

4. BASIC RESPONSES

Jump raises - minors	Preempt 0-5 HCP, 5+ cards
Jump raises - Majors	Preempt 0-5 HCP, 4+ cards
Jump shifts after minor opening	WK 6+cd M or Criss Cross
Jump shifts after Major opening	Combined & Modified Bergen R(jump shift in OM)4+sup & a short
Responses to strong 2 suit open.	N/A
Responses to 2NT opening	2NT after Multi 2♦- Transfer,Puppet Stayman

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead except AKx(+)	Journalist
Four or more with an honour	4th highest	attitude
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	Ssx Xx xXx Hx hxX	
Discards	Odd=ENCRG, Even=McKenney	
Count	Low-High = Even	
Signal on partner's lead:	Rev. count, Low Encourage	
Signal on declarer's lead:	Rev. count	
Notes	A-Rev. attitude, K-Rev. count, McKenny when obvious	

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input checked="" type="checkbox"/>	when? 1NT
Slam Notes	Exclusion KC(3014), Minor suit KC(1430), 5NT=2 Key& void		
Cue Bids <input checked="" type="checkbox"/>	1st or 2nd control	[Quantitative 4NT- 5any=5cd,5NT=no 5cd two 4cd,	
Asking Bids <input checked="" type="checkbox"/>		6any=good(2-3top hon)5cd, 6NT= no other strains]	

7. OTHER CONVENTIONS

Kokish long & short suit trial	Maximal X, 4NT=T/O after 4♥/♠ overcall
2 way Rev. Drury & Game tries after Drury	Versus Michaels or Unusual Notrump
2 way checkback /1NT rebid by opener	DOPI & ROPI, Support X & XX to 2♥
3♣ Wolff Signoff & 3♦ checkback / 2NT rebid by opener.	Bromad 2♣/♦=3cd,6-9/inv,3♣/♦=4cd 6-9/inv
Cue raises(first arrival)	Criss Cross raises. Flip flop after X of m

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Leaping Michaels over WK 2/3of M-4♣/4♦=18+pts, 5+/5+

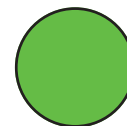
Sandwich 1NT=5-10, 5/5 unbid suits

2NT=6/6, 6/5,5/6=high,low rank cue

Flip Flop, 1♣/♦-(x)-2♣/♦=6-9, 3♣/♦=10-11, 2NT=TF 0-5



AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	353401	Suzie Futaesaku
& Names:	170331	Wendy Driscoll
Basic System:	2/1	
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♣	11+ HCP, 3+♣	1♥	11+ HCP	5+♥
1♦	11+ HCP, 3+♦	1♠	11+ HCP	5+♠
1NT	15-17 Balanced			may contain 5 card Major <input checked="" type="checkbox"/>
1NT Responses 2♣ Simple Stayman, 2♣ then 3♣ asks 5cd M				
2♦	TRF ♥, (3♥=Max&4)	2♠	TRF ♣, (3♣=Super accept Hxx)	
2♥	TRF ♠, (3♠=Max&4)	2NT	TRF ♦, (3♦=Super accept Hxx)	
other	Smolen TRF, Texas TRF			
2♣	23+ BAL or any game force			
2♦	Multi : weak Major OR 20-22 BAL			
2♥	Multi : weak, 5♥/5♠ or 5♥ & 4+ minor			
2♠	Multi : weak, 5♠ & 4+ in either minor			
2NT	weak 5/5 minors:	3NT	Kabel: Specific Ace asking	
other				

