

## 4. BASIC RESPONSES

Jump raises - minors	1♣-3♣ = GF 5+♠5+♦	1♦-3♦ = 6-9 5+♦5+♥
Jump raises - Majors	1♥-3♥ = 6-9 4+♥	1♠-3♠ = 0-5 4+♠
Jump shifts after minor opening	Artificial. Each one is completely different (see inside card).	
Jump shifts after Major opening	1♥-3m = 9-11 splinter. 1♥-2♠ to play. Bergen over 1♠.	
Responses to strong 2 suit open.	2♦ = negative, 2♥ = artificial positive, 2NT = 5+♥	
Responses to 2NT opening	Muppet Stayman, transfers, 3♠ minor-suit Stayman	

## 5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	AQ for attitude, king for count	
Four or more with an honour	Fourth best	
From 4 small	2nd	
From 3 cards (no honour)	2nd	
In partner's suit	Low from honour, else 2nd	
<b>Discards</b>	Odd encourage <sup>1st discard only!</sup>	See below
<b>Count</b>	Odd=odd, even=even	
<b>Signal</b> on partner's lead:	Reverse attitude, or REO count	
<b>Signal</b> on declarer's lead:	Odd=odd, even=even (see next paragraph)	
<b>Notes</b>	Count signals: lowest odd card shows odd number, and lowest even card shows an even number. A high card (anything other than lowest) shows the opposite. 1st discard: low odd card encouraging, high odd card discouraging, even=suit preference.	

## 6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/> RKC <input type="checkbox"/> 1430 We play Kickback, so 4NT is often artificial
Asking Bids <input checked="" type="checkbox"/> Cue Bids <input checked="" type="checkbox"/> Most auctions use Turbo, 4NT is rarely Blackwood.
Depending on context, 4NT could be a relay, a cue bid, ace showing, or a signoff.

## 7. OTHER CONVENTIONS

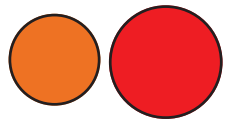
<b>System changes in 3<sup>rd</sup>/4<sup>th</sup> seat:</b>
1♣ = natural or balanced (could have 5♦)
1♦ = natural or balanced (could have 5♣)
1M = natural (artificial 2♣, Gazzilli, Kaplan)

<a href="http://www.abf.com.au">www.abf.com.au</a>	1 <sup>st</sup> /2 <sup>nd</sup> openings other than 1♦ usually deny four spades.
PDF Form Rev. 21E29 by RoL	Artificial responses to 1♣ and 1♦ openings.
MyRev.	Transfers in many auctions (can include double).
Copyright © ABF 2021	Leaping and non-leaping Michaels. Serious 3NT.



AUSTRALIAN BRIDGE  
FEDERATION LTD.

## STANDARD SYSTEM CARD



ABF Nos.	256986	Brad Coles
& Names:	728853	Erin Tewes

Basic System:	Natural forcing 1♣. In 1 <sup>st</sup> /2 <sup>nd</sup> , artificial 1♦ spades and artificial 1NT diamonds
Brown Sticker	<input checked="" type="checkbox"/> Classification: Green <input type="checkbox"/> Blue <input type="checkbox"/> Red <input checked="" type="checkbox"/> Yellow <input type="checkbox"/>

## 1. OPENING BIDS

Describe strength, min.length, or specific meaning Canapé

1♣ 14+, 2+♣. Natural or balanced. Forcing. 1♥ 1<sup>st</sup>/2<sup>nd</sup>: 9-15 4+♥. 3<sup>rd</sup>/4<sup>th</sup>: standard.

1♦ 1<sup>st</sup>/2<sup>nd</sup>: 8-21 4♠. 3<sup>rd</sup>/4<sup>th</sup>: 5+♦ or balanced. 1♠ 10-21, 5+♠.

1NT 1<sup>st</sup>/2<sup>nd</sup>: DIAMONDS. 3<sup>rd</sup>: 15-16 balanced. 4<sup>th</sup>: 12-14 bal. may contain 5 card Major

1NT Responses 2♣ 1 <sup>st</sup> /2 <sup>nd</sup> 1NT opening is diamonds: (a) 11-13 4+♠4♦ or (b) 16+ 5+♦	
2♦ 2♣ and 2♦ = to play opposite 11-13	2♠ Natural, constructive
2♥ Natural, constructive	2NT Forcing enquiry, invite or better
(Dbl) other In 3 <sup>rd</sup> /4 <sup>th</sup> , 1NT natural, with transfers	

2♣ STRONG. Artificial GF or 20-21 balanced.

