

4. BASIC RESPONSES

Jump raises - minors	Weak
Jump raises - Majors	Weak
Jump shifts after minor opening	1♣ - 2♥/♠ = weak, 1♦ - 2♥ = inv with ♣s or ♦s, 1♦ - 2♠ = weak
Jump shifts after Major opening	Jump shift minor = fit showing GF, Jump other M = 5/5+ minors GF
Responses to strong 2 suit open.	2♣ - 2♦ = neg or waiting, 2♦ - 2♠ = puppet to 2NT
Responses to 2NT opening	5 card Staymen, M transfers, 3♠ = minors

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead	
Four or more with an honour	3/5	attitude
From 4 small	3rd	attitude
From 3 cards (no honour)	3rd	attitude
In partner's suit	3rd	
Discards	odd = encourage	
Count	Reverse	
Signal on partner's lead:	Low encourage	
Signal on declarer's lead:	Reverse Count or Suit Preference	
Notes	Reverse Smith Peter, suit preference in some case	

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 03/14	4♣ Gerber <input type="checkbox"/>	when?
Slam Notes	Exclusion RCKB		
Cue Bids <input checked="" type="checkbox"/>	Cues and Denial cues		
Asking Bids <input type="checkbox"/>			

7. OTHER CONVENTIONS

After Minor Agreement 4♣ = cues, 4♦ = RCK	cheapest jump overcall = next 2 suits
1♣ - 2♣ = 6 - 12 pt raise	Banzai Points for NT hands
1♣/1♦ = 15-17, 4432 or 4333 any	
1♣/1♦ - 3NT = 18-19, 4432 both minors or 4	

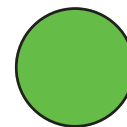
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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	148911	Ian Thomson
& Names:	33642	Ron Klinger
Basic System:	Standard, 5 -Major, Strong NT	
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♣ 9-21 pts, 3+	1♥ 9-21pts, 5(4)	
1♦ 9-21pts, 3+	1♠ 9-21pts, 5(4)	
1NT (14)15-17(18), 14-16 1st/2nd Not Vul	may contain 5 card Major	<input checked="" type="checkbox"/>
1NT Responses 2♣ extended Stayman		
2♦ Hearts	2♠ Clubs	
2♥ Spades	2NT Diamonds	
other 3 Level = submarine splinters		
2♣ 23+ Bal or GameForce or 9 Playing Tricks		
2♦ 18-20 Bal, 17-19 Bal 1st/2nd Not Vul		
2♥ 6-10pts 6 hearts, 0-6pts 5/6 Hearts 1st/2nd Fav and 1st Nil		
2♠ 6-10pts 6 Spades 0-6pts 5/6 Spades 1st/2nd Fav and 1st Nil		
2NT (20) 21-22 Bal	3NT Specific Ace Ask	
other		

2. PRE-ALERTS

Light openings 1st/2nd Fav and 1st Nil	Transfer responses to 1♣ and in competition
2♦ = strong Bal	1♦ - 2♥ -game invite with ♣s or ♦s
1Major - 2♣/2♦ = art,game inv/game force	1♣ or 1♦ - 2♦ = GF with support

