

## 4. BASIC RESPONSES

Jump raises - minors	0-6, pre-emptive
Jump raises - Majors	0-6 pre-emptive
Jump shifts after minor opening	1C : 2D = C raise; 1D : 3C = D raise; 2H/2S weak
Jump shifts after Major opening	3C/3D 4-8, natural, NF; 1H : 2S, 1S : 3H = FG,C+D
Responses to strong 2 suit open.	2C : 2D = waiting or negative; others natural, FG
Responses to 2NT opening	3C = 5CM Stayman; 3S = minors Stayman; 3D/3H = tfrs

## 5. PLAY CONVENTIONS Show priorities

	Versus <b>Suit</b> (or both)	Versus <b>NoTrump</b> (if different)
<b>Leads</b> Sequences:	Overlead All	
Four or more with an honour	3rd/Low	attitude
From 4 small	3rd vs suit	2nd highest
From 3 cards (no honour)	Bottom	Top or Middle
In partner's suit	Same	
<b>Discards</b>	Odd/Even; 2nd discard REV ATT	
<b>Count</b>	Low-High = Even	
<b>Signal</b> on partner's lead:	Low Encourage; ##	
<b>Signal</b> on declarer's lead:	reverse count; suit-preference in some contexts	
<b>Notes</b>	## suit-preference in some contexts	

## 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 0314	4♣ Gerber <input checked="" type="checkbox"/>	when? If jump agreeing clubs
<b>Slam Notes</b>	4♦ can also be RKCB.		
Cue Bids <input checked="" type="checkbox"/>	Show first or second round control		
Asking Bids <input checked="" type="checkbox"/>	In new suit after RKCB answer, ask for K and Q in asked suit		

## 7. OTHER CONVENTIONS

Cue-bids = 1st or 2nd round control	Cheapest jump-overcall = next 2 suits
After major set, 3NT = pivot for cue-bids	Other jump-overcalls = intermediate
We use 5-4-3-2-1 (A = 5 / 10 = 1) to value	2NT jump-overcall = non-touching suits
balanced hands (1NT 22-25, 2NT = 30-33)	

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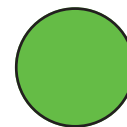
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**NLM** = non-leaping Michaels

**Banzai** count = 5-4-3-2-1 count



# AUSTRALIAN BRIDGE FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	148911	Ian Thomson
& Names:	33642	Ron Klinger
Basic System:	Standard	
Brown Sticker <input type="checkbox"/>	<u>Classification:</u>	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 <input type="checkbox"/>
1♣ 9+ pts, 3+ Cs	1♥ 9+ pts, 5+ Hs	
1♦ 9+ pts, 3+ Ds	1♠ 9+ pts, 5+ Ss	
1NT (14)15-17(18) (we use 22-25 5-4-3-2-1 pts)		may contain 5 card Major <input checked="" type="checkbox"/>
1NT Responses 2♣ Extended Stayman; 5-card major inquiry		
2♦ TRF to Hs	2♠ TRF to Cs	
2♥ TRF to Ss	2NT TRF to Ds	
other 3C / 3D / 3H / 3S = shortage in D / H / S / C		
2♣ Strong		
2♦ 18-20 points balanced (26-29 Banzai Points 5-4-3-2-1 count)		
2♥ weak 2 in hearts		
2♠ weak 2 in spades		
2NT (20)21-22(23) [30-33 in <b>Banzai</b> count]	3NT Specific Ace Ask	
other		

## 2. PRE-ALERTS

1-Major : 2D = Force to Game, artificial	Transfer responses at 1-level, including
1-Major : 2C = (9)10-12 (13) points, artificial	DBL and redouble; Leaping Michaels;
1-Major : 2NT = 4+ trumps, 6-13 points	Non-leaping Michaels; Specific 2-suiters

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	5H	Jump overcalls	2-suits / interm
Responsive doubles through	5H	Unusual NT	2-suiter, non-touching suits
1NT overcall - immediate	(14)15-18(19)	Immediate cue of minor	2-suiter, next two suits along
1NT overcall - re-opening	(10)11-14(15)	Immediate cue of Major	2-suiter, next two suits along
Over weak twos	X = takeout + Lebensohl	Over opening threes	X = takeout; 4C/4D = <b>NLM</b>
Over opponent's 1NT			
(weak) 2C = Ds or majors or minors; 2D = any 1-suiter			
(strong) Ditto			