2. PRE-ALERTS

Forcing 1NT/1M(1st & 2nd seat)	Artificial limit raises in all suit & after X
Combined & Modified Bergen Raises	
Leaping Michaels	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	weak
Responsive doubles through	4♥	Unusual NT	Lower 2 unbid suits
1NT overcall - immediate	15-18 BAL	Immediate cue of minor	Michaels, 5/5 Majors
1NT overcall - re-opening	10-14	Immediate cue of Major	Michaels, 5 other M & 5 minor
Over weak twos	2NT15-18,T/O X with leb,LM	Over opening threes	X= T/O, 3NT=to play, LM
Over opponent's 1NT	Multi Landy, 2♣=both M, 2♦=single suit, 2♥/♠=5♥/♠ & m, 2 NT=minors		
Strong 1NT; X=4M & 5m			
Weak 1NT; X=Penalties (15+pts.)			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣	1♦ 6+, 4+♦	2♦ 10-12, 5+♣, Inv.	3♦ SPL
	1♥ 6+, 4+♥	2♥ 1-5, 6+♥	3♥ SPL
	1♠ 6+, 4+♠	2♠ 1-5, 6+♠	3♠ SPL
	1NT 6-9, No 4cd M	2NT 10-12, No 4cd M	3NT 13-15, No 4cd M
	2♣ 12+, 5+♣, FG	3♣ 1-5, 5+♣	4♣ PRE
other			
1♦	1♥ 6+, 4+♥	2♥ 1-5, 6+♥	3♥ SPL
	1♠ 6+, 4+♠	2♠ 1-5, 6+♠	3♠ SPL
	1NT 6-9, No 4cd M	2NT 10-12, No 4cd M	3NT 13-15, No 4cd M
	2♣ 12+, 4+♣, FG	3♣ 10-12, 4+♦, Inv	4♣ SPL
	2♦ 12+, 4+♦, FG	3♦ 1-5, 5+♦	4♦ PRE
other			
1♥	1♠ 6+, 4+♠	2♥ 6-9, 3cd Support	3♦ 10-11, 3cd Support
	1NT 6-11, Semi Forcing	2♠ 13-15, 4+♥ & a short-2N	3♥ 0-5, 4+♥
	2♣ 12+, 4+♣, FG	2NT 12+, 4+♥, Jacoby	3♠ 13-15, 4+♥ & void-3N-?
	2♦ 12+, 4+♦, FG	3♣ 6-11, 4+♥, C. Bergen	3NT 13-15, 3cd Supp. BAL
other	1♥-4♣=3cd♥ 16-18 BAL, 1♥-4♦=5+♥ 7-10		3♣ resp. by PH=6-9,4cd
1♠	1NT 6-11, Semi Forcing	2♠ 6-9, 3cd Support	3♥ 13-15, 4+, -3♠aks-3N(v)
	2♣ 12+, 4+♣, FG	2NT 12+, 4+♠, Jacoby	3♠ 0-5, 4+♠
	2♦ 12+, 4+♦, FG	3♣ 6-11, 4+♠, C. Bergen	3NT 13-15, 3cd Supp. BAL
	2♥ 12+, 5+♥, FG	3♦ 10-11, 3cd Support	4♣ 16-18, 3cd Supp. BAL
other	1♠-4♦=5+♠ 7-10		3♣ resp. by PH=6-9,4cd
1NT	3♣ Weak, 5+/5+ minors	3♠ FG, 5+/5+ M	4♦ Texas TRF
	3♦ FG, 5+/5+ minors	3NT To play	4♥ Texas TRF
	3♥ INV, 5+/5+ M	4♣ Gerber (1430)	4♠
other	Smolen (5/4 M)		
2♣	2♦ Positive/Waiting	2NT 5+♥, 2 of top 3 hon.	3♥
	2♥ Neg. No A/K	3♣ 6+♣, 2 of top 3 hon.	3♠
	2♠ 5+♠, 2 of top 3 hon.	3♦ 6+♦, 2 of top 3 non.	3NT
other	After interference, Pass=Positive, X,XX=deny Value, DOPI, ROPI		
2♦	2♥ Pass or Correct	3♣ Cons.	3♠ Natural, Forcing
	2♠ Pass or Correct	3♦ Cons.	3NT To play
	2NT Forcing Inquiry	3♥ P/C, 3/3+ in both M	4♣
other	2♦-2NT, 3♣(any max)-3♦, 3♥(shows♠)3♠(shows♥). 2♦-2NT, 3♦/♥(shows♥/♠min)		

