

## 4. BASIC RESPONSES

Jump raises - minors	Inverted	Other:
Jump raises - Majors	PRE (0-6 HCP)	Other: Bergen
Jump shifts after minor opening	NAT 6 card suit PRE 2-6 HCP	
Jump shifts after Major opening	Bergen 3♣ = 4 card raise 6-9 HCP, 3♦ = 4 card limit raise, OM=3card	
Responses to strong 2 suit open.	2♦ = Negative, or Positive, 2N=8-11; Others (4)5-8(9), 5+ suit	
Responses to 2NT opening	5 Card Puppet Stayman and TRF(3D, 3H, 3S)	

## 5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead K-Attitude A-Count	Overlead K-Attitude A-Count
Four or more with an honour	4th highest	4th highest
From 4 small	2nd highest	2nd highest
From 3 cards (no honour)	Top/Middle	Top/ Middle
In partner's suit	As above	As above
<b>Discards</b>	Reverse Count	Reverse Count
<b>Count</b>	Low-High = Even	Low-High = Even
<b>Signal</b> on partner's lead:	Rev att (occ count, occ suit pref)	Rev att (occ count, occ suit pref)
<b>Signal</b> on declarer's lead:	When given: Rev count with some suit pref	
<b>Notes</b>	We give reverse count on aces and reverse attitude on kings and queens; when dummy has shortness or where a switch is obvious we give suit preference.	
	If attitude is known usually revert to reverse count	

## 6. SLAM CONVENTIONS

4NT: Blackwood  RKCB 3041 4♣ Gerber  when? After 1N, 2N openings

### Slam Notes

Cue Bids

Asking Bids

## 7. OTHER CONVENTIONS

4th suit forcing to game	Cue raises and cue raise doubles;
Splinters (10-13 HCP) over 1 Major	2C checkback over 1NT rebid
Long suit trial bids,	No negative free bids
Inverted minors except after interference of 1N+	Support X & XX
Fit showing jumps of our overcalls	Over interference to RKCB X=1/4,P=0/3, etc.

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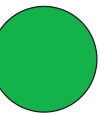
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Splinters (11-14 HCP) over 1 minor

Rubensohl



**AUSTRALIAN BRIDGE  
FEDERATION INC.**



## STANDARD SYSTEM CARD

ABF Nos.	668206	Rose MOORE
& Names:	666701	Jane Reynolds
Basic System:	Standard American : 2/1 GF (except 1D-2C) 2016Oct10	
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+p, 2+♣	1♥ 11+p, 5+♥
1♦ 11+p, 4+♦	1♠ 11+p, 5+♠

1NT 15-17p may contain 5 card Major

1NT Responses	2♣ Lavings	Other:
2♦ TRF ♥	2♠ TRF ♣	
2♥ TRF ♠	2NT TRF ♦	
other		

2♣	Game force or 23-24 HCP BAL
2♦	6 card Major, Less than opening bid (typically 6-10 HCP)
2♥	5♥ & 5+ other (♥ 5/4m allowed at favourable) Less than opening bid (typically 6-10 HCP)
2♠	5♠ & 5+ minor (♠ 5/4m allowed at favourable) Less than opening bid (typically 6-10 HCP)
2NT	20-22 HCP BAL
3NT	7 card major, stronger than 4M
other	

## 2. PRE-ALERTS

Opening 2♦ = 6 card M 6-10 HCP	Opening 3NT = 7+ card major
Bergen Raises (ON over X or 1S)	.
Inverted minor raises (ON over X, 1H, 1S or 1D)	.

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	3♠	Jump overcalls	Weak
Responsive doubles through	3♠	Unusual NT	Lowest unbid suits, 5/5+
1NT overcall - immediate	16-18 System ON	Immediate cue of minor	Michaels 5/5+ (Majors)
1NT overcall - re-opening	15-17 System OFF	Immediate cue of Major	Michaels 5/5+
Over weak twos	DBL for takeout	Over opening threes	DBL for takeout
Over opponent's 1NT	ASPTRO ( 2♣ = ♥ & other 5+/4+ either way, 2♦ = ♠ + other 5+/4+ either way)		
DBL = Penalties			

