

4. BASIC RESPONSES

Jump raises - minors	1♣-3♣ = GF balanced no major, 1♦-3♦ = to play
Jump raises - Majors	Just below an invitational four-card raise
Jump shifts after minor opening	Over 1♣, game-forcing transfers. Over 1♦, natural non-forcing.
Jump shifts after Major opening	Natural and invitational (not forcing).
Responses to strong 2 suit open.	
Responses to 2NT opening	3♣ = pass or correct, 3♦ = artificial GF, 3M = natural, 4♦ = RKCB

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead all	Overlead all
Four or more with an honour	3rd from even, low from odd	4th highest
From 4 small	3rd from even, low from odd	2nd highest
From 3 cards (no honour)	Low	1st or 2nd
In partner's suit	3rd from even, low from odd	Low
Discards	Reverse original count	Reverse original count
Count	Reverse original count	Reverse original count
Signal on partner's lead:	Low encourage	Low encourage
Signal on declarer's lead:	Reverse original count	
Notes		

6. SLAM CONVENTIONS

4♣ Gerber

4NT: Blackwood <input checked="" type="checkbox"/> RKCB 1430	More often natural than Blackwood
Asking Bids <input checked="" type="checkbox"/> Cue Bids <input type="checkbox"/>	Lots of bids asking for partner's holding in specific side-suits.
Blackwood is usually 4♦, and 4♣ is an invitation for partner to ask for aces.	
If RKCB is below 4♥, then first step response shows a bad hand.	

7. OTHER CONVENTIONS

Transfers in many different situations.	We show majors before longer minors.
Two-way checkback after 1♥-1♠-1NT.	Multi-2♣ and 2♦ over 1♥ and 1♠ openings.
Responses to our opening Pass (13-16):	1♣ = 10-11 any shape, forcing to 1NT.

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1♦ = 4+♥, 1♥ = 4+♠. Can be very weak, can be slam try.

1♠ = no major, 4+HCP. 1NT = 7-9 balanced, no major.

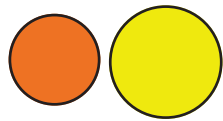
2♣ = 7-9 either minor. 2♦/2♥ = GF transfers.

2♠ = GF minors. 2NT = GF minor. 3♣ = GF bal no major.



AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos.	256986	Brad Coles
& Names:	117714	David Appleton

Basic System: Medium Pass (opening Pass = 13-16), Strong Club (17+), 1♦ fert (0-8)
Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

1♣ 17+ any shape	1♥ 4+♥ 9-12. Can have a longer suit.
1♦ 0-8 any shape (can be 9 if balanced)	1♠ 4+♠ 9-12. Can have a longer suit.
1NT (9)10-12 balanced or minor(s). Denies good 4-card major. may contain 5 card Major <input type="checkbox"/>	

1NT Responses 2♣ 3+3+ minors OR 3+♣ and a five-card major OR 6+♠. Not forcing.	
2♦ 13+ enquiry	2♠ to play
2♥ to play	2NT weak 3+♣5+♦ OR GF one-suiter
(Dbl) takeout	other

2♣ MULTI. 13-16, single-suited in either major.	
2♦ MULTI. 10-12, single-suited in either major, OR 17+ single-suited in either major.	
2♥ NATURAL. Weak two, can be five if not vulnerable.	
2♠ NATURAL. Weak two, can be five if not vulnerable.	
2NT Game interest single-suited minor.	3NT Good preempt in either minor.
other 3 rd /4 th -seat 'openings' are responses to our 13-16 Pass. Details on back page.	

2. PRE-ALERTS

1♦ opening is 0-8 any shape. Strong 1♣.	Opening pass is 13-16, transfer responses.
1NT opening (9-12) can be unbalanced.	2♣ and 2♦ are multi (single-suited major).
1♠ response to Pass = 4+ HCP no major	2♣ response to Pass = 7-9 either minor

3. COMPETITIVE BIDS / OVERCALLS

Doubles Many doubles are artificial, frequently transfers	Negative DBL thru	4♠
	Responsive DBL thru	4♠
Jump overcalls Weak jump overcalls	Unusual NT	Lower unbid suits
1NT overcall: (immediate) 16-18	(re-opening)	15-17
Immediate cue: (minor) 4♠ and any longer suit	(Major)	Four other major, longer minor
Over: Weak Twos Leaping Michaels	Opening Threes	Non-leaping Michaels
Opponent's transfers	Double = takeout, cue = 4M and a longer lower suit	
Opponent's 1NT	Penalty doubles, 2♣ = ♥+another, 2♦ = ♠+minor, 2NT = minors or any GF	

3rd/4th-seat 'openings' are not openings, they are responses to our 13-16 Pass.

SEE BACK PAGE FOR A LIST OF THESE RESPONSES.