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♥, can be weak	2♦ 6-9 points, club raise	3♦ splinter
1♥ 4+♠, can be weak	2♥ 0-6, 6+ Hs	3♥ splinter
1♠ 4+♦, can be weak	2♠ 0-6, 6+ Ss	3♠ splinter
1NT 6-10	2NT 11-12, natural, NF	3NT 13-15, natural
2♣ 10+, club raise, forcing	3♣ 0-6, club raise	4♣ pre-emptive
other natural		
1♦ 1♥ 4+ suit, can be weak	2♥ game-INV, 4+♣, no 4M	3♥ splinter
1♠ 4+ suit, can be weak	2♠ 0-6, 6+ Ss	3♠ splinter
1NT 6-10	2NT 11-12, natural, NF	3NT 13-15, natural
2♣ game-forces, 4+ clubs	3♣ 6-9, ♦ raise	4♣ Pre-emptive
2♦ 10+, ♦ raise, forcing	3♦ 0-6, diamond raise	4♦ Pre-emptive
other Natural		
1♥ 1♠ 4+ ♠, can be weak	2♥ 6-9, 3-4 trumps	3♦ 4-8, 6+ diamonds
1NT 6-10	2♠ FG, 5/5 Cs + Ds	3♥ 0-6
2♣ 10-13, ART game-try	2NT 6-13, 4+ trumps	3♠ ♠ spl
2♦ 13+, ART game-force	3♣ 4-8, 6+ clubs	3NT ♦ spl
other 4♣ and 4♦ splinter		
1♠ 1NT 6-10	2♠ 6-9, 3-4 trumps	3♥ FG 55 C+D
2♣ 10-13, ART game-try	2NT 6-13, 4+ trumps	3♠ 0-6
2♦ 13+, ART game-force	3♣ 4-8, 6+ clubs	3NT ♥ spl
2♥ 5+ ♥, game-force	3♦ 4-8, 6+ diamonds	4♣ splinter
other 4♦ splinter		
1NT 3♣ short in ♦, FG	3♠ short in ♣, FG	4♦ Transfer to 4S
3♦ short in ♥, FG	3NT To play	4♥ To play
3♥ short in ♠, FG	4♣ Transfer to 4H	4♠ To play
other		
2♣ 2♦ Negative or waiting	2NT 10+ balanced	3♥ 6+ 1-suiter, little else
2♥ nat, positive, good suit	3♣ nat, positive, good suit	3♠ 6+ 1-suiter, little else
2♠ nat, positive, good suit	3♦ nat, positive, good suit	3NT Not used
other		
2♦ 2♥ 4+ hearts, not forcing	3♣ Transfer to Ds	3♠ ♣ + ♦, slam interest
2♠ Puppet to 2NT	3♦ Transfer to Hs	3NT Not used
2NT Transfer to clubs	3♥ TRF to spades	4♣ Transfer to 4♥
other Transfer to 4♠		

Notes

2♥ 2♠ Natural, forcing	3♦ Natural, forcing	3NT To play
2NT Artificial, inquiry	3♥ Natural, not inviting	4♣ ♣ splinter
3♣ Natural, forcing	3♠ ♠ splinter	4♥ To play
other 4♦ = ♦ splinter		
2♠ 2NT Artificial, inquiry	3♥ Natural, forcing	4♣ ♣ splinter
3♣ Natural, forcing	3♠ Natural, not inviting	4♥ To play
3♦ Natural, forcing	3NT To play	4♠ To play
other 4♦ = ♦ splinter		
2NT 3♣ 5-card major Stayman	3♠ Minor suit Stayman	4♦ 6+♦, slam-interest
3♦ Transfer to hearts	3NT To play	4♥ To play
3♥ Transfer to spades	4♣ 6+♣, slam-interest	4♠ To play
other		

## 9. CONVENTIONS

<b>Unusual NT:</b>	2 non-touching suits
<b>4th Suit Forcing</b>	One round <input type="checkbox"/> Game force <input checked="" type="checkbox"/>
<b>NT Checkback</b>	<input type="checkbox"/> Priorities: 2C = puppet to 2D; 2D = artificial force to game
<b>Defence to 3NT opening</b>	4C = majors, Hs = or longer; 4D = majors, Ss longer
<b>Defence to Opening Twos</b>	Usually X = values; 2nd X = takeout; 3rd X = penalties
Multi 2♦	X = 5+ overcall in one major; 2H = T/O of Hs; 2S = T/O of spades
RCO style 2-s	X = values; 2nd X = takeout; 3rd X = penalties
Other 2-s	Ditto
<b>Defence (1♣):</b>	1D/1H/1S = natural; X = Cs; 1NT = odd suits; 2C = 2-suiter, rank
<b>to</b>	2D = 2-suiter, colour; 2H/2S = good 1-suiter
<b>strong (2♣):</b>	Same as above, but one level higher
<b>1♣ / 2♣</b>	

**Over 1NT Interference** Rubensohl

**Lebensohl - other uses** After X of weak twos: Lebensohl

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

## 10. OTHER NOTES

Opener's no-trump rebids including jumps are not 18-20 balanced

After opener's 1-level rebid, 2NT = puppet to 3C (sign-off or INV with some 5-5 hand)

After 1C / 1D / 1H and next hand doubles, redouble = 4+ in next suit

Double by responder at 1-level often = 4+ in next suit

1C : (1H) : 1S = 4+ Ds; 1D : (1H) : 1S = 4+ Cs; 1H : (X) : 1S = one minor or both minors