

4. BASIC RESPONSES

Jump raises - minors	Preemptive
Jump raises - Majors	Preemptive
Jump shifts after minor opening	1C-2D = nat INV else 2-level is natural and pre. 3-level is pre.
Jump shifts after Major opening	2-level is natural and preemptive. 3-level is splinter.
Responses to strong 2 suit open.	
Responses to 2NT opening	3♣=mupp; 3♦/♥=♥/♠; 3♠=pup->3NT(54m), 3NT=55m, 4♣=55M

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A-Attitude K-Count	
Four or more with an honour	4th highest	attitude
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	Low from 3+ small if didn't raise	
Discards	Low Encourage	Low Encourage
Count	Low-High = Even	
Signal on partner's lead:	rev count (attitude on A lead)	
Signal on declarer's lead:	smith (in trumps), rev count & nat suit pref (context-dependent)	
Notes	underlead for unblock (e.g. Q from KQ1098). following to a suit where count is clearly not important is usually nat suit pref present count vs NT lowest from 5+ generally promises 2 honours	

6. SLAM CONVENTIONS 4♣ Gerber * 1NT rebid (qnt via 2♣ pup)

4NT: Blackwood <input type="checkbox"/> RKC	1430	4NT quant: last bid NT* or after stayman resp.
Asking Bids <input type="checkbox"/>	Cue Bids <input checked="" type="checkbox"/>	3NT non-serious with M agreed
cue 1st/2nd control XRKCB 01122 run-on resp. to RKC TQ 2nd step		
after intervention, pass=1 st step, dbl/rdbl=2 nd step. >5T:DEPO/REPO		

7. OTHER CONVENTIONS

b/out after rev (low of FS/2NT=wk, rest FG)	After 1♣:1♠:1NT(11-14b):
support dbl/rdbl (if we can still play 2T)	2♣=minors (45) p/c,
FSJ in comp (incl. dbl) and by p/hands	2♦=to play, 2M=FG 4M5♦, 2NT=inv,
cheapest m after our 3X open = art slam try	3m-FG nat, 3M=splinter w ♦.
leaping michaels	

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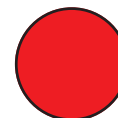
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After 1M:2♣:2♦=any min, but opp p/hand 2M=sub-min
When 3NT is quant, respond aces if max (4♣=0, etc.)
Lead-directing dbl of NT: priority (a) your suit, (b) my suit,
(c) dummy's suit, (d) highest unbid suit.



**AUSTRALIAN BRIDGE
FEDERATION INC.**

STANDARD SYSTEM CARD



ABF Nos.	175382	Robert Fruewirth
& Names:		Ben Thompson
Basic System:	2/1 with short club, transfer resp. to 1♣	
Brown Sticker <input 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, minimum length, or specific meaning		Canapé <input type="checkbox"/>
1♣ 11+hcp, 2+ (incl 11-14b and 18-19b)	1♥ 11+hcp, 5+	
1♦ 11+hcp, 4+, usually unbalanced	1♠ 11+hcp, 5+	
1NT 15-17b/sb they bid 2♣=Ms: 2♦=NF, 2♥=inv+♣, 2♠=inv+♦ may contain 5 card Major <input checked="" type="checkbox"/>		
1NT Responses 2♣ Simple Stayman 1NT:2♣:2♦:2♥=wk both Ms Smolen 2♦ ♥ (accepting denies 4 card support) 2♠ ♣ (accepting transfer is super-accept) 2♥ ♠ (accepting denies 4 card support) 2NT ♦ (accepting transfer is super-accept) (Dbl) system off when 1NT is doubled other M supers:2NT=max, 3M=min, 3X=<Jx		

2♣ FG or 23-24b	
2♦ 5♥ 4♠ 11-15 HCP (then 2NT = inv+ enq, 3♣ = NF, 3♦ = Inv)	
2♥ 6-10hcp 6♥ (then 2NT?: 3♣=any min, 3♦=max no short, 3♥♠NT=max LMH short)	
2♠ 6-10hcp 6♠ (after 2M:2NT:3♣: 3♦ asks for short, then NLMH)	
2NT 20-22b	3NT solid 7-card suit (any) with no A/K o/s
other 1♣:1R:1NT= 18-19b. 1♣:1R: 2NT=18-19b 4-card raise	

