4. BASIC RESPONSES

Jump raises - minors	Inverted	Other:	3♣ = 6-9, 5+♣; 3♦ = 6-9, 5+♦
Jump raises - Majors	Preempt	Other:	0-6, 4M
Jump shifts after minor opening	2M = 0-5, 6M; 1♣-2♦ = 10-12, (5)6♣; 1♦-3♣ = 10-12, 5+♦		
Jump shifts after Major opening	2♠ = 10-11, 3♥; 3♣ = 7-9, 4 fit; 3♦ = 10-11, 4 fit; 3♥ = 10-11, 3♠		
Responses to strong 2 suit open.	2♦ = Waiting; 2♥ = 0-4, no A/K; 2♠/3m = 5+suit, semi-pos; 2NT = 5+♥		
Responses to 2NT opening	3♣=Ask for 5M; 3♦/♥=5+♥/♠; 3♠=6+♣ or 55mm; 4♣=6♦; 4♦/♥=♥/♠		

5. PLAY CONVENTIONS — Show priorities

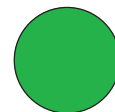|	Versus **Suit** (or both)	Versus **NoTrump** (if different)
Leads Sequences:	Overlead, A-Attitude K-Count	Overlead, A-Attitude K-Unblock
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	Top of xxx if supported	
Discards	Odd=Enc., Even=McKenney	
Count	Low-High = Even	
Signal on partner's lead:	Low encourage (suit pref/rev count)	
Signal on declarer's lead:	1. Low-High = Even; 2. Suit preference (We only signal if relevant)	
Notes	Smith Echo, Preference on lead of trumps by ops if possible	
	Lead of our known long suit, middle or k encourages - High or Low Preference	

6. SLAM CONVENTIONS

4NT: Blackwood ☐ RKCB 1430 4♣ Gerber ☐ when? Never		
Slam Notes	Kickback; Exclusion; D0P1/R0P1; Non-serious 3NT; 5NT Pick a slam	
Cue Bids ☑	1st and 2nd controls shown together, up the line	
Asking Bids ☑	After RKC response: non-trump step 1 = Q ask; step 2 = K ask	

7. OTHER CONVENTIONS

Blackout after Reverses	Support doubles to 3♥
2 way Reverse Drury (2♣ = 3 fit; 2♦ = 4 fit)	After 1NT(Pen X): P asks for XX or 5 card suit
2♣-2♦-2♥ = ♥ or Balanced 26+	After 1NT(2♣ or Artificial X): System on
Kokish Game Tries after 1M-2M	Cue raises and weak/mixed raises
2NT often 2 places to play in competition	Jump Cue opposite overcall = Mixed Raise

1♣/♦ (1NT) 2♣ = ♥+♠	
Smolen	

After X, Equal Level Conversion to ♦ = no extra values

ABF AUSTRALIAN BRIDGE FEDERATION INC.

STANDARD SYSTEM CARD

ABF Nos.	122122	Val Biltoft	
& Names:	899216	Gwyneira Brahma	
Basic System:	Standard American: 2/1 Game Forcing		
Brown Sticker ☐	**Classification:**	Green ☒ Blue ☐ Red ☐ Yellow ☐	

1. OPENING BIDS

Describe strength, minimum length, or specific meaning   Canape ☐

1♣ 10-21, 2+♣ (4+♣ or Bal outside 1NT range)	1♥ 10-21, 5+♥
1♦ 10-21, 5+♦ or 4♦441	1♠ 10-21, 5+♠
1NT 15-17	may contain 5 card Major ☑

1NT Responses	2♣ Simple Stayman	Other:
2♦ 5+♥ Super Accepts Apply		2♠ Range Probe or 6+♣
2♥ 5+♠ Super Accepts Apply		2NT Ask No ♦ - 6+♦ or 5♣ & 5♦ Weak
other		

2♣	Game Force or Balanced 24+	
2♦	Multi: Either 22-23 Balanced or 6-10 with 6♥ or 6♠	
2♥	6-10, 5♥, 4+ minor (5+ if Vul)	
2♠	6-10, 5♠, 4+ minor (5+ if Vul)	
2NT	20-21	3NT Solid 7 or 8 card minor, no outside A or K
other	4♣ = 8+ tricks in ♥; 4♦ = 8+ tricks in ♠; 4NT = Specific Ace Ask	

