

## 4. BASIC RESPONSES

Jump raises - minors	PRE (0)2-6 HCP	Other: +Jump to 2M/2Q are raises. ON over X/1D/1H/1S.
Jump raises - Majors	PRE (0)2-6 HCP	Other: +Jacoby + Bergen variation. ON over X/1S
Jump shifts after minor opening	2D=♥6/♠6/FLat&INV	RAISES: 2H=7-11p; 1D-2S=GF; 1D-3C=SPL
Jump shifts after Major opening	All are Raises: 3 trumps is 1♠-3♦ & 1♥-3♣. Others are 4+ trumps.	
Responses to strong 2 suit open.	2N=10-11p; 2♦ = Waiting; Others (4)5-8(9), 5+ suit. 3M=M7+, weak	
Responses to 2NT opening	5 Card Puppet Stayman and TRF(3♦, 3♥, 3♠)	

## 5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	K-Count, else Attitude (J=>10)	K-Count/unblock, else Attitude
Four or more with an honour	4th highest	
From 4 small	2nd highest but top if 98 or 87	
From 3 cards (no honour)	MUD (rarely top unless 98 or T9)	
In partner's suit	As above	
<b>Discards</b>	Reverse Present Count (RPC)	
<b>Count</b>	Low-High = Even	
<b>Signal</b> on partner's lead:	Reverse attitude (occ RPC, occ SP)	
<b>Signal</b> on declarer's lead:	When given: RPC OR occ. SP (Suit preference is McKenney style)	
<b>Notes</b>	RPC on kings ; reverse attitude (low encouraging) on aces & queens. SP When dummy has shortage(0/1) in high contract. SP when a switch is obvious. If attitude is known usually give RPC.	
	First discard is RPC and tends to be in a suit do not want led (if can afford it). KWTL	

## 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 3041	4♣ Gerber <input checked="" type="checkbox"/>	when? After 1N, 2N openings
<b>Slam Notes</b>	Kickback(H); Minorwood; xRKCB. PODI & PORI : P= 0/3; X/XX = 1/4; etc		
Cue Bids <input checked="" type="checkbox"/>	Aces First. Serious 3S if ♥ agreed. Serious 3N if ♠ agreed.		
Asking Bids <input type="checkbox"/>			

## 7. OTHER CONVENTIONS

1♣ (11D overall) 1♠ = Majors, (usually <INV)	Support X & XX by Opener (Below 2N)
Splinters(~11p; LTC=7(6)) over 1C/1D/1H/1S	Cue at 3 level is 4+ card raise (or STRONG)
1♠ - 4♥ = Natural	Cue at 2 level is 3 card raise (or STRONG)
TFR xyz(oryx) after 1♣/1♦ opening	X of 2 level raise is 3 card raise (or STRONG)
Trial Bids: Step= ART, Else Values in suit (help!)	Fit showing jumps when we overcall

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4thSFG after 1H-1S, 2C/2D. Reverse Blackout.

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Raises ON after interference (including X) below 1N.

MyRev. 20250815

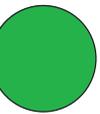
Rubensohl after: our 1NT; our double of 2 level weak openings

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After 2N rebid = 17-20, Then Responder uses transfers



AUSTRALIAN BRIDGE  
FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	480991	Mimi PACKER
& Names:	20915	Jon FREE
		2025 Aug
Basic System:	Standard American : 2/1 GF (except 1D-2C) & Transfers after 1C	
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♣ 11+p, 2+♣ inc (a)♦4C2+ (b)♦5(332),17+p	1♥ 11+p, 5+♥ 9+p in 1st GvR
1♦ 11+p, 5+♦ or 12+p 4441 (♣ singleton)	1♠ 11+p, 5+♠ 9+p in 1st GvR
1NT 14-16p (if ♥5 or ♠5) else 15-17p	may contain 5 card Major <input checked="" type="checkbox"/>
<b>1NT Responses</b> 2♣ Lavings	Other:
2♦ TRF ♥ (superaccepts: 2♠/2N/3♥)	2♠ ♣6+, INV OR ♣♦ weak OR ♣♦ FG
2♥ TRF ♠ (superaccepts: 2N/3♣/3♠)	2NT ♦6+, INV OR ♣ weak OR ♣ FG
other 3♣ = TRF ♦	

2♣ Game force OR 23-24 HCP BAL	
2♦ 6 card Major, <OB	4m Responses ART. ON in competition when sane
2♥ 5+♥ & 5+ other <OB. Typically 6-10p	(♥5/4m allowed at favourable)
2♠ 5+♠ & 5+ minor <OB. Typically 6-10p	(♠5/4m allowed at favourable)
2NT 21-22 HCP BAL	3NT 7+ card major, stronger than 4M
other <OB == Less than opening bid	4m/4M Natural 4N=minors

