

## 4. BASIC RESPONSES

Jump raises - minors	Varies. Often ART. See over.
Jump raises - Majors	Varies. Often ART. See over.
Jump shifts after minor opening	Varies. Often ART. See over.
Jump shifts after Major opening	Varies. Often ART. See over.
Responses to strong 2 suit open.	N/A
Responses to 2NT opening	Varies. Often ART. See over.

## 5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Over, interior 3rd, under unblock	
Four or more with an honour	3rd/Low	
From 4 small	3rd	
From 3 cards (no honour)	3rd/Low	
In partner's suit	3rd/Low	
<b>Discards</b>	reverse present count	
<b>Count</b>	reverse present count	
<b>Signal</b> on partner's lead:	reverse present count	
<b>Signal</b> on declarer's lead:	reverse present count	
<b>Notes</b>	underlead to ask for an unblock	

## 6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 3041	4♣ Gerber <input type="checkbox"/>	when?
<b>Slam Notes</b>	POD1 and P0R1		
Cue Bids <input checked="" type="checkbox"/>	1st/2nd up the line in non-relay auctions. ART in relay auctions.		
Asking Bids <input checked="" type="checkbox"/>	ART in relay auctions.		

## 7. OTHER CONVENTIONS

Extensive relays	Denial cue bidding
Non-serious 3NT	Two-way minorwood
Reverse Drury 2C by PH	
Splinter Raises of Major by PH.	

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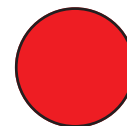
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AUSTRALIAN BRIDGE  
FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	118494	Ron Cooper
& Names:	20915	Jonathan Free
		Nov 2024
Basic System:	Strong Club with relays and 1st/2nd seat transfer openings	
Brown Sticker <input type="checkbox"/>	Classification:	Green <input type="checkbox"/> Blue <input type="checkbox"/> Red <input checked="" type="checkbox"/> Yellow <input type="checkbox"/>

## 1. OPENING BIDS

Describe strength, minimum length, or specific meaning		Canape <input type="checkbox"/>
1♣ 0+♣, 15+ HCP,	1♥ 10-14 HCP, 4+♠, (3rd/4th: 5+♥)	
1♦ 10-14 HCP, 4+♥ (3rd/4th: 0+♦, no 5M)	1♠ 10-14 HCP, 4+♦ <4M (3rd/4th: 5+♠)	
1NT 11-14, 4333 or 4432 or 5m332	may contain 5 card Major <input type="checkbox"/>	
<b>1NT Responses</b> 2♣ INV+ relay		
2♦ transfer to ♥, then new suit 5-5 INV.	2♠ range ask or minor suit signoff	
2♥ transfer to ♠, then new suit 5-5 INV.	2NT tfr to ♣, at least invitational.	
other 3♣=♦ inv+. 3♦=GF, 44 majors. 3M=GF, 4OM. 4♣/4♦ = tfr ♥/♠		
2♣ 6+♣, 10-14 HCP		
2♦ Weak 6 card Major, 4-9 HCP		
2♥ 5+♥/5+(4 NV) minor, 5-9 HCP (9-13 4th seat)		
2♠ 5+♠/5+(4 NV) minor, 5-9 HCP (9-13 4th seat)		
2NT 5+♥/5+♠, 5-9 HCP	3NT Good 7+ Major: 4♣: tfr to M 4♦: bid M	
other		

## 2. PRE-ALERTS

Opening bids artificial, may be canape.	Passing transfer opening needn't have suit
Many artificial relays.	Transfer responses some not forcing
X & XX often ART, unusual.	

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	Weak
Responsive doubles through	4♠	Unusual NT	5+/5+ Lowest unshown suits
1NT overcall - immediate	15-18 HCP	Immediate cue of minor	5+♥/5+♠ any strength
1NT overcall - re-opening	15-18 HCP	Immediate cue of Major	5+OM/5+m any strength
Over weak twos	2NT 15-18, T/O X with leb.	Over opening threes	X=T/O
Over opponent's 1NT	X = good hand, 2♣ = ♥+♠, 2♦=long major, 2M=5+M 4+m, 2NT= ♣+♦		