2♦ NATURAL. 1<sup>st</sup>/2<sup>nd</sup> seat: 11-15 5+♦. 3<sup>rd</sup> seat: 0-11 5+♦4♥. 4<sup>th</sup> seat: 11-13 5+♦4♥.

2♥ NATURAL. 1<sup>st</sup>/2<sup>nd</sup> seat: 16-20 5+♥. 3<sup>rd</sup> seat 0-11 5+♥. 4<sup>th</sup> seat: 11-13 6♥.

2♠ NATURAL. Weak two, undisciplined when not vul (can be five).

2NT 22-23 balanced 3NT 9-14 5♠ and 6+ red suit.

other SIGNIFICANT SYSTEM CHANGES IN 3<sup>rd</sup>/4<sup>th</sup> SEAT (MOSTLY STANDARD)

## 2. PRE-ALERTS

1<sup>st</sup>/2<sup>nd</sup>: 1♦ shows FOUR SPADES, 8-21. Artificial responses to 1♣ / 1♦ openings.

1<sup>st</sup>/2<sup>nd</sup>: 1NT is DIAMONDS (11-13 or 16+). 3♣ opening is 9-13, and 3♦ is 11-15.

1♣ can have longer diamonds. Forcing. We don't open some balanced 13-counts.

## 3. COMPETITIVE BIDS / OVERCALLS

Doubles Are sometimes used as transfers at low levels Negative DBL thru 4♠

Responsive DBL thru N/A

Jump overcalls Two-suited, 11-15 (sometimes 9-13) Unusual NT Distributional, nearly GF

1NT overcall: (immediate) Artificial, for takeout (re-opening) Natural, variable

Immediate cue: (minor) Natural (Major) 11+, non-touching suits

Over: Weak Twos Takeout doubles Opening Threes Takeout doubles

Opponent's transfers Double for takeout, bids natural

Opponent's 1NT Dbl=1-suited ; 2♥=majors ; 2♠=natural ; 2m=natural+major

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 0+ points, 4+♥	2♦ 5+♥, 0-5 or GF	3♦ GF, 5+♦ 4+♣, short ♥
1♥ not 4♥, not 5♠, 0-11	2♥ 5+♠, 0-5 or GF	3♥ GF, 5+♦ 4+♣, short ♠
1♠ 0+ points, 5+♠	2♠ GF, 5+♥ 5+♦	3♠ GF, 5+♦ 4+♣, short ♠
1NT 8-9 bal, may have 4M	2NT GF, 5+♥ 5+♠	3NT GF, 5+♦ 4+♣, short ♠
2♣ Artificial game force	3♣ GF, 5+♠ 5+♦	4♣ GF, 5+♦ 4+♣, short ♠
other		
1♦ 1♥ artificial enquiry, 10+	2♥ natural non forcing, 6-9	3♥ invitational 5-card raise
1♠ 0-7 any shape, NF	2♠ natural non forcing, 6-9	3♠ 5+♠, usually 6-9
1NT 8-10 semi-balanced	2NT 5+♦ 5+♠ usually 6-9	3NT 16-17 balanced
2♣ natural non forcing, 6-9	3♣ 5+♣ 5+♥ usually 6-9	4♣ splinter, 11-14 HCP
2♦ natural non forcing, 6-9	3♦ 5+♦ 5+♥ usually 6-9	4♦ splinter, 11-14 HCP
other Applies only over 1 <sup>st</sup> /2 <sup>nd</sup> seat 1♦ opening. Standard bidding in 3 <sup>rd</sup> /4 <sup>th</sup> seat.		
1♥ 1♠ artificial invite or more	2♥ 8-12, 3+♥	3♦ 9-11 splinter
1NT 8-11 vul, 0-12 nonvul	2♠ 0-10, 6+♠	3♥ 6-9 four-card raise
2♣ 0-12 natural	2NT GF four-card raise	3♠ 12-13 artificial splinter
2♦ 0-12 natural	3♣ 9-11 splinter	3NT to play
other 1♥-1NT could have four or five spades. Standard bidding in 3 <sup>rd</sup> /4 <sup>th</sup> seat.		
1♠ 1NT semi-forcing, 5-12	2♠ 8-10 three-card raise	3♥ 4-5 four-card raise
2♣ three-way multi	2NT GF four-card raise	3♠ 0-3 four-card raise
2♦ GF 4+♦ (usually 5)	3♣ 9-12 four-card raise	3NT artificial splinter
2♥ GF 5+♥	3♦ 6-8 four-card raise	4♣ medium splinter
other		
1NT 3♣ to play opposite 11-13	3♠ GF natural	4♦ natural slam try
3♦ to play opposite 11-13	3NT to play opposite 11-13	4♥ to play opposite 11-13
3♥ GF natural	4♣ natural slam try	4♠ to play opposite 11-13
other Over a 3 <sup>rd</sup> /4 <sup>th</sup> seat 1NT, standard responses (Stayman, four-suit transfers)		
2♣ 2♦ artificial negative	2NT slam try, 5+♥	3♥
2♥ artificial, slam interest	3♣ slam try, 5+♠	3♠
2♠ slam try, 5+♠	3♦ slam try, 5+♦	3NT
other The 2♠-3♦ bids show good suits. Without a good suit, we bid 2♥ (artificial).		
2♦ 2♥ constructive, NF	3♣ artificial GF	3♠ GF 6+♠
2♠ constructive, NF	3♦ invitational	3NT to play
2NT invitational	3♥ GF 6+♥	4♣
other		

