

4. BASIC RESPONSES

Jump raises - minors	Preempt
Jump raises - Majors	Preempt
Jump shifts after minor opening	1♣-2♦/1♦-3♣: 8-11 raise; 2♥/♠: NAT 4-6, 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♦ - waiting; 2M / 3m = 8+ HCP 5+ suit with honour
Responses to 2NT opening	3♣ pupp stayman; 3♦/3♥=TRF to ♥/♠; 3♠=5/4 m's; 3NT= to play

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead all (see notes)	Overlead, AQ-Att, K-Count
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle (MUD)	
In partner's suit	Middle (MUD)	
Discards	Low encourage; reverse count	
Count	Low-High = Even	
Signal on partner's lead:	Low encourage; reverse count	AQ-Attitude, K-Count/unblock
Signal on declarer's lead:	Reverse count if appropriate	

Notes Against suits, attitude to honour leads; count to A when length (strength) in dummy. Except: count to K lead at 5-level or after opponent's preempt.

After partner's 3-lvl pre-empt: 4♣/4Om is Ace Ask - steps: 0, 1 w/o, 1 with, 2 w/o, 2 with

6. SLAM CONVENTIONS

4NT: Blackwood ☒ RKCB 1430 4♣ Gerber ☐ when? Exclusion KC: same steps

Slam Notes DOPI/ROPI; 4NT quant: over NT bid or after 1NT - 2♣ - 2♦/♥/♠

Cue Bids ☒ 1st/2nd round controls; after RKCB resp: 1st step Q ask; 2nd step spfc K ask

Asking Bids ☒ Asking bids - opponents' suit (if oppo's have 2 suits = stopper show)

7. OTHER CONVENTIONS

Bergen + Jacoby raises; cue raises	Inverted minor raises
2NT: 4 card raises M (invit+), nat - minors	Fit showing jumps in comp + P/H - M's (m's)
Support X / XX; Long suit trials	Splinters (double-jump only)
Opener's jump in 2nd suit nat 5/5, GF	4th suit forcing to game
2-way Checkback after opener's 1NT rebid	Lebensohl; Blackout

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1NT - 2♣ - 2M - 3OM = slam try in M

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Smolen + puppet over 1NT/puppet over 2NT

MyRev. May 2025

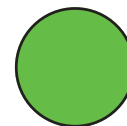
Leaping Michaels over oppo's 3♣ + weak 2 if suit known

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incl 2-suiter with anchor suit (not over multi 2♦)



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	163910	Anita Curtis
& Names:	61409	Ruth Tobin
Basic System:	Standard	[May 2025]
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 ☐

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 (14)15-17 HCP BAL (can be 5422) may contain 5 card Major ☒

1NT Responses 2♣ Simple Stayman (opener bids 3♥/♠ with 5 card ♥/♠ + max)

2♦ TRF to ♥ next suit by resp = nat 2♠ TRF to ♣ (then new suit = shortage)

2♥ TRF to ♠ (then 3♥ by resp = 5/5) 2NT TRF to ♦ (then new suit = shortage)

other Smolen 5/4 both M's; super-accept M's: 3M min 4-card; 2NT max 4-card SUPP

2♣ 23-24 HCP BAL or GF

2♦ <11 HCP 6-card ♥ or 6-card ♠

2♥ <11 HCP 5-card ♥ + 4-card minor (5-card minor if vul)

2♠ <11 HCP 5-card ♠ + 4-card minor (5-card minor if vul)

2NT 20-22 HCP BAL

3NT Sound preempt in either m

other 3♣ puppet stayman; 1NT - 4♣/4♦ = Texas TRF to 4♥/4♠; Retransfers

2. PRE-ALERTS

Support X / XX	Drury (P/H): 2♣: 3-card, 2♦: 4-card SUPP
Change of suit F; Splinters	Leaping Michaels
Bergen raises; Inverted minor raises	Opening 4NT: both m's, extreme shape

