

## 4. BASIC RESPONSES

Jump raises - minors	Preempt	Other: 5-6 hcps; 4/5+raise; could be weaker in comp.
Jump raises - Majors	Preempt	Other: 4-6 hcps; 4+raise; could be weaker in comp.
Jump shifts after minor opening	criss-cross minors = 7-9 hcpts; 1m-2M = weak (4-7)	
Jump shifts after Major opening	natural 6c suit 8-10; NF	
Responses to strong 2 suit open.	n/a	
Responses to 2NT opening	3♣ = puppet stayman; 3♦/3♥ = trfs; 3♠ = both minors	

## 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	4th highest	4th highest
From 4 small	2nd highest	top (or 2nd if not touching)
From 3 cards (no honour)	mud	top
In partner's suit	low from an Honour or any 3	low from an Honour or any 3
<b>Discards</b>	Hi = encouraging (1st only)	Hi = encouraging (1st only)
<b>Count</b>	High-Low = Even	High-Low = Even
<b>Signal</b> on partner's lead:	Hi = Encouraging	Hi = Encouraging
<b>Signal</b> on declarer's lead:	Natural count	

**Notes** Give SP in Declarer's trump suit and first played NT suit

## 6. SLAM CONVENTIONS

4NT: Blackwood  RKCB 1430 4♣ Gerber  when?

**Slam Notes** m/wood: step-1 = poor for slam or min (in context)

Cue Bids  First or second round control;

Asking Bids

## 7. OTHER CONVENTIONS

Support doubles (not over their 1NT)	Blackout (step) after reverse
Cue raises in competition	4th suit = artificial GF
2-over-1 = GF (only F1 in competition)	2NT over 1M = Jacoby
Michaels = any range (usually 55 shape)	Inverted minor = GF no Major
2-way Checkbacks	2-Way Drury (2♣/2♦ then 2M = sign-off)

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Most artificial bids are off in competition (except after X)

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So suit jumps are natural pre-emptive

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Exception: splinters (above 3-level of our suit)



AUSTRALIAN BRIDGE  
FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	7765	Peter Buchen
& Names:	121541	Nigel Rosendorff
Basic System:	Standard (2-over-1)	
Brown Sticker	<input type="checkbox"/>	Classification: Green <input checked="" type="checkbox"/> Blue <input type="checkbox"/> Red <input type="checkbox"/> Yellow <input type="checkbox"/>

## 1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 11+; 3+ Clubs 1♥ 11+; 5+ Hearts

1♦ 11+; 4+ Diamonds (unless 4432) 1♠ 11+; 5+ Spades

1NT 15-17 may contain 5 card Major

1NT Responses 2♣ Simple Stayman

Other:

2♦ Transfer to Hearts

2♠ Transfer to Clubs

2♥ Transfer to Spades

2NT Transfer to Diamonds

other 3♣ = puppet Stayman; All other 3-level suit bids = natural slam try

2♣ Game Force ; 2♦ = waiting; 2M = 5+suit 2 top hon; 3-suit = 6c+suit; Kokish

2♦ Weak two in a Major (6c suit)

2♥ 5H's 8-11 hcpts (bal or unbal)

2♠ 5S's 8-11 hcpts (bal or unbal)

2NT 20-22 bal. (3♣ = puppet stayman)

3NT Gambling (solid minor little else)

other 4-level bids natural pre-empts

## 2. PRE-ALERTS

No weak bids in 4th: 2♦, 2♥, 2♠ = 10-13 nat.

3rd-seat openings may be light

(1♣)-X may be weak NT

2M = 5cM 8-11 hcpts

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4♥ Jump overcalls Weak

Responsive doubles through 4♥ Unusual NT Two-lower suits

1NT overcall - immediate 15-18; system-on Immediate cue of minor 2♣ = 45 Majors; 2♦ = 55 Majors

1NT overcall - re-opening 11/12-14; system-on Immediate cue of Major 5OM & 5+minor

Over weak twos X = T/O & Leaping Michaels Over opening threes X = T/O

Over opponent's 1NT Multi-Landy (see below)

X = penalty(CTP); 2♣ = Majors ; 2♦ = 1-Major 2M = 5M & 4+m; 2NT = minors

Partner's 2NT = serious game try.

