

4. BASIC RESPONSES

Jump raises - minors	1C-3C, 1D-3D weak 3-6 HCP, 1C-2C and 1D-2D =10+ HCP with 4+ card
Jump raises - Majors	1S-3S, 1H-3H weak 0-5 HCP: Bergen raises are 6+ HCP: 2NT= Jacoby
Jump shifts after minor opening	Weak 6+ cards
Jump shifts after Major opening	Bergan Raises; 1Major-3C=4+M 6-9HCP; 3D=4+M 12-13HCP
Responses to strong 2 suit open.	2D=0/1 controls; 2H=2; 2S =3+ (AK+ Controls)
Responses to 2NT opening	3C/3D to play; 3H=strong inquiry; 3S= 5+ 5+ both Majors

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	K count signal. A attitude signal	
Four or more with an honour	Low	
From 4 small	High	
From 3 cards (no honour)	MUD	
In partner's suit	Usually High	
Discards	Odd-Even	
Count		
Signal on partner's lead:	Low encourage	
Signal on declarer's lead:	Suit inference	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 3041	4♣ Gerber <input checked="" type="checkbox"/>	when? Over NT
Slam Notes	1NT-4NT Quantative; If no fit then 4NT= RKCB in the last suit bid!		
Cue Bids <input checked="" type="checkbox"/>	shows 10+ HCP and support suit 3+		
Asking Bids <input type="checkbox"/>			

7. OTHER CONVENTIONS

Rule of 20 (19)	4th Suit Game Forcing.
Bergen Raises.	Inverted Minors
Jacoby 2NT. Splinters	Michaels. 2NT Unusual Bid.
Extended Puppet Stayman	RKCB; Minorwood (3041)
Modified Drury-2C=10 HCP & ask for points	X's are ignored; the system is on.

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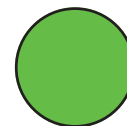
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Over Precision 1C; X=SS; 1D=Majors; 1H=H+another;
1S=S+another; 1NT=minors
Trial Bids; Two-way Checkback Stayman; Cue Raises;
Non Forcing Free Bids; Lebensohl; Sandwich 1NT;



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	111058	Neven Burica
& Names:	265411	John Morris
Basic System:	Standard American (March 2026 version)	
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♣	10-19 HCP 3+C	1♥ 10-19 HCP 5+ H
1♦	10-19 HCP 3+D	1♠ 10-19 HCP 5+ S
1NT	15-18 HCP Balanced Hand	may contain 5 card Major <input checked="" type="checkbox"/>
1NT Responses 2♣ Extended Puppet Stayman		
2♦	Transfer to H	2♠ trsfer 3C. 2NT super acceptance
2♥	Transfer to S	2NT trsfer 3D. 3C super acceptance
other		
2♣	23+HCP, or 8+ Playing tricks in a suit, unbalanced	
2♦	Multi 5-9 HCP in a Major or 20-22 HCP semi balanced	
2♥	5-9 HCP with 5+ Hearts and 4+ any other suit	
2♠	5-9 HCP with 5+ Spades and 4+ any other suit	
2NT	5-5 Both minors, 5-9 HCP or 16+HCP	3NT 5-5 Both Majors with 16+ HCP
other		

