

## 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	3♣ = Relay. 3♦ = INV in 1 or 2 majors.

## 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	
McKenney used after count known in the signalling suit (occ. also when giving count)		
(McKenney only when helpful to partner)		

## 6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 3041	4♣ Gerber <input type="checkbox"/> when?
<b>Slam Notes</b>	P0D1 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 in relay auctions
Non-serious 3NT	Two-way minorwood
Reverse Drury 2C by PH	Lebensohl variation
Splinter Raises of Major by PH.	
	Ace=2 controls. King=1 control.

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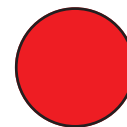
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# AUSTRALIAN BRIDGE FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	118494	Ron Cooper
& Names:	20915	Jonathan Free Jan 2026
Basic System:	Strong Club with relays and 1st/2nd seat <b>Transfer openings</b>	
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 ☐

1♣ 0+♣, 15+ HCP,	1♥ 9-14 HCP, 4+♠, (3rd/4th: 5+♥)
1♦ 9-14 HCP, 4+♥ (3rd/4th: 0+♦, no 5M)	1♠ 9-14 HCP, 4+♦ <4M (3rd/4th: 5+♠)
1NT 11-14, 4333 or 4432 or 5m332 or 22D5C4 or 22D4C5	may contain 5 card Major <input type="checkbox"/>

1NT Responses 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+♣, 9-14 HCP	
2♦ Weak 6 card Major, 4-9 HCP (9-13 4th seat)	
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 (9-13 4th seat)	3NT Good 7+ Major: 4♣: tfr to M 4♦: bid M
other After Transfer Openings (1st/2nd): Cheapest bid(/XX) is Relay, promises INV+	

## 2. PRE-ALERTS

Opening bids artificial, may be canape.	Passing transfer opening needn't have suit
Many relay auctions (coded replies).	Transfer responses some not forcing
X & XX often ART, and can be unusual.	Overcalls at 1 level have low min HCP

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	Weak (wider range after partner passes)
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= ♣+♦ (X by passed hand = M4 m5+)		

## 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 Responses of 1♥, 1♠, 1N, 2♣ will not be 4333/4432		
1♦ 1♥ ART INV+. (PH: NAT)	2♥ 3/4(5) ♥ 0-8p (6♥4♣)	3♥ ♥. Preempt
1♠ 4+♠ 0-11 HCP NF	2♠ 6+♠NF 0-8HCP(6♠4♥)	3♠ ♠. Preempt
1NT 3+♣,NF<12(8-10BAL)	2NT 4+♥ near INV (5♣5♦)	3NT Play
2♣ 5+♦,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+♦ 0-11P (PH:SPL)
1NT 3+♣,NF<12(8-10BAL)	2♠ 3/4(5) ♠ 0-8p (PH:SPL)	3♥ ♥. Preempt
2♣ ♦ 5+, NF, <12p(Drury)	2NT 4+♠ near INV(4+♥)	3♠ ♠. Preempt
2♦ ♥ 5+, NF, <12p(5+♦)	3♣ 6+♣ 0-11P (PH: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♥ ♥ Preempt (PH:SPL)
2♣ pass/correct (PH: NAT)	2NT Bid best minor (4+♠)	3♠ ♠ Preempt
2♦ play(2+♦) (PH: NAT)	3♣ 6+♣ 0-11P (PH:SPL)	3NT to play
2♥ 6+♥ 0-10HCP NF	3♦ Preempt (PH: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=have 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(in M or MM)	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** IF natural OR anchored THEN X=takeout. (Else TFR inc. X)

Multi 2♦ If no anchor suit: Transfers including X

RCO style 2-s If no anchor suit: Transfers including X

Other 2-s If no anchor suit: Transfers including X

**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 takeout double Natural/anchored 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