

4. BASIC RESPONSES

Jump raises - minors	Inverted	Other: 6-9 hcp with 4+ cards
Jump raises - Majors	Preemptive	Other: Weak 2-5 hcp with 4+ cards
Jump shifts after minor opening	Weak 6+ card, 0-4 HCP.	
Jump shifts after Major opening	Bergen; and 1♥ - 2♠ or 1♠ - 3♥ = GF with 3 card support	
Responses to strong 2 suit open.	See inside	
Responses to 2NT opening	3♣ = Lavings (or Puppet Stayman)	

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	Low from Honour	
Discards	High Encourage	
Count	High-Low = Even	
Signal on partner's lead:	Primarily Count, Secondly Attitude	
Signal on declarer's lead:	Natural Count (if considered necessary)	
Notes	Ace lead requests Attitude; King lead requests Count	
Discards - High encourage or throw away what we don't want		
Smith Echo (against Oppos NT)		

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 3041 4♣ Gerber when? Minor Suit Key Card 3041

Slam Notes 5♣=3/0; 5♦=4/1; 5♥=2-Q; 5♠=2+Q, 5NT=All 5

Cue Bids Voidwood - steps are 0, 1, 2, 3, 4 (including trump King)

Asking Bids 4♠ is Keycard in ♥ when agreed trump suit is unambiguously ♥

7. OTHER CONVENTIONS

Inverted Minors	New Minor Forcing (NMF)
Jacoby 2NT	Long Suit Trial Bids
Bergen Raises	Cue Raises
Puppet Stayman (or Lavings)	3NT = Specific Ace Ask
Kokish	

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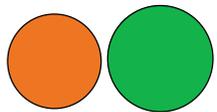
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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	169757	David Matthews
& Names:	120863	Chris Ingham
Basic System:	Standard with Optimal Twos	
Brown Sticker	<input checked="" 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♣	11+ HCP, 3+ ♣	1♥	11+ HCP, 5+ ♥
1♦	11+ HCP, 3+ ♦	1♠	11+ HCP, 5+ ♠
1NT	15-17 Balanced 4333, 5332, 4432		may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ 5 card Major enquiry Other: then 3♣ = Baron, 3♦ = Stayman

2♦ Transfer to ♥ 2♠ Transfer to ♣

2♥ Transfer to ♠ 2NT Transfer to ♦

other Super Accepts - 4 cards in Major or 3+ with Honour in a minor

2♣ 23+ or Game Force

2♦ Weak ♥ /or ♣ & ♦ /or ♣ & ♠ at least 5-5, 6-9 hcp

2♥ Weak ♠ /or ♥ & ♣ /or ♥ & ♦ at least 5-5, 6-9 hcp

2♠ Weak ♣ (inc 2 of top 3 honours) /or ♠ & ♦ /or ♠ & ♥ at least 5-5, 6-9 hcp

2NT 20-22 Flattish **3NT** Ace Ask 4♣=None, 4♦=♦, 4♥=♥, 4♠=♠

other 4NT=♣, 5♣=♣+♦, 5♦=♦+♥, 5♥=♥+♠, 5♠=♠+♣, 5NT=♣+♥ or ♦+♠

2. PRE-ALERTS

Optimal Two openers

Opening 4♣/♦ = Solid ♥/♠ BUT only in First & Second Position

2♣ response to opening 1 of a Major

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4♥ Jump overcalls Weak

Responsive doubles through 4♥ Unusual NT 2 Lowest unbid suits.

1NT overcall - immediate 15-18 with Stop(s) Immediate cue of minor Mod Michaels=♠+another (5+/5+)

1NT overcall - re-opening 11-14 Immediate cue of Major Michaels - Other Major + minor

Over weak twos X = Takeout (+Lebensohl) Over opening threes X = Takeout

Over opponent's 1NT X=Penalty; 2♣ = Majors, 2 level = Natural; 3 level = strong suit; 2NT = 2 suiter

