

4. BASIC RESPONSES

Jump raises - minors	weak	Other:
Jump raises - Majors	GF	Other:
Jump shifts after minor opening	2♦♥ = TFR to ♥/♠, else splinter (passed hand FS)	
Jump shifts after Major opening	splinter (passed hand FS)	
Responses to strong 2 suit open.		
Responses to 2NT opening	3♣ puppet, 3♦♥ tfr, 3♠ minor Stayman, etc	

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	overlead, A att, K count	overlead, K count or UB
Four or more with an honour	3rd	
From 4 small	3rd	
From 3 cards (no honour)	3rd	top
In partner's suit	3rd or top	
Discards	1st = O/E, then count	
Count	low-high = even	
Signal on partner's lead:	count or SP	
Signal on declarer's lead:	count	

Notes All signals reverse, predominately count but SP where indicated or when count known.

Att leads in middle game

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 0314 4♣ Gerber when? never

Slam Notes

Cue Bids 1st or 2nd 4♠ = RKC when ♥ agreed
 Asking Bids yes

7. OTHER CONVENTIONS

Blackout	PodiPori
GSF	4♣ keycard in M bid by NT opener=RKC
Minorwood	4♣ response to any preempt = asks (see below)
good/bad 2NT, non-serious 3NT	response to EKC = 0 or Q, 1, 1+Q, 2, 2+Q, etc
XYZ at 1 level	TRF responses/advances in competition

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Kokish

Some 3rd suit by responder = ArtGF

Exclusion KC



AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	257370	David McLeish
& Names:	541540	Paula McLeish
Basic System:	4 card suits, strong NT, transfers in competition.	
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♣ 4, 11+	1♥ 4, 11+
1♦ 4, 11+	1♠ 4, 11+

1NT (14)15-17 includes most 5M332, possible 6cm, singleton may contain 5 card Major

1NT Responses	2♣ simple Stayman	Other:
2♦♥		2♠♣
2♥♠		2NT♦
other 3any = slam try, 4♣♦ = minorwood, 4♥♠ play, Smolen		

2♣	GF or 23-24 or 8 1/2M
2♦	4+M/4+M 5-9. More shape vul
2♥	6, weak, then 2NT = feature ask
2♠	6, weak, then 2NT = feature ask
2NT	(20)21-22
3NT	AKQxxxx(x) any suit
other	4NT specific ace ask

2. PRE-ALERTS

2♦ = WK, BOTH M, 5-9 hcp	X, XX and CUES FREQUENTLY = TRF
Support X, XX, change of suit by opener F	1m-2♦♥ = tfr 2♥♠ wk/GF
1M -1NT = 6-9 or wk M raise	2♣♦ rebids by responder often ArtF