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	2 Suitor or Intermediate
Responsive doubles through	3♠	Unusual NT	2 non-touching
1NT overcall - immediate	15-18	Immediate cue of minor	next two suits
1NT overcall - re-opening	11-14	Immediate cue of Major	next two suits
Over weak twos	X = T/O, Leaping Michaels	Over opening threes	X = T/O, NonLeaping Michaels
Over opponent's 1NT	2♣ = ♦s or Majors or Minors, 2♦ single suit not ♦s, 2M = M + m		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+pts, 4+♥s	2♦ GF 4+ clubs	3♦ 15+, 5+♣s, 0-1♦
1♥ 5+pts, 4+♠s	2♥ 0-6 pts, 6♥s	3♥ 15+, 5+♣s, 0-1♥
1♠ 5+pts, 4+♦s	2♠ 0-6pts 6♠s	3♠ 15+, 5+♣s, 0-1♠
1NT 6-10/11 no M	2NT 15-17pts - 4333 or 443	3NT 18-19, 3334 or (2/3),44
2♣ 6-12pts, 4+♣s	3♣ 0-6pts, 5+♣s	4♣ pre-empt
other 4♥/♠ = to play		
1♦ 1♥ 5+pts, 4+♥	2♥ Invite, 4+♣ or 4+♦	3♥ 15+, 5+♦s, 0-1♥
1♠ 5+pts, 4+♠	2♠ 0-6 pts, 6♠s	3♠ 15+, 5+♦s, 0-1♠
1NT 6-10/11 no M	2NT 15-17, 4333 or 4432	3NT 18-19, 3343 or (2/3)44
2♣ GF, 4+♣	3♣ 6-9 pts 4+♦	4♣ 15+, 5+♦s, 0-1♣
2♦ GF 4+♦	3♦ 0-6pts, 4+♦	4♦ Pre-emptive
other		
1♥ 1♠ 5+pts, 4+♠s	2♥ 6-9pts 3♥s or 3433	3♦ FG, 5+♦ and 3+♥
1NT 6-10/11pts	2♠ GF, 5/5+ minors	3♥ 0-6pts, 4+♥
2♣ Artificial, Game Invite	2NT 6-13pts, 4+♥	3♠ Splinter
2♦ Artificial, Game Force	3♣ FG, 5+♣ and 3+♥	3NT ♦ splinter
other 4♣ = splinter, 4♦ = void		
1♠ 1NT 6-10/11 pts	2♠ 6-9pts, 3♠ or 4333	3♥ FG, 5/5+ Minors
2♣ Artificial, Game Invite	2NT 6-13 pts, 4+♠	3♠ 0-6pts, 4+♠
2♦ Artificial, Game Force	3♣ FG, 5+♣ and 3+♠	3NT ♥ splinter
2♥ FG, 5+♥	3♦ FG 5+♦ and 3+♠	4♣ ♣ splinter
other 4♦ = splinter, \$♥ = to play		
1NT 3♣ short ♦, GF	3♠ Short ♣ GF	4♦ ♠
3♦ Short ♥, GF	3NT to play	4♥ to play
3♥ Short ♠, GF	4♣ ♥	4♠ to play
other		
2♣ 2♦ neg or waiting	2NT 10+pts, balanced	3♥ Nat, 6+suit, little else
2♥ nat, positive, good suit	3♣ nat, positive, good suit	3♠ Nat, 6+suit, little else
2♠ nat, positive, good suit	3♦ nat, positive, good suit	3NT not used
other		
2♦ 2♥ offer to play	3♣ transfer to ♦s	3♠ Minors 5/5= slam int
2♠ puppet to 2NT	3♦ transfer to ♥s	3NT Sets ♠s
2NT transfer to ♣s	3♥ TRansfer to ♠s	4♣ ♥s
other 4♦ = ♠s, 4♥ = 5/5 Major no slam int, 4♠ = 5/5 Major forcing		

Notes

2♥ 2♠ Natural see notes	3♦ Natural see notes	3NT To Play
2NT Ogust	3♥ pre-emptive	4♣ splinter
3♣ Natural see notes	3♠ splinter	4♥ To Play
other		
2♠ 2NT Ogust	3♥ Natural see notes	4♣ Splinter
3♣ Natural see notes	3♠ pre-emptive	4♥ Splinter
3♦ Natural see notes	3NT To Play	4♠ To Play
other		
2NT 3♣ 5 Card Stayman	3♠ Minors 4+,4+	4♦ GF 6+♦s
3♦ ♥	3NT to play	4♥ to play
3♥ ♠	4♣ GF 6+♣s	4♠ to play
other		

9. CONVENTIONS

Unusual NT: Two non-touching suits excluding suit bid by opponent

4th Suit Forcing One round Game force

NT Checkback Priorities: 2♦ = GF, 2♣ = ♦s or Game invite

Defence to 3NT opening 4♣ = Majors, 4♦ = Majors longer ♠s

Defence to Opening Twos

Multi 2♦ 2♥/2♠ = T/O of that suit, X = Major suit overcall, 2NT = 15-18 bal

RCO style 2-s X = values, second X = T/O, leaping Michaels, 2NT = 15-18 bal

Other 2-s X = T/O, 2NT = 15-18 bal

Defence (1♣) X = ♣s, INT, 2♣, 2♦ = 2 suits Odd/Rank/Colour

to

strong (2♣) :X = ♣s, 2NT, 3♣, 3♦ = 2 suits Odd/Rank/Colour

1♣ / 2♣

Over 1NT Interference Lebensohl

Lebensohl - other uses after we X a 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

over weak 2 - new suit natural - constructive (NF) when weak option, other forcing

Opener's NT rebids including jumps are not 18-20 balanced

After our 1♣/1♦/1♥ opening are doubled, redouble = 4+ in next suit

Double by responder at one level, often 4+ in next suit

1♥ (x) 1♠ = one or both minors

After Major set - 3NT = pivot for cues