2. PRE-ALERTS

Rule of 20 (19)	4C/4D opening = 6+/5+ in Majors
Jacoby 2NT = 3+ cards suit	Superaccept with 3+ cards suit
Rescue XX	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4S	Jump overcalls	Weak
Responsive doubles through	4S	Unusual NT	5-5 two lowest unbid suits. 5-9 pts.
1NT overcall - immediate	15-18 HCP	Immediate cue of minor	5-5 Majors
1NT overcall - re-opening	11-14 HCP	Immediate cue of Major	5+ other Major and 5+ Minor
Over weak twos	take out (3C)	Over opening threes	take out, natural
Over opponent's 1NT	Weak NT: X=SS; 2C=12+HCP: 2D=Majors: 2H/2S=H/S+other suit		
	Strong NT: X=single suit; 2C=minors; 2D=Majors; 2H/S = 5+M and 4+m)		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+HCP 4+D	2♦ 0-4 HCP 6+D; weak	3♦ 10+ 4+C; Splinter
1♥ 5+HCP 4+H	2♥ 0-4 HCP 6+H; weak	3♥ 10+ 4+C; Splinter
1♠ 5+HCP 4+S	2♠ 0-4 HCP 6+S; weak	3♠ 10+ 4+C; Splinter
1NT 5-9 HCP	2NT 11-12 HCP; Bal. 3433	3NT to play 13-14 HCP
2♣ 10+ HCP forcing 4+Cl	3♣ 5-9 HCP; 4+C	4♣ Minorwood on Club
other		
1♦ 1♥ 5+HCP 4+H	2♥ 0-4 HCP 6+H; weak	3♥ 10+HCP; 4+D, Splinter
1♠ 5+HCP 4+S	2♠ 0-4 HCP 6+S; weak	3♠ 10+HCP; 4+D, Splinter
1NT 5-9 HCP	2NT 11-12 HCP; 4333	3NT to play 13HCP
2♣ 10+HCP 4+C	3♣ 0-4 HCP 6+C; weak	4♣ 10+HCP; 4+D, Splinter
2♦ 10+ HCP forcing 4+ D	3♦ 5-9 HCP; 4+ D	4♦ Minorwood on Diamond
other		
1♥ 1♠ 5+HCP; 4+ S	2♥ 5-9 HCP; 3+ H	3♦ Bergen 12-13 HCP; 4+
1NT 5-9 HCP	2♠ 0-4 HCP; 6+S	3♥ Bergen 0-5 HCP; 4+H
2♣ 10+ HCP; Modified Dr	2NT Jacoby (game forcing)	3♠ 12+HCP; 4+H; Splinter
2♦ 10+ HCP; 5+ D	3♣ Bergen 6-9 HCP; 4+H	3NT 14-16 HCP; 4333 NF
other 4H= 0-5 HCP and 5+support; 3S/4C/4D= Splinters		
1♠ 1NT 5+9 HCP	2♠ 6-9 HCP; 3+ S	3♥ 0-4 HCP; 6+ H
2♣ 10+ HCP; Modified Dr	2NT Jacoby; game forcing	3♠ 0-5 HCP; 4+support
2♦ 10+ HCP; 4+ D	3♣ Bergen 6-9 HCP; 4+S	3NT 14-16 HCP; 4333 NF
2♥ 10+ HCP; 5+ H	3♦ Bergen 12-13 HCP; 4+	4♣ Splinter
other 4D, 4H Splinters; 4S 0-5 HCP 5+supoort		
1NT 3♣ Long Suit; Slam Intere	3♠ N/A	4♦ N/A
3♦ Long Suit; Slam Intere	3NT To play	4♥ N/A
3♥ N/A	4♣ Gerber	4♠ N/A
other 4NT Quantative, Inviting to 6NT		
2♣ 2♦ 0-1 Control	2NT N/A	3♥ N/A
2♥ 2 Controls	3♣ N/A	3♠ N/A
2♠ 3+ Controls	3♦ N/A	3NT N/A
other Over interference=DOPI/ROPI; Over 2C-2NT(23+)-3C=Puppet;3D/H=Transfers		
2♦ 2♥ Pass or Correct	3♣	3♠
2♠ Pass if S; or H interest	3♦	3NT To play; 16+HCP
2NT Strong Inquiry; 14+ HC	3♥	4♣
other Over 2D-2NT, now 3C/D=min; 3H/S= max; And over 2D-2H/S-2NT, now		

Notes 3C=Puppet St;ayman; 3D/H = transfers.

2♥ 2♠ Pass or Correct	3♦ Long suit; to play	3NT
2NT Strong Inquiry; 15+ HC	3♥ Further Preemptive	4♣
3♣ Long Suit; to play	3♠ Long Suit; to play	4♥
other Over 2H-2NT, 3C/D=min minor; 3H= min+S; 3S= max+S; 3NT= max+minor		
2♠ 2NT Strong Inquiry: 15+ HC	3♥ Long Suit; to play	4♣
3♣ Pass or Correct	3♠ Further Preemptive	4♥ To play
3♦ Long Suit; to play	3NT To Play; 16+HCP	4♠
other Over 2S-2NT; 3C/D=min+ minor; 3H=min+H; 3S=max+H; 3NT=max + a minor		
2NT 3♣ To play	3♠ Both Majors; 5+/5+	4♦ Minorwood in Diamond
3♦ To play	3NT To Play	4♥ Long Suit; to play
3♥ Strong Inquiry; 15+ HC	4♣ Minorwood in Clubs	4♠ Long Suit; to play
other		

9. CONVENTIONS

Unusual NT: Lover unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: Two-Way Checkback Stayman: 2C=Inv; 2D=GF

Defence to 3NT opening Ace lead ask for suit preference

Defence to Opening Twos

Multi 2♦

RCO style 2-s

Other 2-s

Defence to	1C: now X=Single Suit; 1D=Majors 4/4; 1H=H+Other; 1S=S+Other; 1NT=Minor
strong	2C: Suit = Natural
1♣ / 2♣	

Over 1NT Interference Lebensohl; But over a X and 2C, the system is still on! (Stolen Bid)

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ X=Takeout, Bids Natural

4♥ X=Takeout, Bids Natural 4♠ Bids Natural, X=Two of the other suits

10. OTHER NOTES

- 1) Two Way Checkback 1minor-1Major-1NT: 2C=Invitational; 2D=Game Force
- 2) After 4C/4D (Both M) a) 4C Open: 4D=Ask in H; 4H=to play; 4S=to play; 4NT=Ask in S; b) 4D (longer S): 4H=to play; 4S=to play; 4NT=Ask in H; 5C=Ask in S with 30-14 reply
- 3) DOPI-ROPI after Interference over our 2C Opening; ie: X=0-1 Control, XX=2; Etc.
- 4) Responses to Modified Drury (1M-2C): a) 2D=Min. 10-11HCP; b) 2M=Min. 10-12 HCP and 6+cards M); 2NT=12-13 HCP and 5 cards M; d) d) Any 3 level bid = 14+ HCP.
- 5) After 1NT Open, 2C=Ext. Puppet. Now 2 Level Resp=15-16 HCP, 3 Level= 17-18 HCP