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	suit and suit above, wk
Responsive doubles through	4♠	Unusual NT	touching suits, strong
1NT overcall - immediate	15-18	Immediate cue of minor	surrounding suits, wk or strong
1NT overcall - re-opening	m,9-14 M,15-17	Immediate cue of Major	surrounding suits, wk or strong
Over weak twos	X = T/O, leaping Michael's	Over opening threes	X = T/O
Over opponent's 1NT	Canape transfers, 2♣ = ♦ or both M, X = pen		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4, 5+	2♦ TRF >♥, 6(+), wk or GF	3♦ splinter
1♥ 4, 5+	2♥ TRF >♠, 6(+), wk or GF	3♥ splinter
1♠ 4, 5+	2♠ splinter	3♠ splinter
1NT 8 - 10	2NT 4, 10 - 12 bal or 16+ bal	3NT 4, 13 - 15 bal, no 4cM
2♣ 4, 5 - 9	3♣ weak	4♣ minorwood
other 4♦,♥,♠ EKC		
1♦ 1♥ 4, 5+	2♥ TRF >♠, 6(+), wk or GF	3♥ splinter
1♠ 4, 5+	2♠ splinter	3♠ splinter
1NT 6 - 9	2NT 4, 10 - 12 bal or 16+ bal	3NT 4, 13 - 15 bal, no 4cM
2♣ 4, 10+	3♣ splinter	4♣ splinter
2♦ TFR >♥, 6(+), wk or GF	3♦ weak	4♦ minorwood
other 4♥,♠,5♣ EKC		
1♥ 1♠ 4, 5+	2♥ 4, 6 - 9	3♦ splinter
1NT 6 - 10 or weak ♥ raise	2♠ splinter	3♥ 4, GF unbal, then 3♠ Art
2♣ 4, 10+	2NT 4, 10 - 12 bal or 16+ bal	3♠ splinter
2♦ 4, 10+	3♣ splinter	3NT 4, 13 - 15 bal
other 4♠ = KC, 5♣,♦ = EKC		
1♠ 1NT 6 - 11, or wk ♠ raise	2♠ 4, 6 - 9	3♥ splinter
2♣ 4, 10+	2NT 4, 10 - 12 bal or 16+ bal	3♠ 4, GF unbal
2♦ 4, 10+	3♣ splinter	3NT 4, 13 - 15 bal
2♥ 5, 10+	3♦ splinter	4♣ splinter
other		
1NT 3♣ 6, GF	3♠ 6, GF	4♦ minorwood
3♦ 6, GF	3NT to play	4♥ to play
3♥ 6, GF	4♣ minorwood	4♠ to play
other		
2♣ 2♦ 0 - 7 or waiting	2NT not exist	3♥ 7, weak
2♥ HHxxx(x), 7+	3♣ HHxxx(x)	3♠ 7, weak
2♠ HHxxx(x), 7+	3♦ HHxxx(x)	3NT AKQxxx any suit
other Kokish		
2♦ 2♥ to play	3♣ 6, NF	3♠ 4, NF
2♠ to play	3♦ 6, NF, NT probe	3NT to play
2NT F shape ask, never psych	3♥ 4, NF	4♣ not exist
other		

Notes

2♥ 2♠ 5, F	3♦ 5, F	3NT to play
2NT F asks outside A, K or suit	3♥ not invitational	4♣ RKC
3♣ 5, F	3♠ NSW ask	4♥ to play
other 4♠ = KC		
2♠ 2NT F as for 2♥	3♥ 5, F	4♣ RKC
3♣ 5, F	3♠ not invitational	4♥ NSW ask
3♦ 5, F	3NT to play	4♠ to play
other		
2NT 3♣ 0, puppet stayman	3♠ 0, minor staymen	4♦ minorwood
3♦ 5♥, 0+	3NT to play	4♥ trf ♣
3♥ 5♠, 0+	4♣ minorwood	4♠ trf ♦
other 5♣, 5/5 minors, wk		

9. CONVENTIONS

Unusual NT: touching suits, strong

4th Suit Forcing One round

Game force

NT Checkback Priorities: 2♣ puppet to 2♦ then INV or wk m, 2♦ GF

Defence to 3NT opening lead A

Defence to Opening Twos X = T/O, Lebensohl, leaping Michael's

Multi 2♦ X = T/O of M or big, 2NT=15-18, Lebensohl, P then 2NT = ms

RCO style 2-s X = points

Other 2-s if weak, leaping Michael's, X=T/O

Defence 1♣ : X = Ms, NT = ms, 2♣ = ♥ + other, 2♦ = ♠ +m, 2NT = ms

to 2♥/♠ nat, others Nat. (1♣):P may be strong.

strong same over 2♣ plus a level

♣

Over 1NT Interference rubensohl (modified)

Lebensohl - other uses (2X)-X-(P)- 2NT=Leb

Take out of 4 level pre-empts 4♣/4♦ X=T/O

4♥ X=T/O

4♠ overcall X= PEN, opening X=T/O

10. OTHER NOTES

4♠ barrage over our ♥, 4NT = ♠ cue

PodiPori

Leaping Michael's