

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)
Leads Sequences:	Overlead All	Overlead all, except unblock ⁽¹⁾
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 shown 4+ suit	2nd & 4th in suit shown
Discards	1st Disc Odd=Enc., Even=Mck	
Count	Low-High = Even	
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:	Count	
Notes	⁽¹⁾ 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
Slam Notes	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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^{(a)(b)} DBL are not penalty (except after single suited PRE)

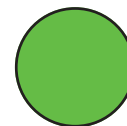
Often TRF at lower levels. Please ask!

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

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 <4♠, 1♠-2♣/2♦ refer card	2♣, 2♦, 2♥, 2NT opening refer card

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠ ^(a) Jump overcalls	Weak NAT except (1♣/♦/♥) - 3♣/♦ see notes
Responsive doubles through	7♥ ^(b) 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 ^(c)		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

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

Notes

Last updated May 19

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

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= TRF ♥ (maybe 4 with good hand), 2H= TRF ♠, 2S= 4♠ + longer m (F1)

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

Jump Overcalls (1♣/♦/♥) - 3♣/♦ are weak showing 5+♠ and 5+ bid minor