

4. BASIC RESPONSES

Jump raises - minors	Weak 0-5/6
Jump raises - Majors	Weak 0-5/6
Jump shifts after minor opening	2S = 6+ spades, 0-5/6; 2H = game invite, no 4+ major
Jump shifts after Major opening	1S : 3m = 5+ Hs, 5-minor, FG; 1H : 2S / 1S : 3H = FG, 5-5 minors
Responses to strong 2 suit open.	2D : 2S = puppet to 2NT; 2C : 2D = negative or waiting
Responses to 2NT opening	3C = 5CM Stayman; 3D/3H = transfers; 3S = FG, both minors

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead	
Four or more with an honour	3/5	reverse attitude
From 4 small	3rd	reverse attitude
From 3 cards (no honour)	3rd	reverse attitude
In partner's suit	3rd	
Discards	odd encourage/ even SPS	
Count	reverse	
Signal on partner's lead:	low encourage	
Signal on declarer's lead:	reverse count or suit-preference	
Notes	Reverse Smith Peter; suit-preference if primary signal pointless and with subsequent cards	

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 0/3 - 1/4 4♣ Gerber when? jump-support minor

Slam Notes Exclusion RKCB;

Cue Bids 1st or 2nd round control; denial cues in many sequences

Asking Bids After the reply to RKCB

7. OTHER CONVENTIONS

1C : 2H = artificial, limit raise in clubs	1C : 3NT = support + 18-19 balanced
1D : 2H = artificial, invitation with Cs or Ds	1X : 3X = pre-emptive
1H : 3C = game-force 5+ Hs, 5+ Cs	1H/1S : 2NT = 4+ support, 6-13 points
1H : 3D = game-force, 5+ Hs, 5+ Ds	1H : 3C/3D = FG, fit-showing, strong m
1C : 2NT = 15-17 balanced, no 5-major	2D : 2NT / 3C / 3D / 3H = transfers

www.abf.com.au

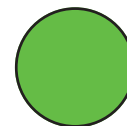
PDF Form Rev. 17K21 by RoL

MyRev.

Copyright © ABF 2017



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	148911	Ian Thomson
& Names:	33642	Ron Klinger
Basic System:	Standard, 5-card majors, strong 1NT	
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♣ 9-21 points, 3+ 1♥ 9-21 points, 5+(4)

1♦ 9-21 points, 3+ 1♠ 9-21 points, 5+(4)

1NT 15-17 (22-25 Banzai Points -- A=5, K=4, Q=3, J=2, 10=1) may contain 5 card Major

1NT Responses 2♣ extended Stayman, asks for range and 5-card majors

2♦ minimum, no 5-major	2♠ minimum, 5 spades
2♥ minimum, 5 hearts	2NT maximum, no 5-major
other 3C = some 18-19, some 44432; 3M = max, 5M; 3D max, 5-3 majors	

2♣ 23+ balanced or any game-force or 9 playing-trick single-suiter

2♦ 18-20 balanced

2♥ Weak, 6-10, 6 hearts; 1st seat favourable: weaker can be 5-suit

2♠ Weak, 6-10, 6 spades; 1st seat favourable: weaker, can be 5-suit

2NT (20)21-22 balanced

3NT Specific Ace Ask

other 4NT = pre-emptive, both minors

2. PRE-ALERTS

1st seat, favourable, opening can be light 1H/1S : 2C = artificial, game-invites

Transfer resp to 1C and in competition 1C/1D : 2D = support + game-force

1H/1S : 2D = artificial, game-force 1D : 3C = D raise, 6-9 points

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4S Jump overcalls cheapest = next two suits, others intermediate

Responsive doubles through 3S Unusual NT two non-touching suits

1NT overcall - immediate 15-18 Immediate cue of minor next two suits

1NT overcall - re-opening 11-14 Immediate cue of Major next two suits

Over weak twos X = T/O; leaping Michaels Over opening threes X T/O; non-leaping Michaels

