, can be weak	2♦ 6-9 points, club raise	3♦ splinter
1♥ 4+♠, can be weak	2♥ 0-6, 6+ ♥s	3♥ splinter
1♠ 4+♦, can be weak	2♠ 0-6, 6+ ♠s	3♠ splinter
1NT 6-10	2NT 11-12, natural, NF	3NT 13-15, natural
2♣ 10+, club raise, forcing	3♣ 0-6, club raise	4♣ pre-emptive
other natural		
1♦ 1♥ 4+ suit, can be weak	2♥ game-INV, 4+♣, no 4M	3♥ splinter
1♠ 4+ suit, can be weak	2♠ 0-6, 6+ ♠s	3♠ splinter
1NT 6-10	2NT 11-12, natural, NF	3NT 13-15, natural
2♣ game-forces, 4+ clubs	3♣ 6-9, ♦ raise	4♣ Pre-emptive
2♦ 10+, ♦ raise, forcing	3♦ 0-6, diamond raise	4♦ Pre-emptive
other Natural		
1♥ 1♠ 4+ ♠, can be weak	2♥ 6-9, 3-4 trumps	3♦ 4-8, 6+ diamonds
1NT 6-10	2♠ FG, 5/5 ♣s + ♦s	3♥ 0-6
2♣ 10-13, ART game-try	2NT 6-13, 4+ trumps	3♠ ♠ spl
2♦ 13+, ART game-force	3♣ 4-8, 6+ clubs	3NT ♦ spl
other 4♣ and 4♦ splinter		
1♠ 1NT 6-10	2♠ 6-9, 3-4 trumps	3♥ FG 5-5 ♣ + ♦
2♣ 10-13, ART game-try	2NT 6-13, 4+ trumps	3♠ 0-6
2♦ 13+, ART game-force	3♣ 4-8, 6+ clubs	3NT ♥ spl
2♥ 5+ ♥, game-force	3♦ 4-8, 6+ diamonds	4♣ splinter
other 4♦ splinter		
1NT 3♣ short in ♦, FG	3♠ short in ♣, FG	4♦ Transfer to 4♣
3♦ short in ♥, FG	3NT To play	4♥ To play
3♥ short in ♠, FG	4♣ Transfer to 4♥	4♠ To play
other		
2♣ 2♦ Negative or waiting	2NT 10+ balanced	3♥ 6+ 1-suiter, little else
2♥ nat, positive, good suit	3♣ nat, positive, good suit	3♠ 6+ 1-suiter, little else
2♠ nat, positive, good suit	3♦ nat, positive, good suit	3NT Not used
other		
2♦ 2♥ 4+ hearts, not forcing	3♣ Transfer to ♦s	3♠ ♣ + ♦, slam interest
2♠ Puppet to 2NT	3♦ Transfer to ♥s	3NT Sets spades, starts cue
2NT Transfer to ♣	3♥ Transfer to ♠	4♣ Transfer to 4♥
other 4♦ = Tfr to 4♠, 4♥ = 5-5 ♥ + ♠, no slam intent; 4S = 5♥ + 5♠ slam intent		

Notes

2♥ 2♠ Natural, forcing	3♦ Natural, forcing	3NT To play
2NT Artificial, inquiry	3♥ Natural, not inviting	4♣ ♣ splinter
3♣ Natural, forcing	3♠ ♠ splinter	4♥ To play
other 4♦ = ♦ splinter		
2♠ 2NT Artificial, inquiry	3♥ Natural, forcing	4♣ ♣ splinter
3♣ Natural, forcing	3♠ Natural, not inviting	4♥ ♥ splinter
3♦ Natural, forcing	3NT To play	4♠ To play
other 4♦ = ♦ splinter		
2NT 3♣ 5-card major Stayman	3♠ Minor suit Stayman	4♦ 6+♦, slam-interest
3♦ Transfer to hearts	3NT To play	4♥ To play
3♥ Transfer to spades	4♣ 6+♣, slam-interest	4♠ To play
other		

9. CONVENTIONS

Unusual NT:	2 non-touching suits
4th Suit Forcing	One round <input type="checkbox"/> Game force <input checked="" type="checkbox"/>
NT Checkback	<input type="checkbox"/> Priorities: 2♣ = puppet to 2♦; 2♦ = artificial force to game
Defence to 3NT opening	4♣ = majors, ♥s = or longer; 4♦ = majors, ♠s longer
Defence to Opening Twos	Usually X = values; 2nd X = takeout; 3rd X = penalties
Multi 2♦	X = 5+ overcall in one major; 2H = T/O of Hs; 2S = T/O of spades
RCO style 2-s	X = values; 2nd X = takeout; 3rd X = penalties
Other 2-s	Ditto
Defence (1♣):	1♦/1♥/1♠ = natural; X = ♣s; 1NT = odd suits; 2♣ = 2-suiter, rank
to	2♦ = 2-suiter, colour; 2♥/2♠ = good 1-suiter
strong (2♣):	Same as above, but one level higher
1♣ / 2♣	

Over 1NT Interference	Rubensohl
Lebensohl - other uses	After X of weak twos: Lebensohl
Take out of 4 level pre-empts	4♣/4♦ X = T/O
	4♥ X / 4NT = T/O 4♠ X and 4NT = T/O

10. OTHER NOTES

Opener's no-trump rebids including jumps are not 18-20 balanced
After opener's 1-level rebid, 2NT = puppet to 3♣ (sign-off or FG with some 5-5 hand)
After 1♣ / 1♦ / 1♥ and next hand doubles, redouble = 4+ in next suit
Double by responder at 1-level often = 4+ in next suit
1♣ : (1♥) : 1♠ = 4+ ♦s; 1♦ : (1♥) : 1♠ = 4+ ♣s; 1♥ : (X) : 1♠ = one minor or both minors