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	pre-emptive
Responsive doubles through	4♥	Unusual NT	over M: minors; over m: 2 lower unbid suits 5+/5+
1NT overcall - immediate	15-18 HCP	Immediate cue of minor	Michaels - M's 5+/5+ any strength
1NT overcall - re-opening	10-14 HCP (syst on	Immediate cue of Major	Michaels OM+m 5/5+ any strength
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 minor (strong NT); 2♣ = M's; 2♦ = 6-card M		
	2♥ = 5-card ♥ + 4+ m; 2♠ = 5-card ♠ + 4+ m; 2NT = 2-suiter strong / extreme shape		
Interference over our 1NT: X = system on; 2♣: X = Stayman / takeout; all other bids NAT			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+ HCP, 4+ ♦ 1♥ 5+ HCP, 4+ ♥ 1♠ 5+ HCP, 4+ ♠ 1NT 6-10 HCP 2♣ inverted, 12+, 4+♣, unbal other After inv: stopper show; 1m - 4M to play; PH: 1♣-2♣: simple raise; criss-cross on	2♦ 8-11 HCP, 5+ ♣ 2♥ 4-6 HCP, 6+ ♥ 2♠ 4-6 HCP, 6+ ♠ 2NT 11-12 HCP (with 4-c ♣) 3♣ pre-emptive, 5+ ♣ 4♣ pre-emptive	3♦ SPL 9-11 HCP 3♥ SPL 9-11 HCP 3♠ SPL 9-11 HCP 3NT 13-15 HCP, 4333♣ 4♣ pre-emptive 4♦ pre-emptive
1♦ 1♥ 5+ HCP, 4+ ♥ 1♠ 5+ HCP, 4+ ♠ 1NT 6-10 HCP 2♣ 10+ HCP, 4+ ♣ 2♦ inverted, 12+, 4+♦, unbal other After inv: stopper show; 1m - 4M to play; PH: 1♦-2♦: simple raise; criss-cross on	2♥ 4-6 HCP, 6+ ♥ 2♠ 4-6 HCP, 6+ ♠ 2NT 11-12 HCP (with 4-c ♦) 3♣ 8-11 HCP, 5+ ♦ 3♦ pre-emptive, 5+ ♦ 4♦ pre-emptive	3♥ SPL 9-11 HCP 3♠ SPL 9-11 HCP 3NT 13-15 HCP, 4333♦ 4♣ SPL 9-11 HCP 4♦ pre-emptive
1♥ 1♠ 5+ HCP, 4+ ♠ 1NT 6-10 HCP 2♣ 10+ HCP, 4+ ♣ 2♦ 10+ HCP, 4+ ♦ other 4♣/4♦ SPL; 4♠/5m to play; P/H: Bergen off, Drury / FSJs on; 1♥ - 2NT: trf to ♣	2♥ 5-9 HCP, 3 cd SUPP 2♠ limit raise, 3c ♥ 2NT GF raise, 4+ ♥ 3♣ Bergen, 7-9 HCP, 4c ♥ 3♦ Bergen, 10-12 HCP, 4c ♠	3♦ Bergen, 10-12 HCP, 4c ♥ 3♥ preemp 4c♥ (PH:const) 3♠ SPL 9-11 HCP 3NT 12-15 BAL 3♥, quacky
1♠ 1NT 6-10 HCP 2♣ 10+ HCP, 4+ ♣ 2♦ 10+ HCP, 4+ ♦ 2♥ 10+ HCP, 5+ ♥ other 4♦/4♥ SPL; 5m to play; P/H: Bergen off, Drury / FSJs on; 1♠ - 2NT: trf to ♣	2♠ 5+ HCP, 3 cd SUPP 2NT GF raise, 4+ ♠ 3♣ Bergen, 7-9 HCP, 4c ♠ 3♦ Bergen, 10-12 HCP, 4c ♠	3♥ limit raise, 3c ♠ 3♠ preemp 4c♠ (PH const) 3NT 12-15 BAL, 3♠, quacky 4♣ SPL 9-11 HCP
1NT 3♣ puppet stayman 3♦ 5/5 minors GF 3♥ 3145/3154 shape GF other	3♠ 1345/1354 shape GF 3NT to play 4♣ TRF to 4♥ (weak)	4♦ TRF to 4♠ (weak) 4♥ to play 4♠ to play
2♣ 2♦ waiting 2♥ nat, +ve, 2 of AKQ 2♠ nat, +ve, 2 of AKQ other Kokish after 2♣-2♦: 2♥ - relay to 2♠: 2NT = 25+ BAL; 3 of suit = ♥ + 2nd suit	2NT m's 5/5, good suits 3♣ nat, +ve, 2 of AKQ 3♦ nat, +ve, 2 of AKQ	3♥ self-supporting suit 3♠ self supporting suit 3NT
2♦ 2♥ pass or correct 2♠ P/C (shows better ♥) 2NT Ogust enquiry other 4♦: bid your M; Ogust: 3♣/♦ max; 3♥/♠ min; X over 2♥/2♠ = P/C; 4M nat, to play	3♣ natural, NF 3♦ natural, forcing 3♥ pass or correct	3♠ P/C (shows better ♥) 3NT to play 4♣ asks partner to TRF to M

