

4. BASIC RESPONSES

Jump raises - minors 0-6p, 5+ support

Jump raises - Majors 0-5p, 4/5 support

Jump shifts after minor opening 2 Major = Long suit, 4-7p

Jump shifts after Major opening Raises except 1S-3H, 1H-3D natural

Responses to strong 2 suit open. (2♣) 2♦ auto unless 6+ suit no outside A or K

Responses to 2NT opening 3♦ = enquiry, 3N=contract, Other = correctible

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	A Q attitude K count	A Q attitude K count(unblock)
Four or more with an honour	4th highest	4th highest
From 4 small	2nd highest (9 from 98xx(x))	2nd highest (9 from 98xx(x))
From 3 cards (no honour)	2nd highest (MUD); 9 from 98x	2nd highest (MUD); 9 from 98x
In partner's suit	top if supported	top if supported
Discards	odd(encourage) even(suit pref)	odd(encourage) even(suit pref)
Count	reverse present count *	reverse present count *
Signal on partner's lead:	low encourage	low encourage
Signal on declarer's lead:	reverse count when given (occasional suit preference)	
Notes	second and later discards are reverse present count	
	* natural present count when returning partner's lead	
	JT9 leads in mid game show 0 2 higher honours	

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 1430 PODI 4♣ Gerber when?

Slam Notes

Cue Bids 1st or 2nd

Asking Bids

7. OTHER CONVENTIONS

xyz	2 way checkback after 1N only
adapted lebensohl	support X (to 2M)
good/bad 2N	Blackout (always step is weak)
trials after 2M raise by O or R	Leaping Michaels in many auctions
	Non leaping Michaels

3rd suit FG when Opener rebids their suit at 2 level

transfers after 2N rebid by opener

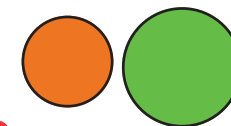
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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos. 60423 Michael
& Names: 20915 Jon 2016Apr16
Basic System: Standard (2♦ response to 1M & 2♥ response to 1♠ are FG)
Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ ♣3+ 11+p 1♥ ♥5+ 11+p

1♦ ♦3+ 11+p 1♠ ♠5+ 11+p

1NT 15-17p may contain 5 card Major

1NT Responses 2♣ Simple stayman

2♦ transfer ♥5+ 2♠ transfer ♣5+

2♥ transfer ♠5+ 2NT transfer ♦5+

other 3♣=♣♦ 3♦=♣♦ 3♥=♥3♣♦ 3♠=♠3♣♦

2♣ Strong (20-21 flat or 24+ flat or 9 tricks or 22+ unbalanced)

2♦ Weak 2 in Major (6 card suit, <opening, typically 6-10p) OR 22-23p flat

2♥ 5/5 <opening (typically 6-10) ♥ & ♠ OR ♣ & ♦

2♠ 5/5 <opening (typically 6-10) ♥ & ♦ OR ♣ & ♠

2NT 5/5 <opening ♥ & ♣ OR ♦ & ♠ 3NT Long Major, better than 4M opening

other

2. PRE-ALERTS

3rd seat 2 openings are wider range

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 6♥ Jump overcalls Obstructive

Responsive doubles through 6♥ Unusual NT Lowest two unbid suits 5/5

1NT overcall - immediate (15)16-18p Immediate cue of minor ♥♠ 5/5

1NT overcall - re-opening 11-14p Immediate cue of Major minor + Other Major 5/5

Over weak twos X = takeout Over opening threes X = takeout

Over opponent's 1NT X = penalty; 2♣=♥& other 5+4+; 2♦=♠& other 5+4+; 2M=Natural: M(5)6+
2N = ♣5+♦5+ OR FG 5/5+ any two suits

