

## 4. BASIC RESPONSES

Jump raises - minors	1♣-3♣ = GF balanced no major, 1♦-3♦ = to play
Jump raises - Majors	Just below an invitational four-card raise
Jump shifts after minor opening	Over 1♣, game-forcing transfers. Over 1♦, natural non-forcing.
Jump shifts after Major opening	Natural and invitational (not forcing).
Responses to strong 2 suit open.	
Responses to 2NT opening	3♣ = pass or correct, 3♦ = artificial GF, 3M = natural, 4♦ = RKCB

## 5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead all	Overlead all
Four or more with an honour	3rd from even, low from odd	4th highest
From 4 small	3rd from even, low from odd	2nd highest
From 3 cards (no honour)	Low	1st or 2nd
In partner's suit	3rd from even, low from odd	Low
<b>Discards</b>	Reverse original count	Reverse original count
<b>Count</b>	Reverse original count	Reverse original count
<b>Signal</b> on partner's lead:	Low encourage	Low encourage
<b>Signal</b> on declarer's lead:	Reverse original count	
<b>Notes</b>		

## 6. SLAM CONVENTIONS

4♣ Gerber <input type="checkbox"/>
<b>4NT:</b> Blackwood <input checked="" type="checkbox"/> RKCB 1430 More often natural than Blackwood
Asking Bids <input checked="" type="checkbox"/> Cue Bids <input type="checkbox"/> Lots of bids asking for partner's holding in specific side-suits.
Blackwood is usually 4♦, and 4♣ is an invitation for partner to ask for aces.
If RKCB is below 4♥, then first step response shows a bad hand.

## 7. OTHER CONVENTIONS

Transfers in many different situations.	We show majors before longer minors.
Two-way checkback after 1♥-1♠-1NT.	Multi-2♣ and 2♦ over 1♥ and 1♠ openings.
<b>Responses to our opening Pass (13-16):</b>	1♣ = 10-11 any shape, forcing to 1NT.

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1♦ = 4+♥, 1♥ = 4+♠. Can be very weak, can be slam try.

1♠ = no major, 3+HCP. 1NT = 7-9 balanced, no major.

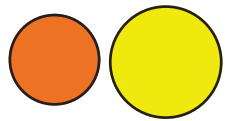
2♣ = 7-9 either minor. 2♦/2♥ = GF transfers.

2♠ = GF minors. 2NT = GF minor. 3♣ = GF bal no major.



**AUSTRALIAN BRIDGE  
FEDERATION LTD.**

**STANDARD SYSTEM CARD**



ABF Nos.	256986	Brad Coles
& Names:	117714	David Appleton
Basic System:	Medium Pass (opening Pass = 13-16), Strong Club (17+), 1♦ fert (0-8)	
Brown Sticker	<input checked="" type="checkbox"/>	Classification: Green <input type="checkbox"/> Blue <input type="checkbox"/> Red <input type="checkbox"/> Yellow <input checked="" type="checkbox"/>

## 1. OPENING BIDS

1♣ 17+ any shape	1♥ 4+♥ 9-12. Can have a longer suit.
1♦ 0-8 any shape (can be 9 if balanced)	1♠ 4+♠ 9-12. Can have a longer suit.
1NT (9)10-12 balanced or minor(s). Denies good 4-card major. may contain 5 card Major <input type="checkbox"/>	
1NT Responses 2♣ 3+3+ minors OR 3+♣ and a five-card major. Not forcing.	
2♦ 13+ enquiry	2♠ to play
2♥ to play	2NT weak 3+♣5+♦ OR GF one-suiter
(Dbl) takeout	other

2♣ MULTI. 13-16, single-suited in either major.
2♦ MULTI. 10-12, single-suited in either major, OR 17+ single-suited in either major.
2♥ NATURAL. Weak two, can be five if not vulnerable.
2♠ NATURAL. Weak two, can be five if not vulnerable.
2NT Game interest single-suited minor. 3NT Good preempt in either minor.
other 4NT opening is a minor preempt, stronger than 5♣ or 5♦. Others natural.

## 2. PRE-ALERTS

1♦ opening is 0-8 any shape. Strong 1♣.	Opening pass is 13-16, transfer responses.
1NT opening (9-12) can be unbalanced.	2♣ and 2♦ are multi (single-suited major).
1♠ response to Pass = 3+ HCP no major	2♣ response to Pass = 7-9 either minor

## 3. COMPETITIVE BIDS / OVERCALLS

Doubles Many doubles are artificial, frequently transfers	Negative DBL thru 4♠
	Responsive DBL thru 4♠
Jump overcalls Weak jump overcalls	Unusual NT Lower unbid suits
1NT overcall: (immediate) 16-18	(re-opening) 15-17
Immediate cue: (minor) 4♠ and any longer suit	(Major) Four other major, longer minor
<b>Over:</b> Weak Twos Leaping Michaels	Opening Threes Non-leaping Michaels
Opponent's transfers Double = takeout, cue = 4M and a longer lower suit	
Opponent's 1NT Penalty doubles, 2♣ = ♥+another, 2♦ = ♠+minor, 2NT = minors or any GF	

3rd/4th 'openings' are responses to our pass. See back page for responses to Pass.

