

4. BASIC RESPONSES

Jump raises - minors 0-6p, 5+ support

Jump raises - Majors 0-5p, 4/5 support

Jump shifts after minor opening 2 Major = Long suit, 4-7p

Jump shifts after Major opening Raises except 1S-3H, 1H-3D natural

Responses to strong 2 suit open. (2♣) 2♦ auto unless transfer to 6+ suit

Responses to 2NT opening 3♦ = enquiry, 3N=contract, Other = correctible

5. PLAY CONVENTIONS

Show priorities

| | Versus Suit (or both) | Versus NoTrump (if different) |
|----------------------------------|--------------------------------|--------------------------------|
| Leads Sequences: | A Q attitude K count | A Q attitude K count(unblock) |
| Four or more with an honour | 4th highest | 4th highest |
| From 4 small | 2nd highest (9 from 98xx(x)) | 2nd highest (9 from 98xx(x)) |
| From 3 cards (no honour) | 2nd highest (MUD); 9 from 98x | 2nd highest (MUD); 9 from 98x |
| In partner's suit | top if supported | top if supported |
| Discards | odd(encourage) even(suit pref) | odd(encourage) even(suit pref) |
| Count | reverse present count * | reverse present count * |
| Signal on partner's lead: | low encourage | low encourage |

Signal on declarer's lead: reverse count when given (occasional suit preference)

Notes second and later discards are reverse present count

* natural present count when returning partner's lead

JT9 leads in mid game show 0|2 higher honours

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 1430 PODI 4♣ Gerber when?

Slam Notes

Cue Bids 1st or 2nd

Asking Bids

7. OTHER CONVENTIONS

transfer xyz if 2♣ available for R rebid transfers after 2N rebid by opener

adapted lebensohl support X (to 2M)

good/bad 2N Blackout (always step is weak)

trials after 2M raise by O or R Leaping Michaels in many auctions

Non leaping Michaels

3rd suit FG when Opener rebids their suit at 2 level

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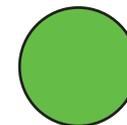
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos. 60423 Michael

& Names: 20915 Jon 2019Nov

Basic System: Standard (2♦ response to 1M & 2♥ response to 1♠ are FG)

Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ ♣3+ 11+p 1♥ ♥5+ 11+p

1♦ ♦3+ 11+p 1♠ ♠5+ 11+p

1NT 15-17p may contain 5 card Major

1NT Responses 2♣ Simple stayman

2♦ transfer ♥5+ 2♠ transfer ♣5+

2♥ transfer ♠5+ 2NT transfer ♦5+

other 3♣=♣♦ 3♦=♣♦ 3♥=♥3♣♦ 3♠=♠3♣♦

2♣ Strong (20-21 flat or 24+ flat or 9 tricks or 22+ unbalanced)

2♦ Weak 2 in Major (6 card suit, <opening, typically 6-10p) OR 22-23p flat

2♥ 5/5 <opening (typically 6-10) ♥ & ♠ OR ♥ & ♣

2♠ 5/5 <opening (typically 6-10) ♣ & ♦ OR ♣ & ♠

2NT 5/5 <opening ♦ & ♥ OR ♦ & ♠ 3NT Long Major, better than 4M opening

other

2. PRE-ALERTS

3rd seat 2 openings are wider range

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 6♥ Jump overcalls Obstructive

Responsive doubles through 6♥ Unusual NT Lowest two unbid suits 5/5

1NT overcall - immediate (15)16-18p Immediate cue of minor ♥♠ 5/5

1NT overcall - re-opening 11-14p Immediate cue of Major minor + Other Major 5/5

Over weak twos X = takeout Over opening threes X = takeout

Over opponent's 1NT X = penalty; 2♣=♥& other 5+4+; 2♦=♠& other 5+4+; 2M=Natural: M(5)6+