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ natural	2♦ Raise 7-9p	3♦ Raise, splinter, 11-14p
1♥ natural	2♥ 6(+) suit, 4-7p	3♥ Raise, splinter, 11-14p
1♠ natural	2♠ 6(+) suit, 4-7p	3♠ Raise, splinter, 11-14p
1NT natural	2NT natural	3NT natural, 13-14p
2♣ Raise 10+p ♣4+	3♣ Raise 0-6p	4♣ Raise, nf, 0+p
other 4♥ to play; 4♠ to play; Splinters can have ♣=4; 4♦ natural, nf		
1♦ 1♥ natural	2♥ 6(+) suit, 4-7p	3♥ Raise, splinter, 11-14p
1♠ natural	2♠ 6(+) suit, 4-7p	3♠ Raise, splinter, 11-14p
1NT natural	2NT natural	3NT natural, 13-14p
2♣ natural	3♣ Raise 7-9p	4♣ Raise, splinter, slam try
2♦ Raise 10+p, ♦4+	3♦ Raise 0-6p	4♦ Raise, nf, 0+p
other 4♥ to play; 4♠ to play; Splinters can have ♦=4		
1♥ 1♠ natural	2♥ Raise with 3, 6-9p	3♦ natural, nf (Inv)
1NT non forcing, 6-10p	2♠ Raise w 4+, 12+p	3♥ Raise w 4/5, 0-5p
2♣ Natural OR ♥3, Limit	2NT Raise w 4/5, 6-9p	3♠ Raise, splinter
2♦ natural, FG	3♣ Raise w 4/5, 10-11p	3NT ♥=3 334 (any), 13-14p
other 4m=Raise, splinter. Splinters have (6)7 losers and 9-12p		
1♠ 1NT non forcing, 6-10p	2♠ Raise with 3, 6-9p	3♥ natural, nf (Inv)
2♣ Natural OR ♠3, Limit	2NT Raise w 4+, 12+p	3♠ Raise w 4/5, 0-5p
2♦ natural,	3♣ Raise w 4/5, 6-9p	3NT ♠=3 334 (any), 13-14p
2♥ natural, FG	3♦ Raise w 4/5, 10-11p	4♣ Raise, splinter
other 4m=Raise, splinter. Splinters have (6)7 losers and 9-12p		
1NT 3♣ ♣♦ 5/5 Inv	3♠ ♠3 & 54 minors	4♦ ♠
3♦ ♣♦ 5/5 FG	3NT to play	4♥ ♥
3♥ ♥3 & 54 minors	4♣ ♥	4♠ ♠
other		
2♣ 2♦ relay, almost auto	2NT N/A	3♥
2♥ ♠ 6+	3♣ ♦ 6+	3♠
2♠ ♣ 6+	3♦ ♥ 6+	3NT
other transfer responses are 0-2 loser suit; no outside A or K		
2♦ 2♥ correctible	3♣ natural	3♠ correctible
2♠ correctible	3♦ natural	3NT natural
2NT enquiry (Inv+)	3♥ correctible	4♣ asks to be transferred
other 4♦ correctible (forcing to opener's suit) 4♥ to play 4♠ to play		

Notes After 1Major-2♣, 2♦ is pivot & may end in partscore; Other rebids are FG

2♥ 2♠ correctible	3♦ correctible	3NT to play
2NT enquiry	3♥ correctible	4♣ correctible
3♣ correctible	3♠ correctible	4♥ correctible
other correctible		
2♠ 2NT enquiry	3♥ correctible	4♣ correctible
3♣ correctible	3♠ correctible	4♥ correctible
3♦ correctible	3NT to play	4♠ correctible
other		
2NT 3♣ correctible	3♠ correctible	4♦ correctible
3♦ enquiry (inv+)	3NT to play	4♥ correctible
3♥ correctible	4♣ correctible	4♠ correctible
other correctible		

9. CONVENTIONS

Unusual NT: 2 lowest unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: xyz: 2♦=FG; 2♣=puppet; includes Invational hands

Defence to 3NT opening X=CTP; 4♣=♥5m4+ or ♠5+♥4+; 4♦=Sm4+ or S♥5+

Defence to Opening Twos Weak Twos: X=takeout

Multi 2♦ X=CTP; light action; 2N=16-18p flat

RCO style 2-s X=CTP; light action; 2N=16-18p flat

Other 2-s X=CTP; light action; 2N=16-18p flat

Defence 1♣ : {Replace with your defence to strong 1♣ openings}

to

strong 2♣ : {Replace with your defence to strong 2♣ openings}

♣

Over 1NT Interference Lebensohl adapted (good/bad 2N)

Lebensohl - other uses when competing over 2 level bids/openings

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

4♥ Double 4♠ 4NT

10. OTHER NOTES

2NT is infrequently passable

FG : (1) 1♠-2♥, 2any-3♥ (2) 1♥-2♦, 2 any-3♦

nf : (1) 1♠-2♣, 2♦-3♣ (2) 1♠-2♦, 2any-3♦ (3) 1♥-2♣, 2any-3♣

1♠-2♦, 2N and 1♠-2♥, 2N and 1♥-2♦, 2N deny 6+length in Major opened