## 2. PRE-ALERTS

Transfer responses to 1C. ON over X, 1D, 1H	O. w shortage must not pass out overcalls (to 2S)
1m - 1TFR can be (0)2-5p. 1m-3m Weak(<7p)	1m-2D=Multi(♥6/♠6/Flat,~11p). ON if X/1D/1H
inverted minors(cue is 7-11p) after X, 1D, 1H, 1S	(1A) P (1B Nat) then our 2A and 2B are natural

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	3♠	Jump overcalls	Weak
Responsive doubles through	3♠	Unusual NT	Lowest unbid suits, 5/5+
1NT overcall - immediate	16-18 System ON	Immediate cue of minor	Michaels 5/5+ (Majors)
1NT overcall - re-opening	15-17 System OFF	Immediate cue of Major	Michaels 5/5+ (Major & minor)
Over weak twos	DBL for takeout	Over opening threes	DBL for takeout
Over opponent's 1NT	(ASPTRO) DBL=PEN(16+p or Tricks) 3♣ 3♦	Natural 6-16p 3♥ 3♠	Nat 6-10p
2♣ (♥ &) & 2♦ (♠ &) 2 suited, 10-16p. If minor then 5+/4+ either way. With ♥♠ bid 2♦ with ♠=4			
2N = ♣5+♦5+ 9-16p OR STRONG Two suiter (at least 5/5)			

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♥ (0)2+HCP	2♦ MULTI (♥6/♠6/Flat INV)	3♦ SPL See note 1.
1♥ 4+♠ (0)2+HCP	2♥ ♣5+, 7-11p	3♥ SPL See note 1.
1♠ 4+♦ (0)4+HCP	2♠ ♣5+♦5+, 0-10p	3♠ SPL See note 1.
1NT 6-10 HCP NAT NF	2NT 13-14HCP, FLAT GF	3NT 15-16 HCP ♣4♦4(32)
2♣ RAISE, ♣4+, (11)12+p	3♣ RAISE, ♣5+, (0)2-6(7)p	4♣ 6+♣ NF PRE
other 4♥/4♠/5♣/5♦ Natural.	1♦ & 1♥ & 1♠ responses can be 2+ HCP, can(rare) be 0/1p	
1♦ 1♥ 4+♥ (0-4)5+HCP	2♥ ♦5+, 7-11p	3♥ SPL See note 1.
1♠ 4+♠ (0-4)5+HCP	2♠ GF Raise ♦4+	3♠ SPL See note 1.
1NT 6-10 HCP NAT NF	2NT 13-14HCP, FLAT GF	3NT 15-16 HCP Flat D=3 M<4
2♣ 4+♣ (10+ HCP) F1	3♣ RAISE SPL 8+ HCP	4♣ (6)7+ ♣ NF PRE
2♦ MULTI (♥6/♠6/Flat INV)	3♦ RAISE, ♦(4)5+, (0)2-7p	4♦ 6+♦ NF PRE
other 4♥/4♠/5♣/5♦ Natural.	1♥ & 1♠ responses can be 4/5 HCP, can(rare) be 0-3p	
1♥ 1♠ 4+♠ (0)5+HCP	2♥ RAISE, ♥3 (6-10 HCP)	3♦ RAISE, ♥4+, 6-7p
1NT 5-12p HCP NF	2♠ RAISE, FG, 12+p Jacoby	3♥ RAISE, ♥4+, (0)2-6p
2♣ 3+♣ FG (10)12+HCP	2NT RAISE ♥4+, 8-11p	3♠ SPL RAISE, ♥4+. Note 1
2♦ 5+♦ FG (10)12+HCP	3♣ RAISE ♥=3 (Various)	3NT 13-14 BAL, any ♥3-(334)
other 4♥/4♠/5♣/5♦ Natural.	4♣ & 4♦ = SPL, ♥4+. Note 1	3♣ see note 2
1♠ 1NT 5-12 HCP, ♠<3	2♠ RAISE, ♠3 (6-10 HCP)	3♥ RAISE, ♠4+, 6-7p
2♣ 3+♣ FG (10)12+HCP	2NT RAISE, FG, 12+p Jacoby	3♠ RAISE, ♠4+, (0)2-6p
2♦ 4+♦ FG (10)12+HCP	3♣ RAISE ♠4+ 8-11p	3NT ♥ SPL, ♠4+. Note 1
2♥ 5+♥ FG 12+HCP	3♦ RAISE ♠=3 (Various)	4♣ SPL ♠4+. Note 1
other 4♥/4♠/5♣/5♦ Natural.	4♦ = SPL, ♠4+. Note 1	3♦ see note 2
1NT 3♣ TRF ♦	3♠ natural, 6+suit, slam try	4♦ ♥♠ 5+5+, FG (or SI)
3♦ ♥♠ 5+5+, INV (or SI)	3NT To play	4♥ To play
3♥ natural, 6+suit, slam try	4♣ Gerber	4♠ To play
other [SI = Slam Interest]	5♣/5♦ Natural.	
2♣ 2♦ Waiting	2NT (9)10-11p. no good suit	3♥ ♥7+, weak
2♥ 5-8 HCP 5+♥ good suit	3♣ 5-8 HCP 5+♣ good suit	3♠ ♠7+, weak
2♠ 5-8 HCP 5+♠ good suit	3♦ 5-8 HCP 5+♦ good suit	3NT
other Responses 2♥ 2♠ 3♣ 3♦ can be 4HCP up to 9/10 HCP; 3♣, 3♦ usually 6+ suit		
2♦ 2♥ Correctible (P/C)	3♣ NAT, f1	3♠ Correctible (P/C)
2♠ Correctible (P/C)	3♦ NAT, f1	3NT To play
2NT STRONG ENQUIRY	3♥ Correctible (P/C)	4♣ Correctible by Transfer
other 4♦ Correctible 4♥/4♠/5♣/5♦ Natural, to play (all 4 bids ON after interference)		

