

## 4. BASIC RESPONSES

Jump raises - minors	Inverted: 6-9 HCP, 4+ ♦/5+♣, no 4-card Major
Jump raises - Majors	Preemptive
Jump shifts after minor opening	Natural, weak at 2 level
Jump shifts after Major opening	Bergen
Responses to strong 2 suit open.	
Responses to 2NT opening	3♣: Puppet Stayman; 3♦/3♥: Transfer; 3♠: 5/4+ minors, slam interest

## 5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:		Coded 9's and 10's
Four or more with an honour	3rd/5th	4th highest
From 4 small	3rd highest	2nd highest
From 3 cards (no honour)	Bottom	Middle
In partner's suit	As above	As above
<b>Discards</b>	McKenney	McKenney
<b>Count</b>	High-Low = Even	High-Low = Even
<b>Signal</b> on partner's lead:	Low Encourage	Low Encourage
<b>Signal</b> on declarer's lead:	Count	
<b>Notes</b>	Ace or Queen leads ask for attitude; King for count	

## 6. SLAM CONVENTIONS

4NT: Blackwood	<input checked="" type="checkbox"/> RKC	3041	4NT response to NT = Quantitative
Asking Bids	<input type="checkbox"/>	Cue Bids	<input checked="" type="checkbox"/> First or second round control

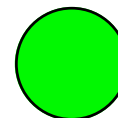
## 7. OTHER CONVENTIONS

<b>Modified Ghestem (Michaels CRO):</b>	Opps suit=Colour; 2NT=Rank; 3C=Other
<b>Short Trial bids</b>	
<b>Extended Stayman</b>	2x5-card Majors, 11+ TP, 3D over 2D
<b>OBAR BIDS:</b> After opps bid & raise	Can balance in direct seat
<b>Pre-empts:</b> 6+ card suits	Rule of 2, 3 or 4
<a href="http://www.abf.com.au">www.abf.com.au</a>	Minorwood
PDF Form Rev. 21E29 by RoL	Pre-empt keycard
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# AUSTRALIAN BRIDGE FEDERATION LTD.

## STANDARD SYSTEM CARD



ABF Nos.	1099418	Jan Bennett
& Names:	1122452	Derek Bartosh
Basic System:	2/1	
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

1♣ 10+ HCP,	2+♣	1♥ 10-20 HCP	5+♥
1♦ 10+ HCP,	4+♦	1♠ 10-20 HCP,	5+♠
1NT 15-17 Balanced	may contain 5 card Major <input checked="" type="checkbox"/>		

1NT Responses	2♣ Stayman or Range Finder
2♦ TRF ♥	2♠ TRF ♣
2♥ TRF ♠	2NT TFR ♦
(Dbl) Exit Transfers and forcing Pass	other

2♣	23+ or 9 quick tricks (may be short on points - 13+)
2♦	Multi : weak Major OR 21-22 BAL
2♥	Multi : weak, 5+♥ & 4+ in either minor
2♠	Multi : weak, 5+♠ & 4+ in either minor
2NT	20HCP. (May be 19 or 21 regraded).
3NT	Gambling, solid minor, no side A
other	2NT usually balanced but may contain singleton Ace or 5-card Major

## 2. PRE-ALERTS

XX's over our 1NTX vary. Please ask.	
Transfer responses to 1C opening	

## 3. COMPETITIVE BIDS / OVERCALLS

Doubles	Support Doubles and Redoubles	Negative DBL thru	3♦
{E.g. Support Doubles and Redoubles }		Responsive DBL thru	4♦
Jump overcalls	Variable	Unusual NT	2NT is CRO
1NT overcall: (immediate)	15(NV)-18 BAL *(see below)	(re-opening)	11-14
Immediate cue: (minor)	CRO - same colour	(Major)	CRO - same colour
<b>Over:</b> Weak Twos	2NT 17-20, T/O X with LEB	Opening Threes	X=t/o; Cue m=M's; 4NT over M=m's
Opponent's transfers	X=Lead directing		
Opponent's 1NT	<b>Multi Landy:</b> X (weak): penalties; X (strong - 15+hcp): 5+ minor, 4 Major		
2♣: Majors; 2♦: 6+ Major; 2♥: 5x♥, 4+ mnr; 2♠: 5x♠, 4+ mnr; 2NT: minors; 3♣/3♦: 6+ mnr			
* Stayman, Puppet Stayman and Transfers ON after 1NT overcall (16-18)			