2. PRE-ALERTS

Transfers after 1♣ opening (may be light)	Multi 2♦ opening
Transfer rebids after 1♦-1♥/♠	Inverted & criss cross Minor raises (OFF over X)
Transfers after 1♥(X);1♠(X); (1any)1M(X)	Bergen raises (ON over X)

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak (Intermediate in 4th). (Short1♣)2♦ = Majors
Responsive doubles through	4♥	Unusual NT	Two lowest unbid suits
1NT overcall - immediate	15-18 (System On)	Immediate cue of minor	Extreems
1NT overcall - re-opening	10-15 (System On)	Immediate cue of Major	Extreems
Over weak twos	X = T/O. Leaping Michaels	Over opening threes	X = T/O. Non Leaping Michaels
Over opponent's 1NT	Multi-Landy: 2♣ = ♥+♠; 2♦ = ♥ or ♠; 2M = M+m; 2NT = ♣+♦; 3♣ = ♣; 3♦ = ♦		
X over Strong NT (and over Weak NT by Passed Hand) = 4M+5m			
X over Weak NT by unpassed Hand = 15+ (14-16 1NT treated as weak)			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣	1♦	4+, 4+♥ (See 10, Note 1)	2♦	10-12, 5+♣	3♦	Splinter, FG
	1♥	4+, 4+♠ (See 10, Note 2)	2♥	0-5, 6♥	3♥	Splinter, FG
	1♠	4+, 4+♦	2♠	0-5, 6♠	3♠	Splinter, FG
	1NT	6-11, 4+♣, NF	2NT	Bal 11-12 not 4♥/♠	3NT	13-15, not 4♥/♠
	2♣	12+, 4+♣, FG	3♣	6-9, (5)6+♣	4♣	Pre-emptive
	other	4♦ = RKCB agreeing ♣; 4♥/♠ = To Play				

1♦	1♥	6+, 4+♥	2♥	0-5, 6♥	3♥	Splinter, FG
	1♠	6+, 4+♠	2♠	0-5, 6♠	3♠	Splinter, FG
	1NT	6-10, 4+♣, not 4♥/♠, NF	2NT	Bal 11-12, not 4♥/♠	3NT	13-15, not 4♥/♠
	2♣	12+, 4+♣, FG	3♣	10-11, (4)5+♦	3♠	Splinter, FG
	2♦	12+, 4+♦, FG	3♦	6-9, (4)5+♦	4♦	Pre-emptive
	other	4♥/♠ = To Play				

1♥	1♠	6+, 4+♠	2♥	6-9, 3♥	3♦	10-11, 4♥
	1NT	5-12, semi-forcing, <3♥	2♠	10-11, 3♥	3♥	0-6, 4♥
	2♣	(3)4+♣, FG	2NT	12+, 4+♥, FG	3♠	Splinter
	2♦	4+♦, FG	3♣	7-9, 4♥	3NT	13-15, 3343/3334, NF
	other	4♣/♦ = Splinter; 4♥/♠ = To Play				

1♠	1NT	5-12, semi-forcing, <3♠	2♠	6-9, 3♠	3♥	10-11, 3♠
	2♣	(3)4+♣, FG	2NT	12+, 4+♠, FG	3♠	0-6, 4♠
	2♦	4+♦, FG	3♣	7-9, 4♠	3NT	13-15, 3343/3334, NF
	2♥	5+♥, FG	3♦	10-11, 4♠	4♣	Splinter
	other	4♦/♥ = Splinter; 4♠ = To Play				

1NT	3♣	Asks for 5M Muppet	3♠	1354	4♦	6+♠
	3♦	5♣ & 5♦ GF	3NT	To Play	4♥	Quant with 5♣
	3♥	3154	4♣	6+♥	4♠	Quant with 5♦
	other	4NT = Invitational without 5 card Suit				

2♣	2♦	Waiting	2NT	Semi-positive, 5+♥	3♥	Solid suit
	2♥	0-4, no A or K	3♣	Semi-positive, 5+♣	3♠	Solid suit
	2♠	Semi-positive, 5+♠	3♦	Semi-positive, 5+♦	3NT	
	other	4♣/♦ = Solid suit. Semi-positives promise 3 of 5 honours and 1 or 2 controls.				