**Notes** 0. Correctible includes Pass (P/C) only if Opener can have 5+ in the bid suit.

1. SPL. Splinter raises expected to be 7(6) losers. 9-12p if Void; 10-13p if singleton

2. 1♥-3♣ and 1♠-3♦: M=3 (a) 10-11p, L=8 (b) 7+p, L=8, unbalanced (c) 13-14p, Flat, L=7/6

2♥ 2♠ Correctible (P/C)	3♦ Correctible (P/C)	3NT To play
2NT STRONG ENQ. INV+	3♥ NF	4♣ Correctible (P/C)
3♣ Correctible (P/C)	3♠ Correctible (P/C)	4♥ To play
other 4♦ Correctible (P/C)	4♥/4♠/5♣/5♦ Natural.	
2♠ 2NT STRONG ENQ. INV+	3♥ NAT NF Constructive	4♣ Correctible (P/C)
3♣ Correctible (P/C)	3♠ NF	4♥ To play
3♦ Correctible (P/C)	3NT To play	4♠ To play
other 4♦ P/C	4♥/4♠/5♣/5♦ Natural.	4N = Bid your minor
2NT 3♣ 5 card Puppet Stayman	3♠ TRF ♣ (optional)	4♦ RKCB for ♦
3♦ TRF ♥	3NT To play	4♥ To play
3♥ TRF ♠	4♣ Gerber	4♠ To play
other 4♥/4♠/5♣/5♦ Natural.		

## 9. CONVENTIONS

**Unusual NT:** Lower 2 unbid suits

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

**NT Checkback**  Priorities: 2♣ includes all INV & ♦ wk. 2♦ TFR. 2♥ TFR. 2N=Puppet.

**Defence to 3NT opening** DBL = 15+ 4♣, 4♦ ASTRO, 4♥, 4♠ NATURAL

**Defence to Opening Twos** 2NT is ALWAYS 16-18 HCP Flat if Opening Two is/can be weak.

Multi 2♦ 2NT= 16-18 HCP BAL DBL=T/O of spades OR strong, 2H T/O of hearts

RCO style 2-s 2NT = 16-18 HCP BAL DBL=T/O of spades

Other 2-s 2NT = 16-18 HCP BAL. Against anchored 2 suiters DBL=T/O

**Defence** 1♣ : 2D 2H 2S as our opening bids; 1N=C, 2C=D; 2N=CD

**to** X = 16+ OR 12+ with 4+/3+ in majors

**strong** 2♣ : 2N = 2 suited with ♥5+ X = 2 suited with S5+ (♣4+ OR ♦4+ OR ♥=4)

**♣**

**Over 1NT Interference** Rubensohl

**Lebensohl - other uses** Rubensohl used after X of 2 level weak openings

**Take out of 4 level pre-empts** 4♣/4♦ DBL for T/O in all seats

4♥ DBL for T/O

4♠ DBL = 3 suiter T/O, 4NT = 2 suiter T/O

## 10. OTHER NOTES

A1. After their transfer(below 3♣), cheapest cue of shown suit at 2|3 is 5/5+ (suits as per Michaels).

A2. After their transfer at 2 level, X is takeout of suit shown.

A3. After (1♣) NB (transfer to Major): 1M is takeout. Double is competitive(Flat/D+OM1 suit)

A4. After transfer openings (examples 1♦ = H or 1♦ = S) A1 A3 apply.

B1. After (1A) NB (1N): X=takeout of A; 2A=Michaels; 2N=Lower Unbid suits

B2. After (1A) NB (1B): X=unbid suits 4+4+ or STRONG; 2A&2B=Natural; 2N=Unbid suits 5+5+

C. oryx. 2C=Puppet(inc all INV) 2D,2H=transfer; 2S=long R. suit; 2N=ART; 3SUIT=Raise of O. suit