

## 4. BASIC RESPONSES

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

## 5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> 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	
<b>Discards</b>	low encourage	
<b>Count</b>	reverse	
<b>Signal</b> on partner's lead:	low encourage	
<b>Signal</b> on declarer's lead:	reverse count or suit-preference	
<b>Notes</b>	Reverse Smith Peter; suit-preference if primary signal pointless and with subsequent cards	

## 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 0/3 - 1/4	4♣ Gerber <input checked="" type="checkbox"/>	when? jump-support minor
<b>Slam Notes</b>	Exclusion RKCB;		
Cue Bids <input checked="" type="checkbox"/>	1st or 2nd round control; denial cues in many sequences		
Asking Bids <input checked="" type="checkbox"/>	After the reply to RKCB		

## 7. OTHER CONVENTIONS

1♠ : 2♥ = artificial, limit raise in ♣	1♠ / 1♦ : 3NT = support + 18-19 balanced
1♦ : 2♥ = artificial, invitation with ♣ or ♦	1X : 3X = pre-emptive
1♠ : 3m = game-force 5+ ♥, 5+ m	1H/1S : 2NT = 4(3)+ support, 6-13 points
1♥ : 3m = game-force, 5+ m, fit showing	
1♣ / 1♦ : 2NT = 15-17 bal, no 5-major	2♦ : 2NT / 3♣ / 3♦ / 3♥ = transfers

[www.abf.com.au](http://www.abf.com.au)

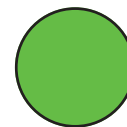
PDF Form Rev. 17K21 by RoL  
MyRev.

Copyright © ABF 2017

(22-25 Banzai Points -- A=5, K=4, Q=3, J=2, 10=1



# AUSTRALIAN BRIDGE FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	45632	Bruce Neill
& Names:	33642	Ron Klinger
Basic System:	Standard, 5-card majors, strong 1NT Some artificial 2/1 responses.	
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♣ 9-21 points, 3+	1♥ 9-21 points, 5+(4)	
1♦ 9-21 points, 3+	1♠ 9-21 points, 5+(4)	
1NT About 15-17 (14-16 1st seat favourable)	may contain 5 card Major	<input checked="" type="checkbox"/>
<b>1NT Responses</b> 2♣ extended Stayman, asks for range and 5-card majors		
2♦ ♥	2♠ ♣	
2♥ ♠	2NT ♦	
other 3 of a suit = GF, short in suit above.		
2♣ 23+ balanced or any game-force or 9 playing-trick single-suiter		
2♦ About 18-20 balanced. (17-19 1st seat favourable.)		
2♥ Weak, 6-10, 6 ♥. 1st seat favourable: 0-6 5♥		
2♠ Weak, 6-10, 6 ♠. 1st seat favourable: 0-6 5♠		
2NT About 21-22. (20-22 1st seat fav.)	3NT Specific Ace Ask	
other 4NT = pre-emptive, both minors		

## 2. PRE-ALERTS

1st seat, favourable, opening can be light	1♥/1♠ : 2♣ = artificial, game-invites
Transfer resp to 1♣ and in competition	1♣/1♦ : 2♦ = support + game-force
1♥/1♠ : 2♦ = artificial, game-force	1♣/1♦ : 2♥ = no major + game-invite

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	cheapest = next two suits, others intermediate
Responsive doubles through	3♠	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	2♣ = Diamonds or majors or minors; 2♦ = ♠, ♥ or ♣ 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, 4+ ♣	3♥ FG, splinter
1♠ 4+ diamonds	2♠ 6+ ♠, 0-5/6 pts	3♠ FG, splinter
1NT 6-9 (10), no 4M	2NT 15-17, 4333/4432	3NT 18-9, bal, 4 ♣
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 ♦
2♣ FG, 4+ clubs	3♣ 4+ ♦, 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+ ♦ and ♣	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♠ nat, 1RF (NF if 1st fav)	3♦ natural, 1RF	3NT To play
2NT Ogust (LEB if 1st fav)	3♥ NF (GF if 1st fav)	4♣ splinter
3♣ natural, 1RF	3♠ splinter	4♥ To play
other 4D = splinter; 4S = RKCB		
2♠ 2NT 1st fav)	3♥ natural, 1RF	4♣ Splinter
3♣ natural, 1RF	3♠ NF (GF if 1st fav)	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 = diamonds or G/INV; 2D = any FG

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

**Defence to Opening Twos** X = TO, 2NT = 15-18; leaping Michaels

Multi 2♦ 2H / 2S = takeout of that suit; X = major suit overcall or 18+; 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 = Colour / Rank / Odd

**strong (2♣) :** As for strong 1♣, 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 forcing except 2♥-2♠.

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

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