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 0+ HCP, 4+♥	2♦ 4+♥, game forcing	3♦ GF strong hearts
1♥ 0+ HCP, 4+♠	2♥ 4+♠, game forcing	3♥ GF strong spades
1♠ 0+ HCP, no major	2♠ GF both minors	3♠ GF strong clubs
1NT 5-7 balanced, no major	2NT GF either minor	3NT GF strong diamonds
2♣ 5-7 either minor	3♣ GF balanced no major	4♣ GF strong diamonds
other		
1♦ 1♥ 4+♥, not forcing	2♥ 6+♥, to play	3♥ 6+♥, to play
1♠ 4+♠, not forcing	2♠ 6+♠, to play	3♠ 6+♠, to play
1NT 14-17 balanced	2NT GF with any single suit	3NT to play
2♣ 21+ any shape	3♣ 6+♣, not forcing	4♣
2♦ 18-20 mostly balanced	3♦ 6+♦, not forcing	4♦
other		
1♥ 1♠ 4+♠, may be canape	2♥ 8-13, 3+♥	3♦ 12-13, 6+♦
1NT 8-13 by agreement	2♠ 12-13 6+♠	3♥ almost an invitation
2♣ Inv+ multi (♣ / 3♥ / bal)	2NT about 14 balanced	3♠ to play
2♦ Inv+ multi (♦ or 4♥)	3♣ 12-13, 6+♣	3NT to play
other		
1♠ 1NT 8-13 by agreement	2♠ 8-13, 3+♠	3♥ 12-13, 6+♥
2♣ Inv+ multi (♣ / 3♠ / bal)	2NT about 14 balanced	3♠ almost an invitation
2♦ Inv+ multi (♦ or 4♠)	3♣ 12-13, 6+♣	3NT to play
2♥ Inv+, 5+♥	3♦ 12-13, 6+♦	4♣
other		
1NT 3♣ game force with clubs	3♠ asking for a stopper	4♦ to play in 4♠
3♦ to play	3NT to play	4♥ to play
3♥ asking for a stopper	4♣ to play in 4♥	4♠ to play
other		
2♣ 2♦ enquiry (any strength)	2NT clubs, to play or GF	3♥ spades, constructive
2♥ to play	3♣ diamonds	3♠
2♠ artificial game force	3♦ hearts, constructive	3NT to play
other 4♣ asks for a transfer to opener's suit, 4♦ asks for opener's suit		
2♦ 2♥ pass or correct	3♣ diamonds	3♠ natural, forcing
2♠ pass or correct	3♦ hearts	3NT to play
2NT clubs OR invite to 4M	3♥ pass or correct	4♣ see below
other 4♣ asks for a transfer to opener's suit, 4♦ asks for opener's suit		

**Notes** THIS CARD IS FOR 1ST-SEAT AND 2ND-SEAT OPENINGS ONLY.

IN 3RD/4TH, OUR "OPENINGS" ARE RESPONSES TO OUR OPENING PASS:

1♣=10-11 any, 1♦/1♥=transfers (3+HCP), 1♠/1NT/2♣=no major, 2♦+=GF transfers

2♥ 2♠ to play, freely raised	3♦ invite+ heart raise	3NT to play
2NT transfer to clubs	3♥ to play	4♣ RKCB
3♣ transfer to diamonds	3♠ forcing, good spades	4♥ to play
other		
2♠ 2NT transfer to clubs	3♥ invite+ spade raise	4♣ RKCB
3♣ transfer to diamonds	3♠ to play	4♥
3♦ transfer to hearts	3NT to play	4♠ to play
other		
2NT 3♣ correctable	3♠ natural, forcing	4♦ RKCB
3♦ artificial GF	3NT to play	4♥ to play
3♥ natural, forcing	4♣ artificial slam try	4♠ to play
other		

## 9. CONVENTIONS

**Unusual NT:**

**4th Suit Forcing** One round  invitational  Game force

**NT Checkback**  Priorities: 2♣ puppet to 2♦

**Defence to 3NT opening** 4♣ = hearts and another, 4♦ = spades and a minor

**Defence to Opening Twos**

Multi 2♦ Double = takeout of spades. 2♥ = takeout of hearts.

RCO style 2-s

Other 2-s

**Defence** (1♣) : Double = good hand, 1NT = any two suits

to

**strong** (2♣) : 2NT = any two suits

1♣ / 2♣

**Over 1NT Interference** Rubensohl

**Lebensohl - other uses**

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

4♥ Double for takeout

4♠ Double with values

## 10. OTHER NOTES

**RECOMMENDED DEFENCE over our opening Pass (13-16):**

Play standard five-card majors (aggressive openings) with a strong NT and 1♦=4+.

Use your normal / preferred two-level openings, including a strong 2♣ opening.

**RECOMMENDED DEFENCE over our opening 1♦ (0-9 any shape):**

Double = 15+ any shape (partner responds 1♥ with any 0-8, all other responses are GF).

**RECOMMENDED DEFENCE over transfer responses to our opening Pass:**

Bidding our major is natural at the one-level, Michaels at the two-level. Double = takeout.