2♦	2♥	Pass or correct	3♣	6+♣, signoff	3♠	Pass or correct
	2♠	Pass or correct	3♦	6+♦, signoff	3NT	To Play
	2NT	Strong Enquiry	3♥	Pass or correct	4♣	Asks for transfer to Major
	other	4♦ = Ask for M; 2♦-2NT: 3♣=♥, max (FG); 3♦=♠, max (FG); 3♥=♥, min; 3♠=♠, min				

Notes After 1M-2NT: 3♣ = Any min hand (then 3♦ = Relay for shortage). Other rebids by opener show extra values: 3♦ = No singleton/void; 3♥ = Short ♣; 3♠ = Short ♦; 3NT = Short OM.

2♥	2♠	5+♠, To Play	3♦	6+♦, To Play	3NT	To Play
	2NT	Strong Enquiry	3♥	To Play	4♣	Splinter, agrees ♥
	3♣	Pass or correct	3♠	5+♠, FG	4♥	To Play
	other	After 2♥-2NT: 3♣ = Min w ♣; 3♦ = Min w ♦; 3♥ = Max w ♣; 3♠ = Max w ♦				

2♠	2NT	Strong Enquiry	3♥	6+♥, To Play	4♣	Splinter, agrees ♠
	3♣	Pass or correct	3♠	To Play	4♥	To Play
	3♦	6+♦, To Play	3NT	To Play	4♠	To Play
	other	After 2♠-2NT: 3♣ = Min w ♣; 3♦ = Min w ♦; 3♥ = Max w ♣; 3♠ = Max w ♦				

2NT	3♣	Asks for 5 card Major	3♠	PUP T	4♦	TFR 6+♠
	3♦	5+♥	3NT	To Play	4♥	Quant with 5♣
	3♥	5+♠	4♣	TFR 6+♥	4♠	Quant with 5♦
	other	4NT Quantitative without 5 card Suit				

9. CONVENTIONS

Unusual NT: Lowest 2 unbid suits   **Over short ♣:** 2NT is still ♦+♥

4th Suit Forcing   One round [ ]   Except 1♣-1♦-1♥-1♠ = Natural, NF   Game force [✓]

NT Checkback [✓]   Priorities: (Not after 1♣-1!M) 2♣ = Puppet to 2♦ then invite; 2♦ = FG

Defence to 3NT opening   4♣ = Takeout, better ♥; 4♦ = Takeout, better ♠

Defence to Opening Twos   X = Takeout with Lebensohl; (2M)4m = 5m+5oM; 2♦-4♦ = 5♥+5♠

Multi 2♦	X = Takeout of ♥; 2♥ = Takeout of ♠ (then Lebensohl); 2NT = 15-18
RCO style 2-s	X = Values; 2NT = 15-18
Other 2-s	X = Values; 2NT = 15-18 (over 2N=minors: 3♣ = takeout, 16+; 3♦ = takeout, <16)

Defence to strong ♣	X = ♣
	1♦/♥/♠ = Natural
	1N = 4M, 5+m
	2♣ = ♥+♠; 2♦ = 6♥ or 6♠; 2♥ = 5♥+m; 2♠ = 5♠ + m; 2N = ♣+♦; 3any = Natural

Over 1NT Interference Rubensohl   3NT via 2NT shows stop; Cue = Stayman; X = T/O

Lebensohl - other uses   After we double a weak two; after our 1NT overcall and next hand bids

Take out of 4 level pre-empts   4♣/4♦ X = Takeout; 4NT = Natural

4♥ X = Takeout; 4NT = Minors   4♠ X = Takeout; 4NT = 2 suiter

10. OTHER NOTES

Note 1. Opener's rebids after 1♣-1♦: 1♥ = Bal 12-14, usually 2/3♥, or 1345; 1♠ = 5♣+4♠;

1NT = Bal 18-19; 2♣ = 6+♣ or 2245/3145; 2♦ = Reverse; 2NT = 6♣+3♥ or 18-19 Bal w 4♥;

3♦ = Raise to 3+♥ w singleton ♦; 3♠ = Splinter; 4♦ = Void Splinter

Note 2. Opener's rebids after 1♣-1♥: 1♠ = Bal 12-14, usually 2/3♠, or 3145/3415; 1NT = Bal 18-19

2♣ = 6+♣ or 2245/1345/0445; 2♦ = Nat, reverse; 2NT = 6♣+3♠ or 18-19 Bal w 4♠;

3♦ = Raise to 3+♠ w singleton ♦; 3♥ = Raise to 3+♠ w singleton ♥; 4♦/♥ = Void Splinter

1♣(1♦)X=4+♥; 1♥=4+♠; 1♠=No 4M. 1♣(1♥)X=4+♠; 1♠=Not 4♠. 1♦(1♥)X=4♠; 1♠=5+♠.