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ HCP, 4+♥	2♦ 6-10 HCP, 6+M	3♦	
1♥ 6+ HCP, 4+♠	2♥ 2-5 HCP, 6♥	3♥	2-5 HCP, 7♥
1♠ ♦ or 6-9 bal, No 4cM	2♠ 2-5 HCP, 6♠	3♠	2-5 HCP, 7♠
1NT No 4cM. 10-11 HCP	2NT No 4cM. 12 HCP BAL	3NT	13-15 HCP, <4 Major
2♣ 10+ TP, 5+♣, <4 Major	3♣ 6-9 TP, 5+♣, <4 Major	4♣	
other	After 1♣:2♣, 2M shows stopper, 2NT shows both Majors stopped		
1♦ 1♥ 5+ HCP, 4+♥	2♥ 2-5 HCP, 6♥	3♥	2-5 HCP, 7♥
1♠ 5+ HCP, 4+♠	2♠ 2-5 HCP, 6♠	3♠	2-5 HCP, 7♠
1NT 6-9 HCP, 4+♣	2NT 10-12 HCP BAL, <4 M	3NT	13-15 HCP, <4 Major
2♣ 13+ TP, 4+♣, GF*	3♣	4♣	
2♦ 10+ TP, 4+♦, <4 Major	3♦ 6-9 TP, 4+♦, <4 Major	4♦	
other	After 1♦:2♦, 2M shows stopper, 2NT shows both Majors stopped		
1♥ 1♠ 5+ HCP, 4+♠	2♥ 6-9 HCP, 3x♥	3♦	10-12 TP; 4x♥
1NT 6-11/12 HCP, <3♥&<4♠	2♠ 10-12 TP; 3x♥	3♥	0-5 TP; 4x♥
2♣ 13+ HCP, 3-4+♣, GF*	2NT Jacoby	3♠	Splinter
2♦ 13+ HCP, 3-4+♦, GF*	3♣ 6-9TP; 4x♥	3NT	13-15 pts; To Play
other	4♣/4♦: Splinter; 4♥: 0-5 pts, 5+ ♥		
1♠ 1NT 6-11/12 HCP, <3♠	2♠ 6-9 HCP, 3x♠	3♥	10-12 TP; 3x♠
2♣ 13+ HCP, 3-4+♣, GF*	2NT Jacoby	3♠	0-5 TP; 4x♠
2♦ 13+ HCP, 3-4+♦, GF*	3♣ 6-9 TP; 4x♠	3NT	13-15 pts; To Play
2♥ 13+ HCP, 5+♥, GF*	3♦ 10-12 TP; 4x♠	4♣	Splinter
other	4♦/4♥: Splinter; 4♠: 0-5 TP, 5+♠		
1NT 3♣ Puppet Stayman GF	3♠ 14-16 HCP, 6+♠	4♦	
3♦ 14-16 HCP, 6+♦	3NT 13-15 HCP, <4 Major	4♥	To play
3♥ 14-16 HCP, 6+♥	4♣ CRO Gerber	4♠	To play
other	4NT: Quantitative (16-17pts). Breaking & bouncing rebids to transfers		
2♣ 2♦ A, K or QQ with J	2NT 5+♥, 2 of top 3	3♥	
2♥ Denies A, K or QQ w. J	3♣ 5+♠, 2 of top 3	3♠	
2♠ 5+♠, 2 of top 3	3♦ 5+♦, 2 of top 3	3NT	
other			
2♦ 2♥ < opening hand	3♣ Natural, non-forcing	3♠	
2♠ < opening hand, ♥ sup	3♦ Natural, non-forcing	3NT	To play
2NT 14+ HCP, 3+ both Maj	3♥ ♥&♠ support to 3 level	4♣	
other	After 2D-2H-2NT, 4NT is Quantitative (11-12 pts)		

**Notes** Jacoby ON after interference or X

Bergen ON after X, OFF after interference unless bid is a jump

\*GF if responder is not a passed hand and RHO has not overcalled or doubled.

2♥ 2♠ To play	3♦ Natural, non-forcing	3NT To play
2NT Show me minor / streng	3♥ Pre-emptive	4♣ To play
3♣ Pass or correct	3♠ To play	4♥ To play
other	4♠: To play; 4NT: RKCB	
2♠ 2NT Show me minor / streng	3♥ To play	4♣ To play
3♣ Pass or correct	3♠ Pre-emptive	4♥ To play
3♦ Natural, non-forcing	3NT To play	4♠ To play
other	4NT: RKCB	
2NT 3♣ Puppet Stayman	3♠ 5/4+ in minors	4♦
3♦ Transfer to ♥	3NT 5-10 HCP, To play	4♥ To play
3♥ Transfer to ♠	4♣ CRO Gerber	4♠ To play
other	Breaking & bouncing rebids to Major transfers	

## 9. CONVENTIONS

**Unusual NT:** Michaels CRO - same Rank

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

**NT Checkback** ☒ Priorities: After 1NT: 2♣: transfer to 2♦. 2♦: Game Force

**Defence to 3NT opening** X: penalty; 4♣: T/O prefer ♥; 4♦; T/O prefer ♠; 4♥/4♠: To play

**Defence to Opening Twos**

Multi 2♦ X: 16+, UNBAL; 2♥/2♠ Natural; 2NT: 16+ HCP w. stops; 3♣/3♦: To play

RCO style 2-s

Other 2-s X: T/O; 2NT: 17-20 HCP w. STOP; 3 suit: 6+ Card, c. Opening hand

**Defence** Strong 1♣: X: Majors; 1NT: minors; 1♦,1♥,1♠,2♣: natural  
**to** Polish 1♣/Precision 1♦: X=Majors; 1NT=16-18; 2NT=minors  
**strong** (2♣):  
**1♣/2♣**

**Over 1NT Interference** lebensohl after both 1NT opening and 1NT overcall

**Lebensohl - other uses** Over opening weak 2's:X; 1M:2M:X; Over ptrns non-GF reverse

**Take out of 4 level pre-empts** 4♣/4♦ X: Majors

4♥ X: ♠ & minor; 4NT: both minors 4♠ X: PEN; 4NT: 2 suited

## 10. OTHER NOTES

**Defence to our 1NTX:** Pass: weak, no 5-card suit or strong; With 5-card suit, 4-way tsfr

**2NT Jump by Opener:** 18-19 HCP

**Jump overcalls:** Good 6-card suit, NV:5-10 HCP, Vul:11-15: 2 suit=11-15; 3 suit = 12-16

**Unassuming Cue Bid:** 10+ TP, 3-card support, asking for quality of overcalled suit

**Extended Stayman:** 2x5-card Majors, 8+ TP: Bid 3♦ over 2♦ asking for 3-card Major

**After opps T/O X:** XX: 10+ HCP & short; Bergen ON; Change suit: natural & forcing