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ natural	2♦ Criss-cross 8-11 hcps	3♦ GF splinter 13-15
1♥ natural	2♥ weak 4-7	3♥ GF splinter 13-15
1♠ natural	2♠ weak 4-7	3♠ GF splinter 13-15
1NT 6-10 no Major	2NT 11-12 no Major	3NT 13-15 no Major
2♣ 4+♣'s GF; no Major	3♣ weak 4-7 hcps	4♣ pre-emptive
other Criss-cross = 4+♣ no Major		
1♦ 1♥ natural	2♥ weak 4-7	3♥ GF splinter 13-15
1♠ natural	2♠ weak 4-7	3♠ GF splinter 13-15
1NT 6-10 no Major	2NT 11-12 no Major	3NT 13-15 no Major
2♣ nat GF	3♣ criss-cross 8-11 hcpts	4♣ GF splinter 13-15
2♦ 4+♦'s GF; no Major	3♦ weak 4-7 hcpts	4♦ pre-emptive
other Criss-cross = 4+♦ no Major		
1♥ 1♠ natural	2♥ 6-9 hcpts 3c-raise	3♦ 10-11 hcpts 4c raise
1NT NF 5-11 hcpt (see Note1)	2♠ 7-10 hcpts 6c suit	3♥ 4-6 hcpts 4c raise
2♣ 3-way artificial (Note2)	2NT GF Jacoby	3♠ GF splinter (11-13/14)
2♦ natural 5+ GF	3♣ 6-9 hcpts 4c raise	3NT 13-15 4m333
other 1♥-1NT:2m - 3NT = big m-raise; 1♥-1NT: 2NT = art GF		
1♠ 1NT NF 5-11 hcpt (see Note1)	2♠ 6-9 hcpts 3c- raise	3♥ 7-10 hcpts 6c suit
2♣ 3-way artificial (Note2)	2NT GF Jacoby	3♠ 4-6 hcpts 4c raise
2♦ natural 5+ GF	3♣ 6-9 hcpts 4c raise	3NT 13-15 4m333
2♥ natural 5+ GF	3♦ 10-11 hcpts 4c raise	4♣ GF splinter (11-13/14)
other 1♠-4♥ = Splinter; 1♠-1NT: 2NT = art GF		
1NT 3♣ puppet stayman	3♠ nat slam try	4♦ Texas transfer to 4♠
3♦ nat slam try	3NT to play	4♥ to play
3♥ nat slam try	4♣ Texas trf to 4♥	4♠ to play
other After slam try: 3NT = no fit; other = cue with fit (Jx,xxx or better)		
2♣ 2♦ waiting	2NT .	3♥ good 6+suit
2♥ 5+♥ 2+top hors	3♣ 6+♣ 2+top hors	3♠ good 6+suit
2♠ 5+♠ 2+top hors	3♦ 6+♦ 2+top hors	3NT
other Kokish 2♣-2♦: 2♥ forces 2♠ then 2NT = 25+; 2♣-2♦:2NT = 23-24 system-on		
2♦ 2♥ P/C	3♣ nat NF	3♠ P/C
2♠ P/C	3♦ nat NF	3NT to play
2NT Strong enquiry	3♥ P/C	4♣ Ask for transfer
other After 2♦-2NT: 3♣/3♦ = min H/S; 3♥/3♠ = max H/S		

**Notes** 1. 1M-1NT may contain a very weak M-raise

2. After 1M: 2♣ = 3c limit raise or better; GF Clubs; GF balanced;

2♥ 2♠ to play	3♦ to play	3NT to play
2NT Strong enquiry	3♥ not invitational	4♣ GF (& 4♦)
3♣ to play	3♠ Nat GF	4♥ to play
other After 2♥-2NT: 3♥/3NT = min/max bal; other natural 4+suit (3♠ = max)		
2♠ 2NT Strong enquiry	3♥ to play	4♣ GF (& 4♦)
3♣ to play	3♠ not invitational	4♥ to play
3♦ to play	3NT to play	4♠ to play
other After 2♠-2NT: 3♠/3NT = min/max bal; other natural 4+suit		
2NT 3♣ Puppet stayman	3♠ 55+ minors	4♦ Natural poss. slam try
3♦ trf to H's	3NT to play	4♥ to play
3♥ trf to S's	4♣ Natural poss. slam try	4♠ to play
other After 2NT-3♠: 3NT = to play; 4m = m/wood;		

## 9. CONVENTIONS

**Unusual NT:** Lower 2 unbid suits

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

**NT Checkback**  Priorities: 2♣ = invitational (puppet to 2♦); 2♦ = art GF

**Defence to 3NT opening** 4♣ = Majors better H; 4♦ = Majors better S; X = strong balanced

**Defence to Opening Twos** X = T/O and 4m = LM (Leaping Michaels) 5m+ 5OM

Multi 2♦ X = t/o (better than min); 2NT = 15-18; suits = natural; Pass then X = t/o (11-14)

RCO style 2-s as above

Other 2-s

**Defence** Over 1♣ : X = Majors; 1NT = minors; other natural

to

**strong** Over 2♣ : natural overcalls

♣

**Over 1NT Interference** X = start CTP cue = Stamyant; 2-level = NNF; 3-level = GF

**Lebensohl - other uses** only over (2M)

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

4♥ X = T/O 4♠ X = cards

## 10. OTHER NOTES

1. 2-way checkbacks apply after all 1X-1Y:1Z
2. Artificial bids off in competition (except over a non-penalty X)
3. After GF inverted minor raise: natural bidding (stopper showing) & 4m = m/wood
4. Blackout after Opener's reverse: 1-step
5. 1m-1M:2M-2NT = GF enquiry (3M = max; 4M = min with 4c; other = natural w 3c fit)
6. May open light in 3rd seat
7. After we overcall their 1NT or strong 1♣ : cheapest NT = serious game try