

## 4. BASIC RESPONSES

Jump raises - minors	Limit 10-12	Other:
Jump raises - Majors	Preempt	Other: Weak
Jump shifts after minor opening	natural and invitational	
Jump shifts after Major opening	natural and invitational	
Responses to strong 2 suit open.	n/a	
Responses to 2NT opening	3m = to play, 3M = natural and forcing	

## 5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead, A-Attitude K-Count	Overlead, A-Attitude K-Count
Four or more with an honour	4th highest	4th highest
From 4 small	2nd highest	2nd highest
From 3 cards (no honour)	Middle	Middle
In partner's suit	natural count (small from three)	natural count (small from three)
<b>Discards</b>	Low Encourage	McKenney
<b>Count</b>	Low-High = Even	Low-High = Even
<b>Signal</b> on partner's lead:	Low encourage	Low encourage

**Signal** on declarer's lead: Reverse Count (or McKenny in trumps)

**Notes** Reverse Smith Echo; From 10 9 (x) -> 9; From H 10 9 (x) -> 10

K is strong lead against NT = unblock or reverse count (from KQ weak suit lead Q)

Lead in partner's suit -> natural count

## 6. SLAM CONVENTIONS

4NT: Blackwood  RKCB 1430  4♣ Gerber  when? Poor Man's KC after 3C/D/H/S

**Slam Notes** DOPI, ROPI, Exclusion Key Card (0123), Josephine 5NT,

Cue Bids  1st+2nd controls, from 4 level, from 3♠ when ♥ are agreed, below that semi-natural

Asking Bids  by 1C opener after negative or semi positive response

## 7. OTHER CONVENTIONS

Support X and XX (only after 1♥-1♠)	1♣-(1♥)-x(=♠)-(p)->now 1♠=3♠, 2♠=4♠,
possible overcall on 4 card, longer minor possible	
3rd suit forcing	Psyche rare
x to splinter = lead lower of the two suits	Weak 3rd in hand opening/overcall 1♥/1♠/1NT
invite doubles when they supported their suit	possible

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1NT-(x) -> pass forces 2m or xx, xx = 2 suits with spades,

2 any NAT

1♣-3NT->4♣=♥, 4♦=♠, 4♥=♣, 4♠=♦, 4NT=invit minor orient

1♣-2NT->3♣=Barron, 3♦=H, 3♥=♠, 4♣=♦, 3NT=NAT



AUSTRALIAN BRIDGE  
FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	410802	Simon Brayshaw
& Names:	327395	Karol Miller
Basic System:	Strong Club, 4 Card Majors	
Brown Sticker	<input type="checkbox"/>	Classification: Green <input type="checkbox"/> Blue <input checked="" type="checkbox"/> Red <input type="checkbox"/> Yellow <input type="checkbox"/>

## 1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 15(16)+ HCP, any shape 1♥ 4+♥ (9)10-14 HCP

1♦ (9)10-14 (5/4) ♣/♦ or 13-14 BAL, no 4M 1♠ 4+♠, (9)10-14 HCP

1NT 10-12 (see NOTES) may contain 5 card Major

1NT Responses 2♣ Other: 4+♥

2♦ 4+♠ 2♠ 5+♦

2♥ 5+♣ 2NT invitational

other 1NT-3♣ Barron, slam interest

2♣ 6+♣, (9)10-14 HCP

2♦ 6+♦, (9)10-14 HCP

2♥ 5+♥ / 4+m, (9)10-14 HCP (5♥/6m open 1♥)

2♠ 5+♠ / 4+m, (9)10-14 HCP (5♠/6m open 1♠)

2NT 5+♣/5+♦, (9)10-14 HCP

3NT 4-level minor pre-empt

other 4♣ = ♥, 4♦ = ♠ semi-solid suit, at least 2 outside controls (2 kings or one ace)

## 2. PRE-ALERTS

1♣, 2M, 2NT opening

Rubens Trf in defence

1M-2♣, 1M-2♦

Trf after 1♥-(1♠); 1♥/♠-(x)-> NO trf

Trf after 1♦-(1♥/♠); Trf after 1♣-(1any) from 1NT Trf from 2NT after 1 any - (2 any)

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4♥ Jump overcalls weak

Responsive doubles through 4♥ Unusual NT lowest 2 unbid suits

1NT overcall - immediate 15-18 HCP Immediate cue of minor Michaels

1NT overcall - re-opening 11-16, then 2♣ ask Immediate cue of Major Michaels

Over weak twos X = T/O Over opening threes X = T/O

Over opponent's 1NT Strong: X = 4M/5♣, 2♣ = ♥+♠, 2♦ = 4M/5♦, 2M = nat, 2NT = ♣+♦

Weak: X = 15+ t/o oriented or 16+ unbal, 2♣ = ♥+♠, 2♦ = 4M/5♦, 2M = nat 5+, 2NT = ♣+♦

After x = 4M/5♣ -> 2♦ asks for M; after 2♦ -> 2M correctible, 2NT asks for M (then 3♣=H min etc)