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ <9 HCP or <2 controls.	2♦ bal, 4♥, 9+HCP.	3♦ 3334, 4♣, 4 ctls
1♥ 4+♠, 9+HCP.	2♥ bal, 4♠, not 4♥, 9+.	3♥ 3334, 4♣, 5 ctls
1♠ 4+♥, not 4+♠. 9+HCP.	2♠ bal, 4♦, no 4M, 9+.	3♠ 3334, 4♣, 6 ctls
1NT 4+♦ no M, 9+HCP.	2NT 3334, 4♣, 2 ctls	3NT 3334, 4♣, 7 ctls
2♣ 4+♣ unbal, 9+.	3♣ 3334, 4♣, 3 ctls	4♣ 3334, 4♣, 8 ctls
other		
1♦ 1♥ ART INV+. (PH: NAT)	2♥ 3/4 ♥ 0-8p (6♥4♠)	3♥ Preemptive
1♠ 4+♠ 0-11 HCP NF	2♠ 6+♠NF 0-8HCP(6♠4♥)	3♠ 6+♠ 0-11HCP (n/a)
1NT 4+♣,NF<12(8-10BAL)	2NT 4+♥ near INV (5♣5♦)	3NT Play
2♣ 4+♦,NF<12(4+♣)	3♣ 6+♣ 0-11HCP (n/a)	4♣ N/A
2♦ ♥=3(4) 8-11p (5+♦)	3♦ 6+♦ 0-11HCP (n/a)	4♦ N/A
other	PH responds Naturally to Catchall 3rd/4th seat 1D opening. Others in () above	
1♥ 1♠ ART INV+. (PH: NAT)	2♥ 3/4 ♠ 8-11p (3+♥ 4-8p)	3♦ 6+♦ 0-11HCP (SPL)
1NT 4+♣,NF<12(8-10BAL)	2♠ 3/4 ♠ 0-8p (SPL)	3♥ Preemptive
2♣ ♦ 4+, NF, <12p(Drury)	2NT 4+♠ near INV(4+♥)	3♠ Preemptive
2♦ ♥ 5+, NF, <12p(5+♦)	3♣ 6+♣ 0-11HCP (SPL)	3NT to play
other	PH bids (1) Drury 2C to Natural (♥5+) 3rd/4th seat opening (2) 1N=8-10p	
1♠ 1NT INV+ relay (PH: NAT)	2♠ 6+♠ 0-10HCP (3/4♠)	3♥ Preemptive (SPL)
2♣ play or correct(drury)	2NT Bid best minor (4+♠)	3♠ Preemptive
2♦ play(5+♦)	3♣ 6+♣ 0-11HCP (SPL)	3NT to play
2♥ 6+♥ 0-10HCP NF	3♦ Preemptive (SPL)	4♣
other	PH bids (1) Drury 2C to Natural (♠5+) 3rd/4th seat opening (2) 1N=8-10p	
1NT 3♣ ♦ suit, inv+.	3♠ GF, 4♥.	4♦ Transfer to ♠
3♦ GF, 44 majors.	3NT To play	4♥ To play
3♥ GF, 4♠.	4♣ Transfer to ♥	4♠ To play
other		
2♣ 2♦ INV+ relay	2NT INV+ F to 3♣	3♥ Preemptive
2♥ 5+♥ 0-11 HCP NF	3♣ 2+♣ Preemptive	3♠ Preemptive
2♠ 5+♠ 0-11 HCP NF	3♦ Preemptive	3NT Play
other		
2♦ 2♥ Pass or correct	3♣ NF 6+♣	3♠ Pass or correct
2♠ Pass or correct	3♦ NF 6+♦	3NT Play
2NT Strong enquiry	3♥ Pass or correct	4♣ Bid 4♦with♥, 4♥with♠
other	4♦ bid your major. Also See note 1	

**Notes** Note 1 regarding 2♦ opening

Over X P=5+♦, XX=my own suit. over 2♥♠3♣♦ X=PEN,3M P/C

responses to 2NT=3♣=min,3♦=intermediate♥,3♥=intermediate♠,3♠=max♥,3NT=max♠

2♥ 2♠ 5+♠ NF	3♦ play or correct	3NT Play
2NT Strong enquiry	3♥ Preemptive	4♣ Preemptive
3♣ play or correct	3♠ Preemptive	4♥ Play
other	2NT=enq: 3♣=bad with ♣, 3♦=bad with ♦, 3♥=good with ♣, 3♠=good with ♦	
2♠ 2NT Strong enquiry	3♥ 6+♥ NF	4♣ Preemptive
3♣ play or correct	3♠ Preemptive	4♥ Play
3♦ play or correct	3NT Play	4♠ Play
other	2NT=enq: 3♣=bad with ♣, 3♦=bad with ♦, 3♥=good with ♣, 3♠=good with ♦	
2NT 3♣ GF relay	3♠ play	4♦ play
3♦ 0+♦ INV	3NT play	4♥ play
3♥ play	4♣ play	4♠ play
other		

## 9. CONVENTIONS

**Unusual NT:** Lower 2 unshown suits any strength

**4th Suit Forcing** One round  Game force

**NT Checkback**  Priorities:

**Defence to 3NT opening**

**Defence to Opening Twos** Transfers including X if no anchor suit

Multi 2♦ Transfers including X if no anchor suit

RCO style 2-s Transfers including X if no anchor suit

Other 2-s Transfers including X if no anchor suit

**Defence** (1♣) :X1♦♥♠ leadworthy suit

to 1NT/2♣/♦ colour/rank/shape 4+3+ very aggressive 2♥+ 5+ preempt

**strong** (2♣) : Aggressive overcalls and preempts. 2NT=any 2 suiter

1♣ / 2♣

**Over 1NT Interference** T/O X and lebensohl

**Lebensohl - other uses** When we double Natural Weak 2 openings

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

4♥ X 4NT 2 places to play 4♠ X 4NT 2 places to play

## 10. OTHER NOTES