### Notes

The responses on this page only apply over 1<sup>st</sup>/2<sup>nd</sup> seat openings.

3<sup>rd</sup>/4<sup>th</sup> seat auctions are very standard, but with transfer responses to 1♣ opening.

2♥ 2♠ Catchall (default bid)	3♦ GF 5+♦	3NT To play
2NT Spades	3♥ Slam try in hearts	4♣
3♣ GF 5+♣	3♠	4♥
other Applies only over 1 <sup>st</sup> /2 <sup>nd</sup> seat 2♥ opening. Standard bidding in 3 <sup>rd</sup> /4 <sup>th</sup> seat.		
2♠ 2NT Clubs	3♥ Spades, invite or better	4♣
3♣ Diamonds	3♠ Preemptive	4♥
3♦ Hearts	3NT To play	4♠
other		
2NT 3♣ Muppet Stayman	3♠ Minor-suit Stayman	4♦ Natural slam try
3♦ Hearts	3NT To play	4♥ Natural slam try
3♥ Spades	4♣ Natural slam try	4♠ Natural slam try
other		

## 9. CONVENTIONS

**Unusual NT:** GF two suiter. (1m)2NT=M+m, (1♥)2NT=♣+other, (1♠)2NT=♦+other

**4th Suit Forcing** One round  Rare, we usually play transfers  Game force

**NT Checkback**  Priorities: 2♣=any invite, 2♦=any GF, others usually transfers

**Defence to 3NT opening**

**Defence to Opening Twos**

Multi 2♦ Double = 12-15 balanced or strong

RCO style 2-s Double = 13-15 balanced or very strong

Other 2-s Double is takeout if a suit has been shown, otherwise 13-15 balanced.

**Defence** 1♦=♦♦, 1♥=♥♥, 1♠=♠♠, 1NT=♣♦, 2♣=♠♥, 2♦=♦♠, dbl=♣♦

**to** Good hands tend to pass first and bid later.

**strong** (2♣) : 2NT shows any two suits (obstructive)

1♣ / 2♣

**Over 1NT Interference** Double for takeout over natural 1NT, penalty over artificial 1NT

**Lebensohl - other uses**

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

4♥ Double

4♠ Double

## 10. OTHER NOTES

\*\*\*\* See here for PRE-ALERTS and full descriptions of 1<sup>st</sup>/2<sup>nd</sup> seat opening bids \*\*\*\*

**1C opening:** 14+ HCP. Natural (5+♣ or 4441) or balanced (14-21). Forcing.

Denies four spades unless 6♣5♠. Can have longer diamonds. Balanced includes 3-3-5-2.

**1D opening:** Exactly four spades, can be canape. 10-21 HCP (can be weaker nonvul).

**1H opening:** 4+♥, can have longer minor. 11-15 HCP (can be weaker nonvul).

**1NT opening (diamonds):** (a) 11-13 4♦4♣, (b) 16-20 6+♦ or 4♥5+♦, (c) GF 4♠5+♦

**In defence:** Double is 16+ any over opps' 1♦/1♥/1♠. 1NT overcall is for takeout.