

4. BASIC RESPONSES

Jump raises - minors	Criss Cross
Jump raises - Majors	Pre-emptive
Jump shifts after minor opening	Weak
Jump shifts after Major opening	Modified Bergen
Responses to strong 2 suit open.	Modified Kokish Relays
Responses to 2NT opening	Minor is pass or correct 3H or higher is GF

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All except AK	
Four or more with an honour	4th Highest	
From 4 small	2nd	
From 3 cards (no honour)	middle	
In partner's suit		
Discards	Odd enc / even McKenny	
Count	Natural (high low = even)	
Signal on partner's lead:	High Encourage	
Signal on declarer's lead:	Natural Count when appropriate	
Notes	A asks for count. K asks for attitude. Coded 9s and 10s	

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB	1430	4♣ Gerber <input type="checkbox"/>
Asking Bids <input type="checkbox"/>	Cue Bids	<input checked="" type="checkbox"/>	

7. OTHER CONVENTIONS

2 way checkback and XYZ	P1D2 after interference
Multi over multi	1NT escape
All K asks are lowest K	OGUST
Minorwood	long suit trial bids in majors
Jacoby 2NT	3 way 2♣ after 1M

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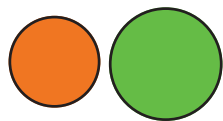
4♠ kickback if ♥ is trumps

Kantar transfers



AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos.	664278	Rob Hurst
& Names:	265373	Des Manderson
Basic System:	Standard	
Brown Sticker	<input checked="" type="checkbox"/>	Classification: Green <input checked="" type="checkbox"/> Blue <input type="checkbox"/> Red <input type="checkbox"/> Yellow <input type="checkbox"/>

1. OPENING BIDS

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

1NT Responses 2♣ Puppet Stayman	
2♦ ♥	2♠ ♣
2♥ ♠	2NT ♦
(Dbl) XX = Escape if double is strong	other 3 level bids ask for cues and set suit

2♣ Strong, 4 losers or 21+ Unbalanced or 23+ Balanced	
2♦ Weak 6 card major or strong (semi) balanced 20-21	
2♥ 10-13 HCP 6-7 ♥	
2♠ 10-13 HCP 6-7 ♠	
2NT 5+ / 5+ any 2 suits < Opening Strength	3NT Gambling
other	

2. PRE-ALERTS

3rd Hand opening can be very light
Transfer responses to 1C opening
2NT opening, any 2 suits, weak

3. COMPETITIVE BIDS / OVERCALLS

Doubles Support X and XX	Negative DBL thru 3S
	Responsive DBL thru 3S
Jump overcalls Intermediate	Unusual NT 2 Other suits, not the majors
1NT overcall: (immediate) 15-17	(re-opening) 10-14
Immediate cue: (minor) Majors, wide ranging	(Major) Other major+minor, wide range
Over: Weak Twos Natural/Lebehnsohl	Opening Threes Natural
Opponent's transfers	
Opponent's 1NT Multi-Landy (See Notes)	

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+ ♥ (can be v.weak)	2♦ Invite with ♣	3♦ All higher are splinters
1♥ 4+ ♠ (can be v.weak)	2♥ weak long ♥	3♥
1♠ No 4 card major 6+ HCP	2♠ weak long ♠	3♠
1NT 8-9 Hcp, no M	2NT Invitational	3NT
2♣ SemiGF with ♣	3♣ Pre-emptive	4♣
other		
1♦ 1♥ Natural	2♥ weak long ♥	3♥ All higher are spinters
1♠ Natural	2♠ weak long ♠	3♠
1NT 6-9, no major	2NT Inv	3NT
2♣ Natural 10+ HCP	3♣ Inv with ♦	4♣
2♦ Semi-gf with ♦	3♦ Pre-emptive	4♦
other		
1♥ 1♠ Natural	2♥ 6-9 3 cards	3♦ M.Bergen
1NT 6-9	2♠ Weak ♠	3♥ M.Bergen
2♣ 3 way 2♣	2NT Jacoby	3♠ Splinter
2♦ Natural 10+	3♣ M.Bergen	3NT 4♥ balanced 13-15
other		
1♠ 1NT 6-9	2♠ 6-9 3 cards	3♥
2♣ 3 way 2♣	2NT Jacoby	3♠ M.Bergen
2♦ Natural	3♣ M.Bergen	3NT 4♠ balanced 13-15
2♥ Natural	3♦ M.Bergen	4♣ Splinter
other		
1NT 3♣ Sets suit, asks for cues	3♠ Sets suit, asks for cues	4♦ Minorwood
3♦ Sets suit, asks for cues	3NT To play	4♥ To play
3♥ Sets suit, asks for cues	4♣ Minorwood	4♠ To play
other		
2♣ 2♦ Relay	2NT	3♥
2♥ All other bids good 6	3♣	3♠
2♠ cards, nothing outside	3♦	3NT
other		
2♦ 2♥ Pass / Correct	3♣	3♠
2♠ Pass / Correct	3♦	3NT
2NT Enquiry	3♥	4♣
other		

Notes

2♥ 2♠ Natural Forcing	3♦ Natural Forcing	3NT To play
2NT Enquiry	3♥ Pre-emptive	4♣ Splinter
3♣ Natural Forcing	3♠ Splinter	4♥ To play
other		
2♠ 2NT Enquiry	3♥ Natural Forcing	4♣ Splinter
3♣ Natural Forcing	3♠ Pre-emptive	4♥ Splinter
3♦ Natural Forcing	3NT To play	4♠ To play
other		
2NT 3♣ Pass / Correct	3♠	4♦
3♦ Pass / Correct	3NT	4♥
3♥ All higher are GF	4♣	4♠
other		

9. CONVENTIONS

Unusual NT: 2 other suits not the majors

4th Suit Forcing One round Game force

NT Checkback Priorities: Up the line (2 way)

Defence to 3NT opening

Defence to Opening Twos X = strong, natural overcalls

Multi 2♦ Multi over Multi (See notes)

RCO style 2-s Natural, except that we use Multi over Multi after 2D (See Notes)

Other 2-s Natural, except that we use Multi over Multi after 2D (See Notes)

Defence Multi Landy at the 2 level, natural at 1 level. Either 1N or 2N can be the minors to depending on shape / vulnerability.
strong Multi-Landy
 1♣ / 2♣

Over 1NT Interference Lebehnsohl

Lebensohl - other uses After X of weak 2 bid.

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

4♥ Penalty X, 4NT takeout 4♠ Penalty X, 4NT takeout

10. OTHER NOTES

Multi over Multi... X = major or 19+. 2H = 15-18 (semi) balanced. 2S = good ♣

2NT = good ♦, 3♣ and 3♦ are natural and weaker (~11 to 13)

Multi Landy ... 2♣ = majors 4+/4+, 2♦ = long major, 2♥ = ♥ + minor, 2♠ = ♠ + minor

2NT = minors. Higher bids are natural. NB as defence to strong C, both 1NT and 2NT are the minors and can be used interchangeably depending on shape and vulnerability