4. BASIC RESPONSES Jump raises - minors (5)6-9, 5+ support Jump raises - Majors 3-6, 4+ support 2M=NAT 6 card suit, INV. 1♣-2♦ and 1♦-3♣ = (4)5 card supp INV Jump shifts after minor opening NAT 6 card suit, INV Jump shifts after Major opening Responses to strong 2 suit open. 2♦= Waiting, Others natural +ve Responses to 2NT opening 3♣=Muppet Stayman, 3♦/3♥=TRF, 3♠=Minor suit Stayman 5. PLAY CONVENTIONS **Show priorities** Versus Suit Versus **NoTrump** (if different) (or both) Sequences: Overlead, A/Q-Attitude K-Count Overlead, A/Q-Attitude K-Count Leads Four or more with an honour 3rd from even, low from odd 4th 2nd From 4 small 3rd 3rd Top From 3 cards (no honour) In partner's suit Att if support else as above Low encourage **Discards** Low-High = Even Count Low Encourage Signal on partner's lead: Reverse Count if appropriate **Signal** on declarer's lead: Notes Suit preference if shortage in dummy 6. SLAM CONVENTIONS **RKCB 0314** 4♣ Gerber when? Return to Trumpsuit no Q Blackwood 4NT: Slam Notes Kickback in all suits, P0X1, P0XE after interference X Cue Bids 1st or 2nd Asking Bids X King ask, trump suit=no, otherwise lowest K 7. OTHER CONVENTIONS 2 way checkback over 1NT rebid/XYZ Fit Showing Jumps in competition 1NT-(Xpen)- 2suit= that and higher suit Transfers over 2NT rebid M super accepts (3suit=wk +4, 2nt=max +4) 1NT-(Xpen)-XX=bid 2♣ (P/C to sgl suit) ♦ super accept = 3♦ www.abf.com.au 1m-1M-2M-2NT=F1, 3NT=Choice of contract PDF Form Rev. 15F06 by RoL 1M-2M; Step = ART Game Try; New suit=Natural FG

MyRev.

17/08/22

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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	26499	64997 Pele Rankin								
& Names:	44695	55	Stephen Fischer							
Basic System:	Basic System: 2/1 GF, 5 card Majors, 15-17 NT									
Brown Sticker		Classifica	<u>ıtion:</u> G	reen [X	Blue		Red	Yellow	
1. OPENING BIDS										
Describe stren	gth, minin	num lengt	h, or spec	ific me	aning				Canape	
1♣ 11+ HCP				1♥	11+ HCF)	5+♥			
1♦ 11+ HCP, 3+♦ (4♦,4♣=open 1♦)						11+ HCF)	5+♠		
1NT 15-17 B	alanced							may contain 5 c	ard Major 🗶	
1NT Responses	2♣ Si	mple Sta	yman							
2♦ TRF	Y				2	TRF 💠	or Rai	nge Probe		
2♥ TRF	.				2NT	TRF •	(3♦=s	superaccept)	
other Smole	other Smolen: 1NT-2♣; 2♦-3M=4M/5oM. 3♣=Puppet Stayman. 4♣=TRF ♥, 4♦=TRF ♠									
2♣ 22+ BAL	or any g	game force	е							
2♦ 4+♥, 4+₫	5-10 (5	5/4 either	way VUL	_)						
2♥ 6♥ 5-(10)									
2♠ 6♠ 5-(10))									
2NT 20-21 B	al				3NT	AKQxxx	x ♣ or	♦ (3rd seat	may be good)	
other	_									
			2. PI	RE-	ALE	RTS				