2N = ♣5+♦5+ OR FG 5/5+ any two suits

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

| | | |
|---|------------------------|------------------------------|
| 1♣ 1♦ natural | 2♦ Raise 7-9p | 3♦ Raise, splinter, 11-14p |
| 1♥ natural | 2♥ 6(+) suit, 4-7p | 3♥ Raise, splinter, 11-14p |
| 1♠ natural | 2♠ 6(+) suit, 4-7p | 3♠ Raise, splinter, 11-14p |
| 1NT natural | 2NT natural | 3NT natural, 13-14p |
| 2♣ Raise 10+p ♣4+ | 3♣ Raise 0-6p | 4♣ Raise, nf, 0+p |
| other 4♥ & 4♠ & 5♣ to play; 4♦ natural, nf; Splinters can have ! | | |
| 1♦ 1♥ natural | 2♥ 6(+) suit, 4-7p | 3♥ Raise, splinter, 11-14p |
| 1♠ natural | 2♠ 6(+) suit, 4-7p | 3♠ Raise, splinter, 11-14p |
| 1NT natural | 2NT natural | 3NT natural, 13-14p |
| 2♣ natural | 3♣ Raise 7-9p | 4♣ Raise, splinter, slam try |
| 2♦ Raise 10+p, ♦4+ | 3♦ Raise 0-6p | 4♦ Raise, nf, 0+p |
| other 4♥ & 4♠ & 5♣ & 5♦ to play; Splinters can have ♦=4 | | |
| 1♥ 1♠ natural | 2♥ Raise with 3, 6-9p | 3♦ natural, nf (Inv) |
| 1NT non forcing, 6-10p | 2♠ Raise w 4+, 12+p | 3♥ Raise w 4/5, 0-5p |
| 2♣ Natural OR ♥3, Limit | 2NT Raise w 4/5, 6-9p | 3♠ Raise, splinter |
| 2♦ natural, FG | 3♣ Raise w 4/5, 10-11p | 3NT ♥=3 334 (any), 13-14p |
| other 4m=Raise, splinter. Splinters have (6)7 losers and 9-12p | | |
| 1♠ 1NT non forcing, 6-10p | 2♠ Raise with 3, 6-9p | 3♥ natural, nf (Inv) |
| 2♣ Natural OR ♠3, Limit | 2NT Raise w 4+, 12+p | 3♠ Raise w 4/5, 0-5p |
| 2♦ natural, | 3♣ Raise w 4/5, 6-9p | 3NT ♠=3 334 (any), 13-14p |
| 2♥ natural, FG | 3♦ Raise w 4/5, 10-11p | 4♣ Raise, splinter |
| other 4m=Raise, splinter. Splinters have (6)7 losers and 9-12p | | |
| 1NT 3♣ ♣♦ 5/5 Inv | 3♠ ♠3 & 54 minors | 4♦ ♠ |
| 3♦ ♣♦ 5/5 FG | 3NT to play | 4♥ ♥ |
| 3♥ ♥3 & 54 minors | 4♣ ♥ | 4♠ ♠ |
| other | | |
| 2♣ 2♦ relay, almost auto | 2NT N/A | 3♥ |
| 2♥ ♠ 6+ | 3♣ ♦ 6+ | 3♠ |
| 2♠ ♣ 6+ | 3♦ ♥ 6+ | 3NT |
| other transfer responses are 0-2 loser suit; no outside A or K | | |
| 2♦ 2♥ correctible | 3♣ natural | 3♠ correctible |
| 2♠ correctible | 3♦ natural | 3NT natural |
| 2NT enquiry (Inv+) | 3♥ correctible | 4♣ asks to be transferred |
| other 4♦ correctible (forcing to opener's suit) 4♥ to play 4♠ to play | | |

Notes After 1Major-2♣, 2♦ is pivot & may end in partscore; Other rebids are FG

| | | |
|--------------------|----------------|----------------|
| 2♥ 2♠ correctible | 3♦ correctible | 3NT to play |
| 2NT enquiry | 3♥ correctible | 4♣ correctible |
| 3♣ correctible | 3♠ correctible | 4♥ correctible |
| other correctible | | |
| 2♠ 2NT enquiry | 3♥ correctible | 4♣ correctible |
| 3♣ correctible | 3♠ correctible | 4♥ correctible |
| 3♦ correctible | 3NT to play | 4♠ correctible |
| other | | |
| 2NT 3♣ correctible | 3♠ correctible | 4♦ correctible |
| 3♦ enquiry (inv+) | 3NT to play | 4♥ correctible |
| 3♥ correctible | 4♣ correctible | 4♠ correctible |
| other correctible | | |

9. CONVENTIONS

Unusual NT: 2 lowest unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: xyz: 2♦; 2♥=transfer; 2♣=puppet; Invational OR ♦, NF

Defence to 3NT opening X=CTP; 4♣=♥5m+ or ♠5+♥4+; 4♦=♠5m+ or ♠4♥5+

Defence to Opening Twos Weak Twos: X=takeout

Multi 2♦ X=CTP; light action; 2N=16-18p flat

RCO style 2-s X=CTP; light action; 2N=16-18p flat

Other 2-s X=CTP; light action; 2N=16-18p flat

Defence 1♣ : 1N=any 2 suiter 2N=any 2 suiter X=16+ OR 12-15p & 44+(43) Majors

to

strong 2♣ : X=2 suited on ♠ 2N=2 suited on ♥ 3N= 2 suited on ♦ (55+)

♣

Over 1NT Interference Lebensohl adapted (good/bad 2N)

Lebensohl - other uses when competing over 2 level bids/openings

Take out of 4 level pre-empts 4♣/4♦ Double

4♥ Double 4♠ 4NT

10. OTHER NOTES

2NT is infrequently passable

FG : (1) 1♠-2♥, 2any-3♥ (2) 1♥-2♦, 2 any-3♦

nf : (1) 1♠-2♣, 2♦-3♣ (2) 1♠-2♦, 2any-3♦ (3) 1♥-2♣, 2any-3♣

1♠-2♦, 2N and 1♠-2♥, 2N and 1♥-2♦, 2N deny 6+length in Major opened