2. PRE-ALERTS

transfers after 1♣ opening (incl comp to 1♥)	1-level t/fer accept = 11-14b with 2-3 supp
1♣ may have longer ♦ if balanced	
transfers after 1X(1Y) up to Y=♥	

3. COMPETITIVE BIDS / OVERCALLS

Jump overcalls weak	Unusual NT	2 lowest unbid
1NT overcall: (immediate) 15-18 (sys-on)	(re-opening) 11-14 (sys-on) 2NT=19-20	
Immediate cue: (minor) Majors (unless 1♣=2-)	(Major) Other Major + minor	
Over: Weak Twos dbl=t/o. 3cue=stop ask Opening Threes dbl=t/o		
Opponent's 1NT 2♣ = Ms (then 2♦ asks longer); 2♦=1M; 2M=M+m; 2NT=ms; ph* dbl=4M5m		
vs. opp's 1-level 4 card transfers: immediate cue is natural, dbl is t/o of the suit shown		
penalty dbls after we open a pre-empt and they overcall *also in bal pos vs strong NT		
Doubles dbl of opp's cue of our suit by bidder is anti-lead.	Negative DBL thru	1♠-4♠
if we raise and they bid, if it's a raise our dbl is g-try else pen.	Responsive DBL thru	4♠

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+hcp, 4+♥	2♦ Inv 6+♦	3♦ weak
1♥ 5+hcp, 4+♠	2♥ 4-7 6+♥ (wk2 sys-on)	3♥ weak
1♠ 5-9 no M or FG (4)5+♦	2♠ 4-7 6+♠ (wk2 sys-on)	3♠ weak
1NT 10-12, no M	2NT any splinter	3NT to play
2♣ 10+ 5+♣ (rare flat 16+)	3♣ preemptive	4♣ preemptive
other 1♣:2♣:2♦=11-14b 1♣:1♠:2♦=18-19b, then 2♥=♦+♠, 2♠=pup->2NT, 2NT=ms		
1♦ 1♥ 5+hcp, 4+♥	2♥ 4-7 6+♥ (wk2 sys-on)	3♥ splinter
1♠ 5+hcp, 4+♠	2♠ 4-7 6+♠ (wk2 sys-on)	3♠ splinter
1NT 5-9 nat	2NT nat inv no M	3NT to play
2♣ Nat or Inv=♦	3♣ splinter	4♣ splinter
2♦ 6-10 raise	3♦ preemptive	4♦ preemptive
other 1♦:1♠:1NT=4♥<rev		
1♥ 1♠ 5+, 4+♠	2♥ 5-9 nat	3♦ splinter
1NT semi forcing	2♠ 4-7 6+♠ (wk2 sys-on)	3♥ preemptive
2♣ nat/bal FG or inv+ 3♥	2NT 4+ raise, FG	3♠ splinter
2♦ FG nat	3♣ splinter	3NT 12-14 bal 4+ raise
other after 1M:2NT:3♣(any min): 3♦=re-ask, then No Short, L,M,H.		
1♠ 1NT semi forcing	2♠ 5-9 nat	3♥ splinter
2♣ nat/bal FG or inv+ 3♠	2NT 4+ raise, FG	3♠ preemptive
2♦ FG nat	3♣ splinter	3NT 12-14 bal 4+ raise
2♥ FG nat	3♦ splinter	4♣ splinter
other after 1M:(DBL): transfers up to M-1 (1NT=♣, 2♣=♦, etc.)		
1NT 3♣ puppet stayman	3♠ nat slam try	4♦ transfer to ♥
3♦ nat slam try	3NT to play	4♥ transfer to ♠
3♥ nat slam try	4♣ FG 55M	4♠ to play
other		
2♣ 2♦ neg or waiting	2NT 8-10 <3 controls	3♥ 6-solid
2♥ 5+♥ 2 of top 3	3♣ 6+♣ 2 of top 3	3♠ 6-solid
2♠ 5+♠ 2 of top 3	3♦ 6+♦ 2 of top 3	3NT doesn't exist
other *(below) - then bid responders suit NF		
2♦ 2♥ pass/correct	3♣ nat F1	3♠ pass/correct
2♠ to play	3♦ nat F1	3NT to play
2NT inv+ enq	3♥ pass/correct	4♣ pls transfer to your M
other 4♦=pls bid your M 2♦:(dbl):pass=♦, rdbl=pup->2♥*, 2M=p/c, 2NT=sys-on, 3♣=F1		

