

## 4. BASIC RESPONSES

Jump raises - minors	Preempt
Jump raises - Majors	Preempt
Jump shifts after minor opening	1♣-2♦/1♦-3♣: 5-9 raise; 2♥/♠: NAT 4-7 HCP, 6+ suit; 3 level SPL
Jump shifts after Major opening	Bergen - 1♥ - 2♠ / 1♠ - 3♥ = 3 cd SUPP, other 3-lvl bids = 4 cd SUPP
Responses to strong 2 suit open.	2♦ - negative or waiting; 2M / 3m = 8+ HCP 5+ suit with honour
Responses to 2NT opening	3♣ puppet stayman; 3♦/3♥ = TRF to ♥/♠; 3♠ = 5/4 m's

## 5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead, A-Attitude K-Count	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	low from 3; attitude if length known	
<b>Discards</b>	Odd=Enc., Even=McKenney	
<b>Count</b>	Low-High = Even	
<b>Signal</b> on partner's lead:	Odds & evens; reverse count	
<b>Signal</b> on declarer's lead:	Reverse count if appropriate	
<b>Notes</b>		

## 6. SLAM CONVENTIONS

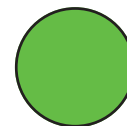
4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 1430 exc.♣ 4♣ Gerber <input type="checkbox"/> when?	Std BI when no suit agreed
<b>Slam Notes</b>	DOPI/ROPI; Exclusion RKC	
Cue Bids <input checked="" type="checkbox"/>	1st or 2nd round control	
Asking Bids <input checked="" type="checkbox"/>	Asking bids - opponents' suit	

## 7. OTHER CONVENTIONS

Bergen + Jacoby raises	Inverted minor raises
Cue raises; 2NT: 4 card raises	Fit showing jumps in competition
Support X / XX	Splinters + mini Splinters
Long suit trials	4th suit forcing to game
2 way Checkback after opener's 1NT rebid	2 way Drury by passed hand
<a href="http://www.abf.com.au">www.abf.com.au</a>	Smolen + puppet over 1NT/ Puppet over 2NT
PDF Form Rev. 15F06 by RoL MyRev.	Lebensohl; Blackout
Copyright © ABF 2015	Leaping Michaels
	Kokish to 2♣ (2♣ - 2♦ - 2♥ - 2♠ = relay)



# AUSTRALIAN BRIDGE FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	268410	Helene Pitt
& Names:	61409	Ruth Tobin
Basic System:	Standard	
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

Describe strength, minimum length, or specific meaning	Canape <input type="checkbox"/>
1♣ (10)11-20 HCP 3+♣	1♥ (10)11-20 HCP 5+♥
1♦ (10)11-20 HCP 3+♦	1♠ (10)11-20 HCP 5+♠
1NT 15-17 HCP BAL (can be 5422)	may contain 5 card Major <input checked="" type="checkbox"/>
1NT Responses 2♣ Simple Stayman	
2♦ TRF to ♥	2♠ TRF to ♣
2♥ TRF to ♠	2NT TRF to ♦
other Opener bids 3♥/♠ with 5♥/♠ + max; Smolen - responder shows 5/4 both M's	
2♣ 23-24 HCP BAL or GF	
2♦ <11 HCP 6+ ♥ or ♠	
2♥ <11 HCP 5+♥ & 5+ any other suit (non-vul can be 4c m)	
2♠ <11 HCP 5+♠ & 5+ minor (non-vul can be 4c m)	
2NT 20-22 HCP BAL	3NT Sound preempt in either m
other 1NT - 3♣ = puppet stayman; 1NT - 4♣/4♦ = Texas TRF to 4♥/4♠	

## 2. PRE-ALERTS

Support X / XX; 2-way Drury	4NT by opener: both m's, extreme shape
Change of suit F; SPL + Mini SPL	Leaping Michaels (jump O/C m also shows oM)
Bergen raises; Inverted minor raises	Kokish to 2♣ (2♣ - 2♦ - 2♥ - 2♠ = relay)

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4♥	Jump overcalls	pre-emptive
Responsive doubles through 4♥	Unusual NT	over M: ms; over m: om + 1M 5+/5+ WK or STR
1NT overcall - immediate 15-18 HCP	Immediate cue of minor	Michaels - M's 5+/5+ WK or STR
1NT overcall - re-opening 10-14 HCP	Immediate cue of Major	Michaels - OM +1m 5+/5+ WK/STR
Over weak twos T/O + LEB; 2NT: 15-18 HCP	Over opening threes	X T/O
Over opponent's 1NT X = PEN (weak NT) / single-suiter (strong NT); 2♣ - ♣+♦; 2♦ - ♥+♠		
2♥ - ♥ + m; 2♠ - ♠ + m; 2NT: 2-suiter strong / extreme shape		