1NT - 3 & 4 level responses						1/2 seat 1M-2♣=♣s; FG NT; M INV raise				
Walsh style (e.g. 1♣-1♥-1♠ = (4)5+♣/4+♠) 3/4 seat 1M - 2♣=9-11 3+M (Drury)							Orury)			
Equal level conversion after T/O double Support X/XX										
		3. COM				/ OVEF	RCAL	LS)		
Negative doubles to	•	4♠	Jump overd		/eak					
Responsive double		4♠	Unusual N7	5	/5 Lo	wer 2 unl		its unlimited		
1NT overcall - imm		5-18 BAI				ue of minor		/ ♠ unlimited		
				diate cue of Major 5/5 oM/m unlimited						
Over weak twos 2NT 16-18, XXX with Leb. Over opening threes T/O X										
Over opponent's 1NT X= PEN over Weak NT (max 15), X over Strong NT=4M/5+m 2♣=Majors, 2♦= single suit, 2M= 5Major/4+minor, 2NT= ♣/♦ 5/5, 3 level = NAT										
2 ♣ =Majors, 2	2♦= singl	le suit, 2l	M= 5Majo	or/4+m	ninor,	2NT= ♣/	/ 5/5,	3 level = N	AT	

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

	Describe site	ngui,	minimum length, or specifi	C IIIC	ariirig			
-	5+ HCP, 4+◆	2	INV 5+♣	3◆	SPL GF			
1♥	5+ HCP, 4+♥	2	INV 6+♥	3	SPL GF			
1 🛧	5+ HCP, 4+♠	_	INV 6+ ♠		SPL GF			
1NT	5-10 HCP	2NT	11(12) HCP, 3334	3NT	12-15 HCP, 33(34)			
2	12+ 5+ ♣ no major	3 -	(5)6-9, 5+♣	4				
other	1♣ - 1M, 4♣=4M + Good 6♣. 1♣-1M, 2NT=18-19 BAL							
1♦ 1♥	5+ HCP, 4+♥	2	INV 6+♥	3♥	SPL GF			
1♠	5+ HCP, 4+♠	2	INV 6+♠	3 ^	SPL GF			
1NT	5-10 HCP	2NT	11-(12) HCP, 33(34)	3NT	12-15 HCP, 33(34)			
2	GF 5+(4) ♣	3 -	INV 5+♦	4	SPL GF			
2	12+ 5+♦ no major	3◆	(5)6-9, 5+♦	4				
other	1♦ - 1M, 4♦=4M + Good 6♦. 1♦-1M, 2NT=18-19 BAL							
1♥ 1♠	5+ HCP, 4+♠	2	Simple raise 3+♥	3	INV 6+♦			
	5-11 HCP		INV 6+♠		3-6, 4+♥			
2	GF ♣/BAL or Inv 3+♥	2NT		3 ♠	SPL 10-12 HCP			
2	GF 5+ ♦	3 -	INV 6+♣	3NT	♦ SPL 10-12 HCP			
other	4♣/4♦=SPL 10-12 HCP							
1 ♠ 1NT	5-11HCP	2	Simple raise 3+♠	3 💙	INV 6+♥			
2	GF ♣/BAL or Inv 3+♠	2NT	GF 4+ ♠	3 ^	3-6, 4+♠			
2	GF, 5+ ♦	3 -	INV 6+♣	3NT	♥ SPL 10-12 HCP			
2	GF, 5+♥	3◆	INV 6+◆	4	SPL 10-12 HCP			
other	4♦=SPL 10-12 HCP; 4♥=To play							
1NT 3♣	Puppet Stayman	3♠	13(5/4)	4	TRF ♠			
	5/5 ♣ / ♦ GF		To play	4	To play			
3♥	31(4/5)	4	TRF ♥	4	To play			
other	To escape 1NT-[X]- DONT: XX=BID 2♣ then P/C; 2 ANY=that suit & higher							
2♣ 2♦	Waiting	2NT	+ve 5/5 ♣/◆	3 💙				
2	+ve 5+♥ KJ+	3 -	+ve 6+ ♣ KJ+	3				
2	+ve 5+ ♠ KJ+	3	+ve 6+♦ KJ+	3NT				
other	Kokish i.e. 2♣-2♦; 2♥-2♠; 2NT=22-23. 2♣-2♦-2NT=24+							
2♦ 2♥	To play	3♣	NAT NF	3	To play			
	To play		NAT INV		To play			
	INV+ Enquiry	-	To play	4	. ,			
other	, ,		. ,					
	L.I.D		minor -PKCB with 1st s	4	_ la _ al . la _ ua al			

Notes 3 IVI Pre-empts: 4 of cheapest minor =RKCB with 1st step = bad hand.

