

## 4. BASIC RESPONSES

Jump raises - minors	Inverted, <7hcp
Jump raises - Majors	Bergen
Jump shifts after minor opening	Natural, weak at 2 level
Jump shifts after Major opening	Bergen, 2OM = M3,10-12p; 3C = M4+, 6-9p; 3D = M4+, 10-12p
Responses to strong 2 suit open.	2D = waiting; others 5-8p 5+ suit; 3M = M7+, weak
Responses to 2NT opening	5-card Puppet Stayman; TRF (3D/H/S); Gerber; 4D = MSKC

## 5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	A/Q = Attitude; K = Count	
Four or more with an honour	4th highest	
From 4 small	2nd highest but top if 98 or 87	
From 3 cards (no honour)	MUD(rarely top unless T9 or 98)	
In partner's suit	Count card if not supported	
<b>Discards</b>	Reverse present count	
<b>Count</b>	Low-high = Even	
<b>Signal</b> on partner's lead:	Reverse attitude (occ RPC/SP)	Reverse attitude (occ RPC/SP)
<b>Signal</b> on declarer's lead:	When given RPC, or occ SP. SP is McKenney style)	
<b>Notes</b>	First discard is RPC and tends to be in a suit do not want led (if can afford it)	
	SP when dummy has a shortage in a high contract.	

## 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/> RKC	0341	4♣ Gerber <input checked="" type="checkbox"/> After 1N & 2N openings {When 4NT other meanings?}
Asking Bids <input type="checkbox"/> Cue Bids <input checked="" type="checkbox"/>	Aces first	
Kickback in H if H are unequivocally set; MSKC; Exclusion;		
PODI & PORI: P=0/3, X/XX=1/4 etc		

## 7. OTHER CONVENTIONS

Support X and XX by Opener below 2NT	4SF to game
Splinters 11ish hcp & LTC=7 over 1C/D/H/S	Raises ON after interference(inc X)below 1N
1S - 4H = Natural	Rubensohl ON after our 1NT
Trial bids: Step = ART OR values in suit	Rubensohl ON after our X of 2-level weak op
Fit showing jumps when we overcall	

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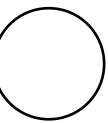
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**AUSTRALIAN BRIDGE  
FEDERATION LTD.**

## STANDARD SYSTEM CARD



ABF Nos.	480991	Mimi Packer
& Names:	908241	Chris Cullen
Basic System:	Standard American, 2/1 GF (except 1D-2C)	Jan 2026
Brown Sticker <input type="checkbox"/>	Classification:	Green <input type="checkbox"/> Blue <input type="checkbox"/> Red <input type="checkbox"/> Yellow <input type="checkbox"/>

## 1. OPENING BIDS Describe strength, min.length, or specific meaning Canapé

1♣ 11+, C3+	1♥ 11+p, H5+
1♦ 11+p, D3+; (open 1D with C4D4)	1♠ 11+p, S5+
1NT 15-17hcp	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses	2♣ Lavings 5-card enquiry
2♦ TRF H (superaccept H4+: 2NT>3H)	2♠ TRF C (s/a C3 with honour - 2N)
2♥ TRF S (superaccept S4+: 2NT>3S)	2NT TRF D (s/a D3 with honour - 3C)
(Dbl) Rubensohl	other

2♣ Game force; OR 23-24p BAL	
2♦ 6 card Major, < OB; 4m response ART, ON in competition when sane	
2♥ H5+ & other5+, < Opening bid	
2♠ S5+ & m5+, < Opening bid	
2NT 20-22p BAL	3NT
other < Opening bid = typically 6-10p; 4m/4M natural; 4N=minors	

## 2. PRE-ALERTS

Minor raises ON after X, 1D, 1H, 1S	O w shortage must not pass out overcalls to
Bergen raises ON after X or 1S	

