

4. BASIC RESPONSES

Jump raises - minors	nat NF, 6 card suit
Jump raises - Majors	6-9, 4 card support
Jump shifts after minor opening	1♣-2M = ART; 1♦-2M=weak, NAT.
Jump shifts after Major opening	3m = nat NF, 6 card suit (8-10 hcpts)
Responses to strong 2 suit open.	N/A.
Responses to 2NT opening	3m = to play; 3♥ = GF relay; 3♠ = natural GF

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Top (above 4NT, A/Q=att, K=ct.)	Same
Four or more with an honour	4th	
From 4 small	2nd or 4th	
From 3 cards (no honour)	2nd	top
In partner's suit	3rd (unless supported)	
Discards	low encouraging or rev count.	
Count	reverse	
Signal on partner's lead:	low enc 1st priority	
Signal on declarer's lead:	UDC or S/P	
Notes	Where possible, SP in trump suit and 1st played NT suit	
	After 1st card forced: then natural present count	

6. SLAM CONVENTIONS

4NT: Blackwood	<input type="checkbox"/>	RKCB	1430	4m=minorwood (range). 4♠/4NT = RKCB ♥/♠.
Asking Bids	<input type="checkbox"/>	Cue Bids	<input checked="" type="checkbox"/>	1st or 2nd round control
First step after GF 3M = slam non-serious; jump o.minor = KCA after preempt				

7. OTHER CONVENTIONS

2-way checkback after 1♦/1M-1Y:1Z	2-way Drury by Passed hand
Michaels & Leaping Michaels	2-over-1 = F1
SWINE after pen X of 1NT	(1M-2♣ maybe 3c limit raise)
Lebensohl after 1NT-(2M)	Mini-splinters: eg 1♦-1♥: 2♠/3♣ (13-15)
FSJ by Passed hand	

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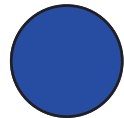
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AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos.	7765	Peter Buchen
& Names:	45632	Bruce Neill

Basic System: Strong ♣, Precision style. Modified responses to 1♣.
Brown Sticker ☐ Classification: Green ☐ Blue ☒ Red ☐ Yellow ☐

1. OPENING BIDS Describe strength, min.length, or specific meaning Canapé ☐

1♣ 16+, any shape.	1♥ 11-15, 5+♥ (or 4:4:1:4).
1♦ 11-15, no 5M, 2+♦	1♠ 11-15, 5+♠
1NT 13-15.	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ Stayman with Smolen.			
2♦	5+ ♥.	2♠	6+ ♣.
2♥	5+ ♠.	2NT	6+ ♦.
(Dbl)	SWINE if penalty X.	other	3 any = nat GF slam try.

2♣	11-15, 6+♣ or 5♣ 4M.		
2♦	Multi: 6-10, 6M.		
2♥	8-11, 5♥ exactly. May be balanced, or not.		
2♠	8-11, 5♠ exactly. May be balanced, or not.		
2NT	8-11, 5+♣ & 5+♦	3NT	8-11, 5+♠ & 6+♥
other	4NT = 6♣ & 5♦ 8-11 hcpts		

2. PRE-ALERTS

Over 1♣, all responses bar 1♦ = 0-8, ART.	X of your 1♣ maybe not classic TO shape.
Note opening 2 bids above.	

3. COMPETITIVE BIDS / OVERCALLS

Doubles Mostly T/O unless in GF.	Negative DBL thru
Support X's and XX's	Responsive DBL thru
Jump overcalls Weak, but 1♣-2♦ = majors.	Unusual NT LUBS
1NT overcall: (immediate) 15-18	(re-opening) 11-14
Immediate cue: (minor) Over 1♣/1♦: 2♣=nat, 2♦=♥+♠	(Major) Other major + minor
Over: Weak Twos T/O X + Scramblesohl	Opening Threes T/O X
Opponent's transfers X = shows suit bid; bid suit shown = T/O	
Opponent's 1NT X = Penalty, 2♣= Majors; 2♦ = 1-Major; 2M = 5M & 4+minor	
2NT = minors or other freaky 2-suiter	