Notes 3♣-4♦=KCB in ♣ Step, 3♦-4♣=KCB in ♦ Step, 3♥/♠-4♣=KCB in ♥/♠ Step
 1NT-3♠-4♣(count both suits Keycard Step), 4♦=0, 4♥=1, 4♠=1+Q, 4NT=2, 5NT=3 Aces
 3NT-4♣=no Ace, 4♥♥♠, 5♠=that Ace, 4NT=non touching 2 Aces, 5♦♥♠, 6♠=Ace & above

2♥	2♠ Pass or Correct	3♦ Limit raise in ♥	3NT To play
	2NT Forcing Inquiry	3♥ Preemptive	4♣ Splinter
	3♣ P/C, both m	3♠ Natural, FG	4♥ To play
other	4♦=Splinter		
2♠	2NT Forcing Inquiry	3♥ Natural, Invitational(NF)	4♣ Splinter
	3♣ Pass or Correct	3♠ Preemptive	4♥ To play
	3♦ Limit raise in ♠	3NT To play	4♠ To play
other	4♦=Splinter		
2NT	3♣ Puppet Stayman	3♠ 5♠/4♥	4♦ KC in ♦
	3♦ TRF ♥	3NT To play	4♥ To play
	3♥ TRF ♠	4♣ KC in ♣	4♠ To play
other	Above responses are after Multi 2♦-2♥, 2NT-		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 2 way, 2♣=Inv., 2♦=FG

Defence to 3NT opening X=T/O for Majors, other= Natural

Defence to Opening Twos Weak 2: 2NT=15-18(Puppet only). Leaping Michaels

Multi 2♦ X=12-15 BAL or STR 1 suiter or 19+ BAL. 2NT=16-18, 3♣♦♥♠=Good 6cd

RCO style 2-s X=T/O 4♣=5♥/5m, 4♦=5♠/5m, 3NT/4♥/♠=To play

Other 2-s X=T/O

Defence (strong 1♣) : Multi Landy: 2♣=both M, 2♦=M, 2♥/♠=5♥/♠ & m, 2NT=minors
 to X=shows ♣, 1NT=4M & longer m - 2♣=P/C, 2♦=asks M
strong (strong 2♣) : X=Majors, 2NT=minors
 1♣ / 2♣ (Tf Res/1♣): 2♣=natural, 3♣=natural wk, 2♦=both M, 2NT=both m, others=natural

Over 1NT Interference Lebensohl & other Notes

Lebensohl - other uses After partner's X of weak 2, After partner makes a reverse

Take out of 4 level pre-empts 4♣/4♦ X=T/O, 4NT=2 suited hand

4♥ X=T/O, 4NT=2 suited hand 4♠ X=T/O optional, 4NT=2 suited hand

10. OTHER NOTES

1NT-{2♣}-all system ON, {2♣}-X=Stayman, {X}-system ON, {X}-XX=rescue, {any other}-Leb

2 way check back: 1♣-1♥/♠, 1NT-2NT=TRF♣

Vs. Michaels or Unusual NT: 1♦-{2♦} or 1♥-{2NT}, higher rank cuebid is limit raise or more

other cue shows 4th suit. e.g. 1♥-{2NT}-3♣=shows 5+cd ♠ & at least game interest, 3♠=NF

2♥-{2♠}-3♦, 2♥/♠-{X / 2NT / 3♣}-3♦=all Inv. 2♥/♠-{2NT}-3♣=P/C, 2♥/♠-{3♣/♦}-3♥/♠=inv.

Multi Landy: {1NT}-2♣-{P}-2NT, - {P} - 3♣/♦=better♥/♠ not min. 3♥=longer♥ or 4-4 & min

3♠=longer ♠ & min, 3NT=5/5 or better & Max.