Notes Jacoby 2NT: 3♣: 11-13; other 3-lvl bids shortage (in suit bid), 3NT = ♣ shortage;
3M: good hand 14+; 4♣/♦: good 2nd suit 5/5; 4M 6-card suit, < 2 KCs; next bids are cues
2NT-3♣ (min): 3♦ asks for shortage: 1st step no, then LMH (steps), X opp bid = shortage

2♥ 2♠ natural, to play 2NT enquiry for 2nd suit 3♣ NAT - constructive NF other X over m suit overcall = penalty	3♦ NAT - constructive NF 3♥ pre-emptive 3♠ natural & invitational	3NT to play 4♣ NAT - slam interest 4♥ / 4♠ to play
2♠ 2NT enquiry for 2nd suit 3♣ NAT - constructive NF 3♦ NAT - constructive NF other X over m suit overcall = penalty	3♥ natural, to play 3♠ pre-emptive 3NT to play	4♣ NAT - slam interest 4♥ to play 4♠ to play
2NT 3♣ puppet stayman 3♦ TRF to ♥ 3♥ TRF to ♠ other After resp trf: 3M=doubleton, 3NT=3, 4♣=4. Fit: then cue/retrf. No fit: 2nd suit 5/5	3♠ minors 5/4 3NT to play 4♣ NAT - slam interest	4♦ NAT - slam interest 4♥ 4♠

9. CONVENTIONS

Unusual NT: over M = minors; over 1m: 2NT = 2 lower unbid suits 5+/5+ any strength

4th Suit Forcing One round ☐ forcing to game Game force ☒

NT Checkback ☒ Priorities: 2♣ forces 2♦, 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 includes 2M (5-card M + 4-card m): X = 12+ with LEB, NAT overcalls

Defence Over 1♣ strong: X = both Ms; 1NT = both m's

to (1♣ strong) - 2♣ = nat overcall

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

Over opponent's 1♣ (2+), Michaels is on; if 1♣ 1+, our 2♣ is natural

1M - (oppo's overcall): 2NT = 4-c raise invit+ of partner's suit (opening or overcall)

Drury by passed hand: 2♣: 3-card supp M (max pass); 2♦: 4-card supp M (max pass)

System on over X and off by P/H or over interference (FSJ apply)

After inv minor, 2NT = nat, bal (12-14 or 18-19); 3NT (unusual) = 3 only of minor, 11-14, stoppers in both Ms, unattractive for slam