3♣-[P]-4♦ KC: 4♥ bad hand, 4♠=0, 4NT=1, 5♣=2 etc. Off after interference, 4 cue=KC System off (exception 2 way checkback) over interference but generally, ignore X's.

Defence to Opening Twos 2NT=16-18 BAL, Michaels Multi 2									
3♣ NAT F1 other ** 3♣/3 ♦/3♠=shortage 3♥=Min, no shortage, 3NT=Max, no shortage 2♠ 2NT Shortage Enquiry ** 3♣ NAT F1 3♣ NAT F1 3♠ To play 4♠ To play other ** 3♣/3♠/3♥=shortage 3♠=Min, no shortage, 3NT=Max, no shortage 2NT 3♣ Muppet Stayman 3♠ ★ (Steps = ♠ length) 3♠ To play 4♠ TRF ♠; 4♥ Interest 4♠ TRF ♠; 4NT/5♠=To play other 3♣-3♠=1+4-cd M; 3♣-3♥=no 4/5M; 3♠-3♠=5♠; 3♠-3NT=5♥ 9. CONVENTIONS Junusual NT: 2 Lower unbid suits 4th Suit Forcing One round Game force ▼ NUIT Checkback Priorities: 2♠=puppet to 2♠ then INV, 2♠=GF, 2NT=Puppet to 3♠ Defence to Opening Twos 2NT=16-18 BAL, Michaels Multi 2♠ XXX. 1st X=13+. Lebensohl (even if opener corrects to 2♠) RCO style 2-s XXX. 1st X=13+. Lebensohl (even if opener corrects to 2♠) RCO style 2-s Ditto. Partner of X may have weak minor so 2NT is still Lebensohl Defence 1♠: CRASH - 2 suited overcalls to X=same colour; 1♠=same rank; 1NT=same shape \$\text{storing}\$ Over [1♠]-P-[1♠]-X=same colour; 1NT=same rank; 2♠=same shape \$\text{storing}\$ Over [1♠]-P-[1♠]-X=same colour; 1NT=same rank; 2♠=same shape \$\text{storing}\$ After double of a weak 2 opening Defence to ther uses After double of a weak 2 opening Take out of 4 level pre-empts 4♠ X, 4NT=At least 2 places to play 10. OTHER NOTES 1♠ -1♥; -1NT - 2♠ = INV 4/4. 1♠ -1♥; -1NT - 2♠; -2♠ - 2♠ = INV 5♥/4♠ Good/bad 2NT in competition Jacoby Rebid: 3 Suit=shows HCP then Step=Shortage ask, other=own shortage (LMH) Inverted GF: 2 level rebids show strength then step to ask for shortage, etc. 1M - 1NT; 2NT = FG 5/4 or S/suited. 3♣ Enq - 3M s/suit, other 4 card suit (3NT=♠)	2♥ 2♠ NA	T F1	3♦ NAT F1	3NT	To play				
other ** 3♣/3♦/3♠=shortage 3♥=Min, no shortage, 3NT=Max, no shortage 2♠ 2NT Shortage Enquiry ** 3♣ NAT F1 3♣ NAT F1 3♠ To play 4♠ To play 4♠ TRF ♠; 4♥ Interest 3♠ To play 5♠ Minor suit Stayman 3♠ Minor suit Stayman 3♠ Ninor suit Stayman 4♠ TRF ♠; 4NT/5♠=To play 5♠ S(Steps = ♠ length) 4♠ TRF ♠; 4NT/5♠=To play 5♠ Same force ✓ NT Checkback ✓ Priorities: 2♠=puppet to 2♠ then INV, 2♠=GF, 2NT=Puppet to 3♠ Defence to Opening Twos 2NT=16-18 BAL, Michaels Multi 2♠ XXX. 1st X=13+. Lebensohl (even if opener corrects to 2♠) RCO style 2⋅s XXX. 1st X=13+. Lebensohl (even if opener corrects to 2♠) RCO style 2⋅s Ditto. Partner of X may have weak minor so 2NT is still Lebensohl Defence 1♠: CRASH - 2 suited overcalls to X=same colour; 1♠=same rank; 1NT=same shape ♣ Same method used over strong 2♠ opening. Dver 1NT Interference Lebensohl - other uses After double of a weak 2 opening Take out of 4 level pre-empts 4♠ X, 4NT=At least 2 places to play 1♠ NTER NOTES 1♠ -1♥; -1NT- 2♠ = INV 4/4. 