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+ HCP, 4+ ♦	2♦ 5-9 HCP, 5+ ♣	3♦ SPL 9-11+ HCP
1♥ 5+ HCP, 4+ ♥	2♥ 4-7 HCP, 6+ ♥	3♥ SPL 9-11+ HCP
1♠ 5+ HCP, 4+ ♠	2♠ 4-7 HCP, 6+ ♠	3♠ SPL 9-11+ HCP
1NT 6-10 HCP	2NT 11-12 HCP, no 4 cd M	3NT 13-15 HCP, no 4 cd M
2♣ inverted, 12+ HCP, 4+ ♣	3♣ pre-emptive, 5+ ♣	4♣ pre-emptive
other		
1♦ 1♥ 5+ HCP, 4+ ♥	2♥ 4-7 HCP, 6+ ♥	3♥ SPL 9-11+ HCP
1♠ 5+ HCP, 4+ ♠	2♠ 4-7 HCP, 6+ ♠	3♠ SPL 9-11+ HCP
1NT 6-10 HCP	2NT 11-12 HCP, no 4 cd M	3NT 13-15 HCP, no 4 cd M
2♣ 10+ HCP, 4+ ♣	3♣ 5-9 HCP, 5+ ♦	4♣ SPL 9-11+ HCP
2♦ inverted, 12+ HCP, 4+ ♦	3♦ pre-emptive, 5+ ♦	4♦ pre-emptive
other		
1♥ 1♠ 5+ HCP, 4+ ♠	2♥ 5-9 HCP, 3 cd SUPP	3♦ Bergen, 10-12 HCP, 4c ♥
1NT 6-10 HCP	2♠ limit raise or better 3c ♥	3♥ pre-emptive raise, 4+ ♥
2♣ 10+ HCP, 4+ ♣	2NT GF raise, 4+ ♥	3♠ SPL 9-11+ HCP
2♦ 10+ HCP, 4+ ♦	3♣ Bergen, 6-9 HCP, 4c ♥	3NT 12-15 HCP, bal 3 cd ♥
other 4♣ + 4♦ SPL 9-11+ HCP		
1♠ 1NT 6-10 HCP	2♠ 5+ HCP, 3 cd SUPP	3♥ limit raise or better, 3c ♠
2♣ 10+ HCP, 4+ ♣	2NT GF raise, 4+ ♠	3♠ pre-emptive raise, 4+ ♠
2♦ 10+ HCP, 4+ ♦	3♣ Bergen, 6-9 HCP, 4c ♠	3NT 12-15 HCP, bal 3 cd ♠
2♥ 10+ HCP, 5+ ♥	3♦ Bergen, 10-12 HCP, 4c ♠	4♣ SPL 9-11+ HCP
other 4♦ + 4♥ SPL 9-11+ HCP		
1NT 3♣ puppet	3♠ 1345/1354 shape GF	4♦ TRF to 4♠
3♦ 5+ ♣ + 5+ ♦ GF	3NT to play	4♥ to play
3♥ 3145/3154 shape GF	4♣ TRF to 4♥	4♠ to play
other		
2♣ 2♦ weak or waiting	2NT	3♥ self supporting suit
2♥ 8+ HCP, 5+ ♥	3♣ 8+ HCP, 6+ ♣	3♠ self supporting suit
2♠ 8+ HCP, 5+ ♠	3♦ 8+ HCP, 6+ ♦	3NT
other		
2♦ 2♥ pass or correct	3♣ natural, NF	3♠ P/C (shows better ♥)
2♠ P/C (shows better ♥)	3♦ natural, forcing	3NT to play
2NT strong enquiry	3♥ pass or correct	4♣ asks partner to TRF to M
other 4♦ asks partner to bid their M		

Notes

2♥ 2♠ pass or correct	3♦ natural, to play	3NT to play
2NT enquiry for 2nd suit	3♥ pre-emptive	4♣ pass or correct
3♣ natural, to play	3♠ pass or correct	4♥ to play
other		
2♠ 2NT enquiry for 2nd suit	3♥ natural, to play	4♣ pass or correct
3♣ natural, to play	3♠ pre-emptive	4♥ to play
3♦ natural, to play	3NT to play	4♠ to play
other		
2NT 3♣ puppet	3♠ minors 5/4	4♦ NAT
3♦ TRF to ♥	3NT to play	4♥
3♥ TRF to ♠	4♣ NAT	4♠
other 2NT - 3♣ puppet: 3♦: at least 1 4c M, responder bids M they don't have		

## 9. CONVENTIONS

**Unusual NT:** minors; over 1m: 2NT = other m + 1 M

**4th Suit Forcing** One round  forcing to game Game force

**NT Checkback**  Priorities: 2C forces 2D, then show shape up the line

**Defence to 3NT opening** X = values, 4♣ T/O for M's, better ♥, 4♦ T/O for M's better ♠

**Defence to Opening Twos** X = 12+ with LEB, NAT overcalls

Multi 2♦ X = 12+ with LEB, NAT overcalls

RCO style 2-s X = 15+ with LEB, NAT overcalls

Other 2-s X = 15+ with LEB, NAT overcalls

**Defence** Over 1♣ strong: X = both Ms; 1NT = M + m; 2NT = both m's

to

**strong** Over 2♣ strong: X = both Ms; 2NT = both m's

♣

**Over 1NT Interference** lebensohl

**Lebensohl - other uses** Over opponents' weak 2's

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

4♥ X 4♠ 4NT

## 10. OTHER NOTES

Over transfer responses: X = shows that suit, bid of opponent's suit = T/O

Cue bids = 1st or 2nd round control

3♣ puppet stayman: 3♦: at least 1 4c M, 3♥: 5c ♥, 3♠: 5c ♠; 2NT - 3♣ - 3♦:

responder bids M they don't have or 4♣: both M's, better ♥, 4♦: both M's, better ♠