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ Artificial; any GF	2♦ 0-8, 4♥ 5+♦	3♦ 5-8, 6+♦
1♥ 0-8, no 5M. Often bal.	2♥ 0-8, 4♠ 5+♣	3♥ 3-7, 7+♥
1♠ 0-8, 5+♥	2♠ 0-8, 4♠ 5+♦	3♠ 3-7, 7+♠
1NT 0-8, 5+♠	2NT 5-8, 5+♦ 5+♣	3NT
2♣ 0-8, 4♥ 5+♣	3♣ 5-8, 6+♣	4♣
other		
1♦ 1♥ 4+♥	2♥ ~4-7, 6♥	3♥ PRE
1♠ 4+♠	2♠ ~4-7, 6♠	3♠ PRE
1NT nat, < invite.	2NT invite	3NT to play
2♣ nat F1	3♣ ~8-10, 6♣	4♣
2♦ nat F1	3♦ ~8-10, 6♦	4♦
other		
1♥ 1♠ 4+♠	2♥ 6-10 3♥	3♦ ~8-10, 6♦
1NT nat NF, ~6-12	2♠ ~8-10, 6♠	3♥ 6-9 4♥
2♣ See note 1 below.	2NT 4c limit or slammish	3♠ 13-15 spl
2♦ Nat F1	3♣ ~8-10, 6♣	3NT 13-15 (short ♦)
other 4♣ = 13-15 spl		
1♠ 1NT nat NF, ~6-12	2♠ 6-10 3♠	3♥ ~8-10, 6♥
2♣ See note 1 below.	2NT 4c limit or slammish	3♠ 6-9 4♠
2♦ Nat F1	3♣ ~8-10, 6♣	3NT 13-15 (short ♥)
2♥ Nat F1	3♦ ~8-10, 6♦	4♣ 13-15 spl
other 4♦ = 13-15 spl, 4♥ = to play		
1NT 3♣ nat slam try	3♠ nat slam try	4♦ 6+♠
3♦ nat slam try	3NT to play	4♥ to play
3♥ nat slam try	4♣ 6+♥	4♠ to play
other		
2♣ 2♦ art inv+ relay; 10+	2NT Forces 3♣	3♥ Nat invite
2♥ to play	3♣ Nat invite	3♠ Nat invite
2♠ to play	3♦ Nat invite	3NT to play
other After 2♣-2NT:3♣-Pass (to play); 3-other = GF 55 w/o Clubs		
2♦ 2♥ P/C	3♣ nat NF	3♠ P/C
2♠ P/C	3♦ nat NF	3NT to play
2NT art inv+ relay	3♥ P/C	4♣ aks for transfer
other After 2♦-2NT: 3♣ = Hearts; 3♦ = Spades		

Notes (1) 1M-2♣ = Nat ♣, or GF bal, or invite with 3c support.

2♥ 2♠ to play	3♦ to play	3NT to play
2NT ask	3♥ to play	4♣ Nat GF (& 4♦)
3♣ to play	3♠ Nat GF	4♥ to play
other		
2♠ 2NT ask	3♥ to play	4♣ Nat GF (& 4♦)
3♣ to play	3♠ to play	4♥ to play
3♦ to play	3NT to play	4♠ to play
other		
2NT 3♣ to play	3♠ nat GF	4♦ to play
3♦ to play	3NT to play	4♥ to play
3♥ GF: ♥ or minor fit.	4♣ to play	4♠ to play
other		

9. CONVENTIONS

Unusual NT: Lowest 2 unbid suits

4th Suit Forcing One round ☐ Game force ☒

NT Checkback ☐ Priorities:

Defence to 3NT opening

Defence to Opening Twos X = T/O with Scramblesohl

Multi 2♦ X = T/O of ♠ or any 18+; 2♥ = T/O of ♥.

RCO style 2-s

Other 2-s

Defence (1♣) X = ♥+other; 1♦ = ♠+minor; 1M = natural; 1NT = minors

to

strong (2♣) : Natural

1♣ / 2♣

Over 1NT Interference CTP

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ X = T/O

4♥ X=T/O

4♠ X=T/O

10. OTHER NOTES

1♣ -(1/2 any) - Pass = 0-4; X = 5-8 any or GF w/o 5c suit or stopper; other = natural GF

1♣ -(3 any) - X = GF T/O; suit = nat GF

CTP Doubles in some situations eg. after 1NT-(2 any)-X and after 1♦/1M-(X)-XX

After (1♣ = 2/3+): X = 16+ any; 1♦ = 11-15 often weak NT; 1NT = minors; jumps = weak

After 1♦ (1♥): X = 4 or 5 ♠; 1♠ = denies 4♠; 2♥ = 6+♠.