1♠ -1♥; -1NT - 2♠; - 2♠ - 2♠ = INV 5♥/4♠ Good/bad 2NT in competition Jacoby Rebid: 3 Suit=shows HCP then Step=Shortage ask, other=own shortage (LMH) Inverted GF: 2 level rebids show strength then step to ask for shortage, etc. 1M - 1NT; 2NT = FG 5/4 or S/suited. 3♣ Enq - 3M s/suit, other 4 card suit (3NT=♠)			₃ ∀ To play	4♣					
24 2NT Shortage Enquiry ** 3 NAT F1 4 4 3 NAT F1	3♣ NA	T F1	3♠	4♥	To play				
3♣ NAT F1 3♠ NA	other ** 3♣/3♦/3♠=shortage 3♥=Min, no shortage, 3NT=Max, no shortage								
NAT F1 other *** 3♣/3♦/3♥=shortage 3♣=Min, no shortage, 3NT=Max, no shortage 2NT 3♣ Muppet Stayman 3♠ Minor suit Stayman 3♠ Tro play 3♥ \$ (Steps = ♥ length) 3♥ \$ (Steps = ♠ length) 4♣ TRF ♥; 4♠ Interest 4♠ TRF ♠; 4NT/5♠=To play other 3♣.3♠=1+ 4-cd M; 3♣.3₱=no 4/5M; 3♣.3♠=5♠; 3♣.3NT=5♥	2♠ 2NT Sho	ortage Enquiry **	3♥ NAT F1	4♣					
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Muppet Stayman 3♠ Minor suit Stayman 4♠ TRF ♠; 4♥ Interest 4♠ TRF ♠; 4NT/5♠=To play 3♥ s (Steps = ♠ length) 3NT To play 4♠ TRF ♠; 4NT/5♠=To play 3♥ s (Steps = ♠ length) 3NT To play 4♠ TRF ♠; 4NT/5♠=To play 3♥ s (Steps = ♠ length) 4♠ TRF ♥; 4♠ Interest 4♠ TRF ♠; 4NT/5♠=To play 9. CONVENTIONS Jousual NT: 2 Lower unbid suits 4th Suit Forcing One round Game force NT Checkback Priorities: 2♠=puppet to 2♠ then INV, 2♠=GF, 2NT=Puppet to 3♠ Defence to 3NT opening Defence to Opening Twos 2NT=16-18 BAL, Michaels Multi 2♠ XXX. 1st X=13+. Lebensohl (even if opener corrects to 2♠) RCO style 2-s XXX. 1st X=13+. Lebensohl (even if opener corrects to 2♠) RCO style 2-s Ditto. Partner of X may have weak minor so 2NT is still Lebensohl Defence 1♠: CRASH - 2 suited overcalls to X=same colour; 1♠=same rank; 1NT=same shape \$trong Over [1♠]-P-[1♠]-X=same colour; 1NT=same rank; 2♠=same shape \$ame method used over strong 2♠ opening. Over 1NT Interference Lebensohl (slow shows). X=T/O of anchor suit otherwise XXX Lebensohl - other uses After double of a weak 2 opening Take out of 4 level pre-empts 4♠/4♠ X 4♥ X, 4nt minors 4♠/4♠ X 4♥ X, 4nt minors 4♠/4♠ X 4♥ X, 4nt minors 1♠.1♥; -1NT- 2♠ = INV 4/4. 1♠ -1♥; -1NT - 2♠; - 2♠ - 2♠ = INV 5♥/4♠ Good/bad 2NT in competition Jacoby Rebid: 3 Suit=shows HCP then Step=Shortage ask, other=own shortage (LMH) Inverted GF: 2 level rebids show strength then step to ask for shortage, etc. 1M - 1NT; 2NT = FG 5/4 or S/suited. 3♠ Enq - 3M s/suit, other 4 card suit (3NT=♠)	3 ♦ NA	T F1	3NT To play	4�	To play				