## 3. COMPETITIVE BIDS / OVERCALLS

Doubles Support doubles, negative doubles, takeout doubles	Negative DBL thru	3S	
	{E.g. Support Doubles and Redoubles }	Responsive DBL thru	3S
Jump overcalls Weak	Unusual NT	Lower 2 unbid suits, 5+/5+	
1NT overcall: (immediate) 15-18 System ON	(re-opening)	15-17 System ON	
Immediate cue: (minor) Michaels 5+/5+ (Majors)	(Major)	Michaels 5/5+	
<b>Over:</b> Weak Twos DBL for takeout	Opening Threes	DBL for takeout	
Opponent's transfers	Bid their suit is takeout, cue is 2-suiter		
Opponent's 1NT	ASPTRO: DBL=PEN(16+p or tricks), 3C/D natural 6-16p, 3H/S Nat 6-10p; 2C(=H) & 2D(=S) 2-suited, 10-16p.If minor, then 5/4+either way.With H&S, bid 2D with S4		
2N=C/D 5+/5+ 9-16p OR STRONG 2-suiter (at least 5/5)			

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ D4+ and 6+hcp	2♦ C5+, no M, INV, 7-10h	3♦ Splinter
1♥ H4+ and 6+hcp	2♥ H6+ and < 7hcp	3♥ Splinter
1♠ S4+ and 6+hcp	2♠ S6+ and < 7hcp	3♠ Splinter
1NT 6-10 hcp, no M4	2NT 11-12hcp, no M4	3NT 13-14hcp, to play
2♣ C5+, 11+hcp, Inverted	3♣ C5+ and <7hcp, no M4	4♣ C6+ NF, preemptive*
other *strong C raise goes through 2C; After 1C-2C, all bids are FG except 2D		
1♦ 1♥ H4+ and 6+hcp	2♥ H6+ and < 7hcp	3♥ Splinter
1♠ S4+ and 6+hcp	2♠ S6+ and < 7hcp	3♠ Splinter
1NT 6-10hcp, no M4	2NT 11-12hcp, no M4	3NT 13-14hcp, to play
2♣ C4+ and 10+hcp	3♣ D4+, no M, INV, 7-10hc	4♣ Splinter
2♦ D4+, 11+p, inverted	3♦ D4+ and <7hcp, no M4	4♦ D6+, NF, preemptive*
other *strong D raise goes through 2D; after 1D-2D, all bids are FG except 2H		
1♥ 1♠ S4+ and 6+hcp	2♥ H3, 6-9hcp	3♦ H4+, 10-12hcp
1NT 6-12hcp, H<3, semi F	2♠ H3, 10-12 hcp	3♥ H4+, <6hcp
2♣ C4+, FG, 12+hcp	2NT H4+,13+hcp,Jacoby FG	3♠ H4+, Splinter, LTC=7
2♦ D4+, FG, 12+hcp	3♣ H4+, 6-9hcp	3NT H3, 13-14hcp, 3334
other 4H/4S/5C/5D to play; 4C/4D = Splinter. See note 1.		
1♠ 1NT 6-11hcp, S<3, semi F	2♠ S3, 6-9hcp	3♥ S3, 10-12hcp
2♣ C3+, FG, 12+hcp	2NT S4+,13+hcp,Jacoby FG	3♠ S4+, <6hcp
2♦ D4+, FG, 12+hcp	3♣ S4+, 6-9hcp	3NT S4+, H Splinter, LTC=7
2♥ H5+, FG, 12+hcp	3♦ S4+, 10-12hcp	4♣ Splinter
other 4H/5C/5D to play; 4D=Splinter		
1NT 3♣	3♠ 6+card suit, slam try	4♦
3♦	3NT To play	4♥ To play
3♥ 6+card suit, slam try	4♣ Gerber0/3 1/4 2C 2R 2	4♠ To play
other 5C/5D to play		
2♣ 2♦ Waiting	2NT flat, 9-11p,no good suit	3♥ H7+ weak
2♥ H5+ and 5-8hcp	3♣ C5+ & 5-8p,good suit	3♠ S7+ weak
2♠ S5+ and 5-8hcp	3♦ D5+ & 5-8p, good suit	3NT
other Bid suit can be 4-9hcp with most values in that suit. 3C/D usually 6+		
2♦ 2♥ Pass or correct	3♣ Nat, f1	3♠ Pass or correct
2♠ Pass or correct	3♦ Nat, f1	3NT To play
2NT Strong enquiry	3♥ Pass or correct	4♣ Correctible by transfer
other 4D Correctible; 4H/4S/5C/5D to play. All 4 level bids ON after interference		