Notes single jump splinters are inv to game or slam; double jumps are FG only
 after 2NT jump rebid (FG, supp is ok): 3♣ = art FG; 3♦/♥ = tfer; 3♠ = long m mild slam try
 bid short after 1NT-2♠/NT-bid | weak two system same as 1M:2NT

2♥ 2♠ nat F1	3♦ nat F1	3NT to play
2NT inv+ enq	3♥ to play	4♣ splinter 4♦=splinter
3♣ nat F1	3♠ splinter	4♥ to play
other 4♠ to play		
2♠ 2NT inv+ enq	3♥ nat F1	4♣ splinter 4♦=splinter
3♣ nat F1	3♠ to play	4♥ to play
3♦ nat F1	3NT to play	4♠ to play
other		
2NT 3♣ muppet stayman	3♠ pupp->3NT (54m)	4♦ transfer to ♥
3♦ ♥ (3NT=super)	3NT 55 minors	4♥ transfer to ♠
3♥ ♠ (3NT=super)	4♣ 55 Majors	4♠ rkc in ♣
other 4NT=quant after 2NT:3♣:3♦: 4m=5, 4♥=♣ slam try, 4♠=♦ slam try		

9. CONVENTIONS

Unusual NT: lower 2 unbid suits

4th Suit Forcing One round *jump to 3NT after pup to 2♦=quant Game force

NT Checkback Priorities: 2♣=pup then nat inv*; 2♦=FG; 2NT=pup 3♣ then nat 55

Defence to 3NT opening vs. gambling 3NT dbl=values. vs. minor pre dbl=M oriented t/o

Defence to Opening Twos 1st DBL=values, 2nd DBL=t/o, 3rd DBL=pen

Multi 2♦ DBL=13-15b or 20+, then one t/o dbl for us. 1NT=16-19b (system-on)

RCO style 2-s DBL=13-15b or 20+, then one t/o dbl for us. 1NT=16-19b (system-on)

Other 2-s DBL=t/o of anchor suit

Defence	1♣ : DBL=Majors; 1NT=minors; rest natural
to	after 1♣-1♦: DBL=Majors; 1NT=minors
strong	2♣ : DBL=Majors; 2♦=1 Major; 2M=M+minor; 2NT=minors
1♣ / 2♣	after 2♣-2♦: DBL=Majors; 2NT=minors

Over 1NT Interference lebensohl slow shows stopper. cue M shows 4oM

Lebensohl - other uses we dbl wk 2 in comp by opener (2-suiter dbl'd, 2NT=2 places)

Take out of 4 level pre-empts 4♣/4♦ DBL=t/o
 4♥ DBL=t/o. 4NT=minors 4♠ DBL=t/o. 4NT=two-suiter

10. OTHER NOTES

in comp, if partner has shown (or implied) a major, 2NT is an inv raise and cue is GF
 in auctions like (1♠):dbl:(2♠): 2NT is 2 places to play OR wk with ♥ (inv with ♥ bids direct)
 after 1♦:2NT: 3♦=weak; 3NT=max weak NT; 3X=shortage
 after 1M:2♣: 2M=neg; | 1X:1Y:1NT:2NT:3♣:3Y=5-5 Y+♣
 after 1M:2NT:3♣=11-14(15) any; 3♦=15+ no shortage; 3♥/♠/NT=15+ ♣/♦/oM shortage
 after (1NT):2♦(single M):2NT=enq, then 3♣=any min, 3♦=good ♥, 3♥=good ♠
 after (1NT):2♦:2NT:3♣: 3♦=bid you M, 3M=p/c, 4♣=tfer to your M, 4♦=bid your M