3♦ Vs (Steps = Vlength) 3NT To play 3♦ s (Steps = Alength) 4♣ TRF V; 4♦ Interest other 3♣-3♦=1+ 4-cd M; 3♣-3♥=no 4/5M; 3♣-3♠=5♣; 3♣-3NT=5♥ 9. CONVENTIONS Unusual NT: 2 Lower unbid suits 4th Suit Forcing One round One of Puppeed on one rou	other ** 3♣/3♦/3♥=shortage 3♠=Min, no shortage, 3NT=Max, no shortage								
** (Steps = ♣ length) 4♣ TRF ♥; 4♠ Interest 4♠ TRF ♦; 4NT/5♠=To play other 3♣-3♠=1+ 4-cd M; 3♣-3♥=no 4/5M; 3♣-3♠=5♣; 3♣-3NT=5♥ **Priorities: 2♣=puppet to 2♠ then INV, 2♠=GF, 2NT=Puppet to 3♣ **Defence to 3NT opening** **Defence to Opening Twos** **Defence to Opening Twos** **Priorities: 2♣=puppet to 2♠ then INV, 2♠=GF, 2NT=Puppet to 3♣ **Defence to Opening Twos** **Defence to Opening Twos** **Defence to Opening Twos** **Priorities: 2♣=puppet to 2♠ then INV, 2♠=GF, 2NT=Puppet to 3♠ **Defence to Opening Twos** **Defence to Opening Twos** **Defence to Opening Twos** **Priorities: 2♣=puppet to 2♠ then INV, 2♠=GF, 2NT=Puppet to 3♠ **Defence to Opening Twos** **Priorities: 2♣=puppet to 2♠ then INV, 2♠=GF, 2NT=Puppet to 3♠ **Defence to Opening Twos** **Priorities: 2♣=puppet to 2♠ then INV, 2♠=GF, 2NT=Puppet to 3♠ **Defence to Opening Twos** **Priorities: 2♣=puppet to 2♠ then INV, 2♠=GF, 2NT=Puppet to 3♠ **Priorities: 2♣=puppet to 2♠ then INV, 2♠=GF, 2NT=Puppet to 3♠ **Defence to Opening Twos** **Priorities: 2♣=puppet to 2♠ then INV, 2♠=GF, 2NT=Puppet to 3♠ **Priorities: 2♣=puppet to 2♠ then INV, 2♠=GF, 2NT=Puppet to 3♠ **Priorities: 2♣=puppet to 2♠ then INV, 2♠=GF, 2NT=Puppet to 3♠ **Priorities: 2♣=puppet to 2♠ then INV, 2♠=GF, 2NT=Puppet to 3♠ **Priorities: 2♣=puppet to 2♠ then INV, 2♠=GF, 2NT=Puppet to 3♠ **Priorities: 2♣=puppet to 2♠ then INV, 2♠=GF, 2NT=Puppet to 3♠ **Priorities: 2♣=puppet to 2♠ then INV, 2♠=GF, 2NT=Puppet to 3♠ **Priorities: 2♣=puppet to 2♠ then INV, 2♠=GF, 2NT=Puppet to 3♠ **Priorities: 2♣=puppet to 2♠ then INV, 2♠=GF, 2NT=Puppet to 3♠ **Priorities: 2♣=puppet to 2♠ then INV, 2♠=GF, 2NT=Puppet to 3♠ **Priorities: 2♣=Puppet to 2♠ then INV, 2♠=GF, 2NT=Puppet to 3♠ **Priorities: 2♣=Puppet to 2♠ then INV, 2♠=GF, 2NT=Puppet to 3♠ **Priorities: 2♣=Puppet to 2♠ then INV, 2♠=GF, 2NT=Puppet to 3♠ **Priorities: 2♣=Puppet to 2♠ then INV, 2♠=GF, 2NT=Puppet to 3♠ **Priorities: 2♣=Puppet to 2♠ then INV, 2♠=GF, 2NT=Puppet to 3♠ **Priorities: 2♣=Puppet to 2♠ then INV, 2♠=GF,	2NT 3♣ Mu	ppet Stayman	3♠ Minor su	t Stayman 4�	TRF ♠; 4♥ Interest				
Other 3♣-3♦=1+ 4-cd M; 3♣-3₹=no 4/5M; 3♣-3♣=5♠; 3♣-3NT=5₹ 9. CONVENTIONS Jnusual NT: 2 Lower unbid suits 4th Suit Forcing One round Game force X NT