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+, 4+ ♦	2♦ Weak, 0-4, 6+ ♦	3♦ Splinter 11+HCP, 4+ ♣
1♥ 6+. 4+ ♥	2♥ Weak, 0-4, 6+ ♥	3♥ Splinter 11+HCP, 4+ ♣
1♠ 6+, 4+ ♠	2♠ Weak, 0-4, 6+ ♠	3♠ Splinter 11+HCP, 4+ ♣
1NT 6-9 HCP, no 4 card M	2NT 11-12 HCP, no 4 cd M	3NT 13-15 HCP, flat, M Stops
2♣ Inverted, 11+HCP, 4+ ♣	3♣ 6-9 HCP, 4+ ♣	4♣ MSKC
other		
1♦ 1♥ 6+, 4+ ♥	2♥ Weak, 0-4, 6+ ♥	3♥ Splinter 11+HCP, 4+ ♦
1♠ 6+, 4+ ♠	2♠ Weak, 0-4, 6+ ♠	3♠ Splinter 11+HCP, 4+ ♦
1NT 6-9 HCP, no 4 cd M	2NT 11-12 HCP, no 4 cd M	3NT 13-15 HCP, flat, M Stops
2♣ 10+ with ♣	3♣ Weak, 0-4, 6+ ♣	4♣ Splinter 11+HCP, 4+ ♦
2♦ Invert, 11+ HCP, 4+ ♦	3♦ 6-9 HCP, 4+ ♦	4♦ MSKC
other		
1♥ 1♠ 6+HCP, 4+ ♠	2♥ 6-9 HCP with, 3 cd ♥	3♦ 9-11 with 4+ ♥
1NT 6-9, no 4 card ♠	2♠ Strong with ♠ & 3 card ♥	3♥ 2-5 HCP with 4+ ♥
2♣ 3 Way - Other Notes (1)	2NT GF with 4+ ♥	3♠ Splinter with 4+ ♥
2♦ 10+ with ♦	3♣ 6-8 with 4+ ♥	3NT To play
other		
1♠ 1NT 6-9	2♠ 6-9 HCP with 3 ♠	3♥ Strong with ♥ & 3 card ♠
2♣ 3 Way - Other Notes (1)	2NT GF with 4+ ♠	3♠ 2-5 HCP with 4+ ♠
2♦ 10+ with ♦	3♣ 6-8 HCP, 4+ ♠	3NT To play
2♥ 10+ with ♥	3♦ 9-11 HCP, 4+ ♠	4♣ Splinter with 4+ ♠
other		
1NT 3♣ Strong with ♣	3♠ Strong with ♠	4♦ MSKC in ♦
3♦ Strong with ♦	3NT To play	4♥ To play
3♥ Strong with ♥	4♣ MSKC in ♣	4♠ To play
other		
2♣ 2♦ 0-7 HCP, or waiting	2NT 8-9 HCP, flattish	3♥
2♥ 8+HCP, 5+ ♥	3♣ 8+ HCP, 5+ ♣	3♠
2♠ 8+ HCP, 5+ ♠	3♦ 8+ HCP, 5+ ♦	3NT
other Kokish. After 2♣ - 2♦ - 2♥ demands relay to 2♠ - 2NT = 25-27 See Other Notes (2)		
2♦ 2♥ Pass or Correct (P/C)	3♣ P/C	3♠ P/C
2♠ P/C	3♦ P/C	3NT To play
2NT Forcing	3♥ P/C	4♣ P/C
other 4♦ = P/C		

Notes

2♥ 2♠ Pass or Correct (P/C)	3♦ P/C	3NT To Play
2NT Forcing	3♥ P/C	4♣ P/C
3♣ P/C	3♠ P/C	4♥ P/C
other 4♦ P/C		
2♠ 2NT Forcing	3♥ P/C	4♣ P/C
3♣ Pass or Correct (P/C)	3♠ P/C	4♥ P/C
3♦ P/C	3NT To Play	4♠ P/C
other 4♦ P/C		
2NT 3♣ Lavings	3♠ = 5♠ & 4♥ GF	4♦ Strong with ♦ = MSKC
3♦ = Transfer to ♥	3NT To play	4♥ To play
3♥ = Transfer to ♠	4♣ Strong with ♣ = MSKC	4♠ To play
other		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round Usually stopper ask Game force

NT Checkback Priorities: NMF = (1) 3 card M support (2) Other M (3) rebid ♦ or NT

Defence to 3NT opening X = Penalty, 4♣ = Take out

Defence to Opening Twos X = 15, Suit Bid = Natural, 2NT = 16-19 system on

Multi 2♦)
 RCO style 2-s) As above
 Other 2-s)

Defence X = Majors; 1NT = minors; everything else = natural

to 2♣ overcall = Natural

strong
 ♣

Over 1NT Interference Lebensohl Slow shows stopper

Lebensohl - other uses After Opponents Opening 2 bid and partner X for Take Out

Take out of 4 level pre-empts 4♣/4♦ X = Take out, 4NT = Suggestion to Play

4♥ X = Take out, 4NT = 2 suiter 4♠ X = Penalty Suggestion, 4NT = 2 suiter

10. OTHER NOTES

(1) 2♣ response to 1 of a Major opener = 3 way: (a) Limit raise in the Major, (b) Normal 2♣ being 10+ with Clubs, (c) Flat 11-12. Opener bids 2♦ if happy to play game opposite a limit raise. Thereafter - 2NT = 18-19, 3NT = 12-14, 3 of Major is RKCB, 2nd Suit at 4 level is solid.

(2) Kokish. (a) 2♣ - 2♦ - 2♥ - 2♠ - 3 level = GF with very strong suit whereas

(b) 2♣ - 2♦ - 3 level bid = GF with suit bid.