Over opponent's 1NT 2C = Diamonds or majors or minors; 2D = S, H or C 1-suiter

2M = 5+ major, 4+ minor

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+ hearts	2♦ FG, 4+ clubs	3♦ FG, splinter
1♥ 4+ spades	2♥ G/INV, 5+ Cs	3♥ FG, splinter
1♠ 4+ diamonds	2♠ 6+ spades, 0-5/6 pts	3♠ FG, splinter
1NT 6-9 (10), no 4M	2NT 15-17, 4333/4432	3NT 18-9, bal, 4 Cs
2♣ 6-9 (10), 5+ clubs	3♣ Pre-emptive	4♣ Pre-emptive
other		
1♦ 1♥ 4+ hearts	2♥ G/INV, 4+ Ds or 4+ Cs	3♥ FG, splinter
1♠ 4+ spades	2♠ 6+ spades, 0-5/6 pts	3♠ FG, splinter
1NT 6-9 (10), no 4M	2NT 15-17, 4333/4432	3NT 18-9, bal, 4 Ds
2♣ FG, 4+ clubs	3♣ 4+ Ds, 6-9 points	4♣ FG, splinter
2♦ FG, 4+ diamonds	3♦ Pre-emptive	4♦ Pre-emptive
other		
1♥ 1♠ 4+ spades, 1RF	2♥ 6-9, 3(4) hearts	3♦ FG, 3+ Hs, 5+ Ds
1NT 6-9 (10), NF	2♠ FG, 5+ / 5+ Ds and Cs	3♥ Pre-emptive
2♣ Artificial, G/INV	2NT 4+ hearts, 6-13 points	3♠ FG, splinter
2♦ Artificial, FG	3♣ FG, 3+ Hs, 5+ clubs	3NT FG, D splinter
other 4C = FG splinter; 4D = FG, no Ds, 5+ hearts; 4H = Pre-emptive		
1♠ 1NT 6-9 (10), NF	2♠ 6-9, 3(4) spades	3♥ FG, 5+ Ds, 5+ Cs
2♣ Artificial, G/INV	2NT 4+ spades, 6-13 points	3♠ Pre-emptive
2♦ Artificial, FG	3♣ FG, 5+ Hs, 5+ Cs	3NT FG, H splinter
2♥ 5+ hearts, FG	3♦ FG, 5+ Hs, 5+ Ds	4♣ FG, splinter
other 4D = FG, splinter; 4H = natural, pre-emptive; 4S = Pre-emptive		
1NT 3♣ submarine splinter	3♠ submarine splinter	4♦ Transfer to spades
3♦ submarine splinter	3NT To play	4♥ To play
3♥ submarine splinter	4♣ Transfer to hearts	4♠ To play
other		
2♣ 2♦ Negative or waiting	2NT 10+ points, balanced	3♥ only long, strong Hs
2♥ 5+ hearts, FG	3♣ 5+ clubs, FG	3♠ only long strong Ss
2♠ 5+ spades, FG	3♦ 5+ diamonds, FG	3NT Not used
other 2C : 2D, 2H = artificial, game-force; 2C : 2D, 2H : 2S = second negative		
2♦ 2♥ 4+ Hs, NF	3♣ Transfer to diamonds	3♠ FG, 5+-5+ minors
2♠ Puppet to 2NT	3♦ Transfer to hearts	3NT sets Ss, starts cues
2NT Transfer to clubs	3♥ Transfer to spades	4♣ transfer to 4H
other 4D = transfer to 4S; 4H = 5-5 majors, pass / correct; 4S = 5-5 majors, slam value		

Notes

2♥ 2♠ natural, 1RF	3♦ natural, 1RF	3NT To play
2NT Ogust inquiry	3♥ Not forcing, not inviting	4♣ splinter
3♣ natural, 1RF	3♠ splinter	4♥ To play
other 4D = splinter; 4S = RKCB		
2♠ 2NT Ogust inquiry	3♥ natural, 1RF	4♣ Splinter
3♣ natural, 1RF	3♠ Not forcing, not inviting	4♥ Splinter
3♦ natural, 1RF	3NT To play	4♠ To play
other 4D = splinter		
2NT 3♣ 5 CM Stayman	3♠ FG, both minors	4♦ Natural, 6+ diamonds
3♦ Transfer to hearts	3NT To play	4♥ 5-5 majors, P/C
3♥ Transfer to spades	4♣ Natural, 6+ clubs	4♠ 5-5 majors, slam INV
other		

9. CONVENTIONS

Unusual NT: two-non-touching suits, at least 5-5

4th Suit Forcing One round Game force

NT Checkback Priorities: 2C = daimonds or G/INV; 2D = any FG

Defence to 3NT opening 4C = majors; 4D = maors, longer diamonds

Defence to Opening Twos X = takeout; 2NT = 15-18; leaping Michaels

Multi 2♦ 2H / 2S = takeout of that suit' X = major=suit overcall; 2NT = 15-18

RCO style 2-s X = values, 2nd X = T/O; leaping Michaels; 2NT = 15-18

Other 2-s X = T/O; 2NT = 15-18

Defence (strong 1♣) : X = Cx, 1NT/2C/2D = 2-suiters Odd / Colour / Rank

to After (1C) : P : (1D), X = Ds, 1NT = Cs, 2C/2D/2NT = Odd / Colour / Rnak

strong (2♣) : As for strong 1C, but one-level higher

1♣ / 2♣

Over 1NT Interference Lebensohl, transfers

Lebensohl - other uses After we double a weak two

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

4♥ X = T/O, 4NT = minors 4♠ X = T/O, 4NT = 2-suiter

10. OTHER NOTES

After weak two, 1st seat, favourable, new suit constructive, NF

Opener's 2NT rebids, including jumps, are not 18-20 balanced

After 1C / 1D / 1H : (Double), Redouble = 4+ in nnext suit

1H : (X) : 1S = one or both minors

After major suit set as trumps, 3NT = forcing as a pivot for cues.