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♦(6+HCP)	2♦ 6♦(2-6 HCP)	3♦ Splinter Raise (11-14HCP)
1♥ 4+♥(6+HCP)	2♥ 6♥(2-6 HCP)	3♥ Splinter Raise (11-14HCP)
1♠ 4+♠(6+HCP)	2♠ 6♠(2-6 HCP)	3♠ Splinter Raise (11-14HCP)
1NT 6-10 HCP NAT NF	2NT 11-12 HCP BAL no M NF	3NT 13-15 HCP 3334 or 3343
2♣ 4+♣ (10+ HCP)	3♣ 5+♣ PRE ( 5-9 HCP)	4♣ 6+♣ NF PRE
other * 1♦ and 1♥ and 1♠ responses may be less than 6 HCP		
1♦ 1♥ 4+♥ (6+HCP)	2♥ 6♥ (2-6 HCP)	3♥ Splinter Raise (11-14HCP)
1♠ 4+♠ (6+HCP)	2♠ 6♠ (2-6 HCP)	3♠ Splinter Raise (11-14HCP)
1NT 6-10 HCP NAT NF	2NT 11-12 HCP BAL no M NF	3NT 13-14 HCP 3334 or 3343
2♣ 4+♣ (10+ HCP) F1	3♣ 6♣ (2-6 HCP)	4♣ Splinter Raise (slam try)
2♦ 4+♦ (10+ HCP)	3♦ (4)5+♦ (5-9 HCP)	4♦ 6+♦ NF PRE
other * 1♥ and 1♠ responses may be less than 6 HCP		
1♥ 1♠ 4+♠ (6+HCP)	2♥ 3♥ (6-10 HCP)	3♦ 4+♥ limit (10-11 HCP)
1NT 5-12 HCP F1	2♠ 3 card Raise 10-12HCP	3♥ 4+♥ (0-6 HCP)
2♣ 3+!C((10)12+HCP) FG	2NT 4+H Jacoby FG raise	3♠ 4+♥ SPL (10-13 HCP)
2♦ 4+♦ ((10)12+HCP) FG	3♣ 4+♥ (6-9 HCP)	3NT 13-14 BAL any ♥3-3-4
other 4♣ and 4♦ = SPL (10-13 HCP) 4+♥		
1♠ 1NT 5-12 HCP F1	2♠ 3♠ (6-10 HCP)	3♥ 3 card Raise 10-12HCP
2♣ 3+!C((10)12+HCP) FG	2NT 4+H Jacoby FG raise	3♠ 4+♠ (0-6 HCP)
2♦ 4+♦ ((10)12+HCP) FG	3♣ 4+♠ (6-9 HCP)	3NT 13-14 BAL any ♠3-3-4
2♥ 5+♥ ((10)12+HCP) FG	3♦ 4+♠ limit (10-11 HCP)	4♣ SPL 4+♠ (10-13 HCP)
other 4♦ and 4♥ = SPL (10-13 HCP) 4+♠		
1NT 3♣ natural, 6+suit, slam try	3♠ natural, 6+suit, slam try	4♦
3♦ natural, 6+suit, slam try	3NT To play	4♥ To play
3♥ natural, 6+suit, slam try	4♣ Gerber	4♠ To play
other		
2♣ 2♦ Waiting	2NT 8-11 HCP no good suit	3♥
2♥ 5-8 HCP 5+♥ good suit	3♣ 5-8 HCP 5+♣ good suit	3♠
2♠ 5-8 HCP 5+♠ good suit	3♦ 5-8 HCP 5+♦ good suit	3NT
other		
2♦ 2♥ P/C	3♣ NAT	3♠ P/C
2♠ P/C	3♦ NAT	3NT To play
2NT STRONG ENQUIRY	3♥ P/C	4♣ asks O tfr to suit
other 4♦ asks O bid suit , 4♥, 4♠ are natural, to play (all 4 bids ON after interference)		

### Notes

2♥ 2♠ P/C	3♦ P/C	3NT To play
2NT STRONG ENQUIRY	3♥ PRE	4♣ P/C
3♣ P/C	3♠ P/C	4♥ To play
other 4♦ P/C		
2♠ 2NT STRONG ENQUIRY	3♥ NAT NF	4♣ P/C
3♣ P/C	3♠ PRE	4♥ To play
3♦ P/C	3NT To play	4♠ To play
other 4♦ P/C		
2NT 3♣ 5 card Puppet Stayman	3♠ TRF ♣ (optional)	4♦ RKCB for ♦
3♦ TRF ♥	3NT To play	4♥ To play
3♥ TRF ♠	4♣ Gerber	4♠ To play
other		

## 9. CONVENTIONS

**Unusual NT:** Lower 2 unbid suits

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

**NT Checkback**  Priorities: 2D=min, others max

**Defence to 3NT opening** DBL = 15+ 4♣, 4♦ ASPTRO, 4♥, 4♠ NATURAL

**Defence to Opening Twos**

Multi 2♦ 2NT= 16-18 HCP BAL DBL=TKO of spades OR strong, 2H takeout of hearts

RCO style 2-s 2NT = 16-18 HCP BAL DBL=TKO of spades

Other 2-s 2NT = 16-18 HCP BAL. With anchor suit DBL=TKO inc. Other M

**Defence** 1♣ : 2D 2H 2S as our opening bids; 1N=C, 2C=D

**to** X = 16+ or 12+ with 4+3+ in majors

**strong** 2♣ : 2N=any 2 suiter

♣

**Over 1NT Interference**

Rubensohl

**Lebensohl - other uses** Rubensohl after Double of 2 level opening

**Take out of 4 level pre-empts** 4♣/4♦ DBL for TKO in all seats

4♥ DBL for TKO

4♠ DBL = 3 suiter TKO, 4NT = 2 suiter TKO

## 10. OTHER NOTES

After their transfer, X of transfer by unpassed hand is takeout of suit shown.

After their transfer, cue at 2 level by unpassed hand is Michaels