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 0+ HCP, 4+♥	2♦ 4+♥, game forcing	3♦ GF strong hearts
1♥ 0+ HCP, 4+♠	2♥ 4+♠, game forcing	3♥ GF strong spades
1♠ 0+ HCP, no major	2♠ GF both minors	3♠ GF strong clubs
1NT 5-7 balanced, no major	2NT GF either minor	3NT GF strong diamonds
2♣ 5-7 either minor	3♣ GF balanced no major	4♣ GF strong diamonds
other		
1♦ 1♥ 4+♥, not forcing	2♥ 6+♥, to play	3♥ 6+♥, to play
1♠ 4+♠, not forcing	2♠ 6+♠, to play	3♠ 6+♠, to play
1NT 14-17 balanced	2NT GF with any single suit	3NT to play
2♣ 21+ any shape	3♣ 6+♣, not forcing	4♣
2♦ 18-20 mostly balanced	3♦ 6+♦, not forcing	4♦
other		
1♥ 1♠ 4+♠, may be canape	2♥ 8-13, 3+♥	3♦ 12-13, 6+♦
1NT 8-13 by agreement	2♠ 12-13 6+♠	3♥ almost an invitation
2♣ Inv+ multi (♣ / 3♥ / bal)	2NT about 14 balanced	3♠ void club
2♦ Inv+ multi (♦ or 4♥)	3♣ 12-13, 6+♣	3NT to play
other 4♣ = void diamond, 4♦ = void spade		
1♠ 1NT 8-13 by agreement	2♠ 8-13, 3+♠	3♥ 12-13, 6+♥
2♣ Inv+ multi (♣ / 3♠ / bal)	2NT about 14 balanced	3♠ almost an invitation
2♦ Inv+ multi (♦ or 4♠)	3♣ 12-13, 6+♣	3NT to play
2♥ Inv+, 5+♥	3♦ 12-13, 6+♦	4♣ void club
other 4♦ = void diamond, 4♥ = void spade		
1NT 3♣ game force with clubs	3♠ asking for a stopper	4♦ to play in 4♠
3♦ to play	3NT to play	4♥ to play
3♥ asking for a stopper	4♣ to play in 4♥	4♠ to play
other		
2♣ 2♦ enquiry (any strength)	2NT clubs, to play or GF	3♥ spades, constructive
2♥ to play	3♣ diamonds	3♠
2♠ artificial game force	3♦ hearts, constructive	3NT to play
other 4♣ asks for a transfer to opener's suit, 4♦ asks for opener's suit		
2♦ 2♥ pass or correct	3♣ diamonds	3♠ natural, forcing
2♠ pass or correct	3♦ hearts	3NT to play
2NT clubs OR invite to 4M	3♥ pass or correct	4♣ see below
other 4♣ asks for a transfer to opener's suit, 4♦ asks for opener's suit		

Notes THIS CARD IS FOR 1ST-SEAT AND 2ND-SEAT OPENINGS ONLY.

IN 3RD/4TH, OUR "OPENINGS" ARE RESPONSES TO OUR OPENING PASS:

1♣=10-11 any, 1♦/1♥=transfers (3+HCP), 1♠/1NT/2♣=no major, 2♦+=GF transfers

2♥ 2♠ to play, freely raised	3♦ invite+ heart raise	3NT to play
2NT transfer to clubs	3♥ to play	4♣ RKCB
3♣ transfer to diamonds	3♠ forcing, good spades	4♥ to play
other		
2♠ 2NT transfer to clubs	3♥ invite+ spade raise	4♣ RKCB
3♣ transfer to diamonds	3♠ to play	4♥
3♦ transfer to hearts	3NT to play	4♠ to play
other		
2NT 3♣ correctible	3♠ natural, forcing	4♦ RKCB
3♦ artificial GF	3NT to play	4♥ to play
3♥ natural, forcing	4♣ artificial slam try	4♠ to play
other		

9. CONVENTIONS

Unusual NT:

4th Suit Forcing One round invitational Game force

NT Checkback Priorities: 2♣ puppet to 2♦

Defence to 3NT opening 4♣ = hearts and another, 4♦ = spades and a minor

Defence to Opening Twos

Multi 2♦ Double = takeout of spades. 2♥ = takeout of hearts.

RCO style 2-s

Other 2-s

Defence (1♣) : Double = good hand, 1NT = any two suits

to

strong (2♣) : 2NT = any two suits

1♣ / 2♣

Over 1NT Interference Rubensohl

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ Double for takeout

4♥ Double for takeout

4♠ Double with values

10. OTHER NOTES

RECOMMENDED DEFENCE over our opening Pass (13-16):

Play standard five-card majors (aggressive openings) with a strong NT and 1♦=4+.

Use your normal / preferred two-level openings, including a strong 2♣ opening.

RECOMMENDED DEFENCE over our opening 1♦ (0-9 any shape):

Double = 15+ any shape (partner responds 1♥ with any 0-8, all other responses are GF).

RECOMMENDED DEFENCE over transfer responses to our opening Pass:

Bidding our major is natural at the one-level, Michaels at the two-level. Double = takeout.