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ GF, any	2♦ 5-8 HCP, 5+♥, 4+m	3♦ 6-8 HCP, 6+♦
1♥ 5-8, flattish (then 1♠ GF)	2♥ 5-8 HCP, 5+♠, 4+m	3♥ GF, semi-solid ♥
1♠ 0-4, any (then 2♣ GF)	2♠ 5-8 HCP, ♣+♦ 5/5	3♠ GF, semi-solid ♠
1NT 5-8,6+M, 2♣ asks for trf	2NT 15-17 HCP, flat, 3♣ Barron	3NT 12-14 HCP, 33(34), trf
2♣ 5-8 HCP, ♥+♠ (5/4+)	3♣ 6-8 HCP, 6+♣	4♣
other		
1♦ 1♥ 5+♥, F1, then 2♠ 13(45)	2♥ 5+♥, inv	3♥ pre-emptive
1♠ 5+♠, F1, then 2♥ 31(45)	2♠ 5+♠, inv	3♠ pre-emptive
1NT 8-11 HCP	2NT flattish, inv	3NT to play
2♣ 5+♣, F1	3♣ 6+♣, inv	4♣ pre-emptive
2♦ 5+♦, F1	3♦ 6+♦, inv	4♦ pre-emptive
other		
1♥ 1♠ 4+♠, NF	2♥ to play	3♦ 6+♦, inv
1NT 8-11 HCP	2♠ 6+♠, inv	3♥ pre-emptive
2♣ GF, not 3♥ or GF+ 4+♥	2NT flattish, inv	3♠ pre-emptive
2♦ 3+♥, inv+	3♣ 6+♣, inv	3NT to play (suggests 2♥)
other 4♣/♦ = splinter		
1♠ 1NT 8-11 HCP	2♠ to play	3♥ pre-emptive
2♣ GF, not 3♠ or GF+ 4+♠	2NT flattish, inv	3♠ pre-emptive
2♦ 3+♠, inv+	3♣ 6+♣, inv	3NT to play (suggests 2♠)
2♥ 5+♥, inv	3♦ 6+♦, inv	4♣
other 4♣/♦ = splinter; 4♥=NAT		
1NT 3♣ Barron, slam interest	3♠ 31(54), GF	4♦ 6+♠
3♦ 4♥/4♠, GF	3NT to play	4♥ to play
3♥ 13(54), GF	4♣ 6+♥	4♠ to play
other 4♣/♦ = splinter; 4♥=NAT		
2♣ 2♦ 5+♥, constructive	2NT inv	3♥ 6+♥, inv
2♥ 5+♠, constructive	3♣ invit	3♠ 6+♠, inv
2♠ GF ♣ or SS or rise to 3♣	3♦ 6+♦, inv	3NT to play
other After 2♣-2♦/♥ new suit = short		
2♦ 2♥ 5+♥, constructive NF	3♣ GF ♦ or SS or rise to 3♦	3♠ 6+♠, inv
2♠ 5+♠, constructive NF	3♦ invit	3NT to play
2NT inv	3♥ 6+♥, inv	4♣
other After 2♦-2♥/♠ new suit = short		

**Notes** After 1♣-1♥-1♠ (GF), 1♣-1♠-2♣ (GF) -> responder shows number of controls

1M-2♣-2♦=waiting, 2M=6+M

1M-2♦-2M=4M or 5332, 2NT=12-13 BAL, 3NT=14 BAL (or trick source)

2♥ 2♠ 5+♠, F1	3♦ 3+♥, inv+	3NT to play
2NT ask (now 3♣=♣ min, etc)	3♥ to play	4♣ correctable
3♣ correctable	3♠ pre-emptive	4♥ to play
other 4♦ = correctable		
2♠ 2NT ask (now 3♣=♣ min, etc)	3♥ 6+♥, GF	4♣ correctable
3♣ correctable	3♠ to play	4♥ to play own suit
3♦ 3+♠, inv+	3NT to play	4♠ to play
other 4♦ = correctable		
2NT 3♣ to play	3♠ 6+♠, F1	4♦ pre-emptive
3♦ to play	3NT to play	4♥ to play
3♥ 6+♥, F1	4♣ pre-emptive	4♠ to play
other		

## 9. CONVENTIONS

<b>Unusual NT:</b>	Lower 2 unbid suits	full range
<b>4th Suit Forcing</b>	One round <input type="checkbox"/>	Game force <input checked="" type="checkbox"/>
<b>NT Checkback</b>	<input type="checkbox"/>	Priorities: double checkback (after 1♥-1♠ and 1♦-1M)
<b>Defence to 3NT opening</b>	X = take-out Major oriented (at least 4/3)	
<b>Defence to Opening Twos</b>	X = takeout	
Multi 2♦	take out of spades, 2♥ natural, 2NT = NAT	
RCO style 2-s	take out of single suited option, 2NT=NAT	
Other 2-s	X = T/O of single suited option, 2NT=NAT	
<b>Defence to</b>	X = Clubs lead directing, 1♦/♥/♠=NAT	
<b>strong</b>	1NT=any 5/4 then scrambling ((1♣)-1NT-(x)-now bidding is own suit)	
♣	2♣/♦/♥/♠=NAT;	
	2NT = both minors	

**Over 1NT Interference** Rubensohl (transfer Lebensohl)

**Lebensohl - other uses** competition

**Take out of 4 level pre-empts** 4♣/4♦ X= 70% T/O, 30% PEN

4♥ X= 70% T/O, 30% PEN 4♠ X= 30% T/O, 70% PEN

## 10. OTHER NOTES

1NT = 12-15 in 3/4th position

1D Opening: 13-14 balanced or 5+/4+ C+D, no 4M

After they open 1NT weak and we double, when they run to M -> x=t/o, pass not forcing, when they run to minor -> double penalty, pass forcing.

(1♥/♠)-1NT-(p)- now transfers all around; (1C/D)-1NT-(p)- now Stayman

1M-(x)-> 2 level bids are natural and not forcing, xx strong, 2NT=invit with fit, 1NT=NAT,

jump bids=suit+support