

#### 4. BASIC RESPONSES

Jump raises - minors	Inverted	Other: 10+, stoppers up the line; off with SUIT interference
Jump raises - Majors	Preempt	Other: 1M-3M = 6-9, 9 card fit; NT raises=10+, 8+ fit >sec7
Jump shifts after minor opening	weak, 3-5 HCP, on with interference	
Jump shifts after Major opening	Mini/Maxi/Mega Splinters, on with interference (no singleton A)	
Responses to strong 2 suit open.	2♥0-4, 2♠/3♣/♦5-8, 2NT5-8♥, 2♦9+or 5-8bal (fast arrival rebid)	
Responses to 2NT opening	3♣ stayman; transfers; 4NT quant	

#### 5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead All	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit		
<b>Discards</b>	High Encourage	
<b>Count</b>		
<b>Signal</b> on partner's lead:	high = encourage (incl with 2)	high = encourage
<b>Signal</b> on declarer's lead:	count	
<b>Notes</b>	McKenney when giving ruff	

#### 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430**	4♣ Gerber <input type="checkbox"/> when?
<b>Slam Notes</b>	4NT* invites 1/2NT openings & NT opener rebid; 5NT>6C=0, 6D=1, etc	
Cue Bids <input checked="" type="checkbox"/>	1st or second round controls (game force change of agreed suit)	
Asking Bids <input checked="" type="checkbox"/>	later bids of ops suit are asking for stopper	

#### 7. OTHER CONVENTIONS

NT raises: 1M- 2NT = 12+ or 16+TP, 3+ fit;	Reverses by opener: 16+; by resp= g/f
1M-3NT = 13-15 TP, 3+ fit	4SF to game (doesn't promise or deny suit)
Cue Raise: fit with opened or overcalled suit, 10+	Redoubles; Support X/XX thru 2S
Trial bids (below 3 of agreed major)	Max X; eg 1♥ (1♠) 2♥ (2♠); X
2-way checkback (> sec 9); Walsh (> sec 10)	X then bid own suit = 6+ suit, 8 tricks

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Opener's JS = g/f; Opener's Splinter = dble JS

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\*5NT is grand slam invite in contexts where 4NT is quantitative

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\*\*After 5C/D response to 1430, next ranked suit asks for tmp Q

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>>if "yes" bid suit with K, or 6 trump with no outside K



**AUSTRALIAN BRIDGE  
FEDERATION INC.**



#### STANDARD SYSTEM CARD

ABF Nos.	631809	Adrian Beaumont
& Names:	748676	Dell Macneil
Basic System:	Standard, better minor	
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♣ 3+, 11+	1♥ 5+, 11+	
1♦ 3+, 11+	1♠ 5+, 11+	
1NT 15-17	may contain 5 card Major <input checked="" type="checkbox"/>	
<b>1NT Responses</b>	2♣ Simple Stayman	Other: Smolen; or rebid 2M to play
2♦ > 2♥	2♠ > 3♣, pass or correct	
2♥ > 2♠	2NT invitational	
other 3X = slam interest, sets trumps; after interference: Stolen X/Sys On		
2♣ strong 9 trick, or 23+ bal. (After interf, X=bust, pass=9+, 2/3 Suit/2NT=5-8)		
2♦ weak, 6; Ogust; change of suit forcing		
2♥ weak, 6; Ogust; change of suit forcing		
2♠ weak, 6; Ogust; change of suit forcing		
2NT 20-22 bal	3NT Gambling	
other		

#### 2. PRE-ALERTS

Over strong 1NT and precision 1C, X = long min	After interf. of our strong 2C, X=bust, pass 9+
Cue Raises = 10+ support for partner's suit	
Jump raises of partner's opening are preempts	

#### 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♦	Jump overcalls	6, weak (11-15 in re-opening)
Responsive doubles through	3♠	Unusual NT	2 lower unbid suits (not in bal or over wk 2)
1NT overcall - immediate	15-19, systems on	Immediate cue of minor	Michaels
1NT overcall - re-opening	10-14, sys on	Immediate cue of Major	Mich (>3♣p/c; 2NT, str, minor?)
Over weak twos X=t/o		Over opening threes	X = T/O thru 4♠
Over opponent's 1NT	Multilandy (>sec 10)		
Jump response to T/O = 10-12TP; cue response = 13+			

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦	2♦	3♦
1♥	2♥	3♥
1♠	2♠	3♠
1NT	2NT	3NT
2♣	3♣	4♣
other		
1♦ 1♥	2♥	3♥
1♠	2♠	3♠
1NT	2NT	3NT
2♣	3♣	4♣
2♦	3♦	4♦
other		
1♥ 1♠	2♥	3♦
1NT	2♠	3♥
2♣	2NT	3♠
2♦	3♣	3NT
other		
1♠ 1NT	2♠	3♥
2♣	2NT	3♠
2♦	3♣	3NT
2♥	3♦	4♣
other		
1NT 3♣	3♠	4♦
3♦	3NT	4♥
3♥	4♣	4♠
other		
2♣ 2♦	2NT	3♥
2♥	3♣	3♠
2♠	3♦	3NT
other		
2♦ 2♥	3♣	3♠
2♠	3♦	3NT
2NT	3♥	4♣
other		

Notes

2♥ 2♠	3♦	3NT
2NT	3♥	4♣
3♣	3♠	4♥
other		
2♠ 2NT	3♥	4♣
3♣	3♠	4♥
3♦	3NT	4♠
other		
2NT 3♣	3♠	4♦
3♦	3NT	4♥
3♥	4♣	4♠
other		

## 9. CONVENTIONS

Unusual NT:

4th Suit Forcing One round  Game force

NT Checkback  Priorities: 2♣ invite, 2♦ g/f; > opener 2♥/♠/NT min, 3♥/♠/NT max

Defence to 3NT opening 2-way after opener's 2NT rebid: 1x 1x 2NT: 3♣ g/f; 3♦ slam int

Defence to Opening Twos

Multi 2♦ X=15+; (>> stol X aft suit resp); 2NT=15-19 bal; jump is wk long; X then own suit=str;

RCO style 2-s

Other 2-s (2NT) 3♣/♦ = both majors, better ♥/♠

Defence 1♣ : Multilandly (2 level); 1 level overcalls natural; X = long minor

to (Note: treat Precision 1♦ as natural; eg (1D) 2D is Michaels

strong

♣

Over 1NT Interference StolenX/SysOn

Lebensohl - other uses After 1NT (X) systems on

Take out of 4 level pre-empts 4♣/4♦ X=T/O; 4NT = 5/5

4♥ X = T/O; 4NT = 5/5 4♠ X = T/O; 4NT = 5/5

## 10. OTHER NOTES

Multilandly: Always strength in the long suits: 2C = both majors; 2D = long major; 2H = 5H=5 minor

2S=5S+5minor; 2NT=5+5minors; X=long minor over str 1NT but 15+ over wk 1NT

Reopening: 1NT=10-14; 2NT=19-22; X then NT=15-18; jump in suit=interm; Michaels

Walsh style: with a balanced hand opener's rebid is 1/2NT, bypassing any major.

Responder with <11, shows 4 card maj immediately; with 11+, use 2-way ChBk to find maj. fit

Defence to trs over 1♣: Stol X, bid of intended suit=T/O; Def to Mosc 1♦/♥/♠: bid as if 1♥/♠/2♦