Checkback Priorities: 2♣=puppet to 2♦ then INV, 2♦=GF, 2NT=Puppet to 3♣ Defence to 3NT opening Defence to Opening Twos 2NT=16-18 BAL, Michaels Multi 2♠ XXX. 1st X=13+. Lebensohl (even if opener corrects to 2♠) RCO style 2-s XXX. 1st X=13+. Lebensohl (even if opener corrects to 2 bananas) Other 2-s Ditto. Partner of X may have weak minor so 2NT is still Lebensohl Defence 1♠: CRASH - 2 suited overcalls to X=same colour; 1♠=same rank; 1NT=same shape strong Over [1♠]-P-[1♠]-X=same colour; 1NT=same rank; 2♠=same shape \$ Same method used over strong 2♠ opening. Defence Lebensohl - other uses After double of a weak 2 opening Take out of 4 level pre-empts 4♣/4♠ X 4♥ X, 4nt minors 4♠ X, 4NT=At least 2 places to play 1♠ -1♥; -1NT - 2♠ = INV 4/4. 1♠ -1♥; -1NT - 2♠; - 2♠ - 2♠ = INV 5♥/4♠ Good/bad 2NT in competition Jacoby Rebid: 3 Suit=shows HCP then Step=Shortage ask, other=own shortage (LMH) Inverted GF: 2 level rebids show strength then step to ask for shortage, etc. 1M - 1NT; 2NT = FG 5/4 or S/suited. 3♠ Enq - 3M s/suit, other 4 card suit (3NT=♠)	3 ♦ ∀ s	(Steps = ♥ length)	3NT To play	4♥	TRF ♣; 4NT/5♣=To play				
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Ath Suit Forcing One round One patient One or patient One round One or one round One or one or or rects to 2♠) One or opening One round One or opening One round One round One or opening One rou	other 3♣-	-3♦=1+ 4-cd M; 3♣-3	V =no 4/5M; 3 ♣ -	3♠=5♠; 3♣-3NT=5 ∀)				
Ath Suit Forcing One round Priorities: 2♣=puppet to 2♦ then INV, 2♦=GF, 2NT=Puppet to 3♣ Defence to 3NT opening Defence to Opening Twos 2NT=16-18 BAL, Michaels Multi 2♠ XXX. 1st X=13+. Lebensohl (even if opener corrects to 2♠) RCO style 2-s Ditto. Partner of X may have weak minor so 2NT is still Lebensohl Defence 1♣: CRASH - 2 suited overcalls to X=same colour; 1♦=same rank; 1NT=same shape strong Over [1♣]-P-[1♠]-X=same colour; 1NT=same rank; 2♣=same shape \$ame method used over strong 2♣ opening. Defence Lebensohl - other uses After double of a weak 2 opening Take out of 4 level pre-empts 4♣/4♠ X 4♥ X, 4nt minors 4♣/4♠ X 4♥ X, 4nt minors 4♣/4♠ X Good/bad 2NT in competition Jacoby Rebid: 3 Suit=shows HCP then Step=Shortage ask, other=own shortage (LMH) Inverted GF: 2 level rebids show strength then step to ask for shortage, etc. 1M - 1NT; 2NT = FG 5/4 or S/suited. 3♣ Enq - 3M s/suit, other 4 card suit (3NT=♠)		9	. CONVE	NTIONS					
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Blackout (Reverse): Rebid of Major=5+ F1, 4th suit or 2NT - cheaper is weak	Blackout (R	.everse): Rebid of Ma	ajor=5+ F1, 4tl	n suit or 2NT - chea	aper is weak				