### Notes

Splinter raises to 1C/1D/1M expected to have LTC=7; 9-12p if void; 10-13p if singleton  
 After 1m-2m, step is 11-13p; all other bids are FG; 2N = HS stop; 3m slam suitable; 4m KC

2♥ 2♠ Pass or correct	3♦ Pass or correct	3NT To play
2NT Strong enquiry	3♥ To play	4♣ Pass or correct
3♣ Pass or correct	3♠ Pass or correct	4♥ To play
other 4D Pass or correct; after 2NT then 3H=5/5M, 3S=6/5Majors, 3N = 5/6Majors		
2♠ 2NT Strong enquiry	3♥ Nat, NF, constructive	4♣ Pass or correct
3♣ Pass or correct	3♠ To play	4♥ To play
3♦ Pass or correct	3NT To play	4♠ To play
other 4D Pass or correct; 4N bid your minor; after 2NT then 3H/S = good C/D		
2NT 3♣ 5-card Puppet Staymar	3♠ TRF C	4♦ D RKCB
3♦ TRF H	3NT To play	4♥ To play
3♥ TRF S	4♣ Gerber0/3 1/4 2C 2R 2	4♠ To play
other 4NT = quantitative		

## 9. CONVENTIONS

<b>Unusual NT:</b> Lower 2 unbid suits
<b>4th Suit Forcing</b> One round <input type="checkbox"/> FG, asks for helpful description <span style="float: right;">Game force <input checked="" type="checkbox"/></span>
<b>NT Checkback</b> <input checked="" type="checkbox"/> Priorities: 3-card Major support; other Major; X = stolen bid if interference
<b>o 3NT opening</b> X 15+; 4C/4D are Asptro with M5; 4H/4S to play
<b>o Opening Twos</b> 2NT 16-18hcp flat
2NT is 16-18hcp flat; X is t/o of S OR strong; 2H is t/o of H; 2S/3H is NAT
2-s 2NT is 16-18hcp flat; X is takeout of S
2NT is 16-18hcp flat; Against anchored 2-suiters, X is takeout
(1♣) :2D/H/S as our opening bids; 1NT = C; 2C = D;
<b>to</b> X = 16+ OR 12+ with 4+/3+ in majors; 2NT is minors 5/5+
<b>strong</b> (2♣) : 2N = H5+/S5+ OR H5+/minor4+; X = S5+H4 OR S5+/minor4+
<b>1♣ / 2♣</b> 2D/2H/2S/3C usually obstructive

**Over 1NT Interference** Rubensohl

**Lebensohl - other uses** Rubensohl used over X of 2 level weak openings

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

4♥ X for t/o but can pass; 4N = minors 4♠ X for penalty; 4N = 2 places to play

## 10. OTHER NOTES

- 2C checkback after 1NT rebid - 2D is neither min, 2NT is neither max;
- 2M denies other M; 2OM is OM4; 3NT is M3OM4 max
- After (1C) P (transfer to Major) 1M is t/o; X is competitive (showing other suits or flat)
- After (1A) P (1N) X = takeout of A; 2A = Michaels; 2N = lower unbid suits
- After (1A) P (1B) X = unbid suits 4+/4+ OR strong; 2A & 2B Natural; 2N = unbid suits 5+/5+