

## 4. BASIC RESPONSES

Jump raises - minors	Inverted	Other: shows 5 + card support
Jump raises - Majors	Inv. 10-11	Other: with level of fit, see page 2
Jump shifts after minor opening	0-5 tp 6+ suit	
Jump shifts after Major opening	0-5 tp 6+ suit to 2 ♠	
Responses to strong 2 suit open.	See page 2.	
Responses to 2NT opening	See page 3.	

## 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	usually high, low usu. shows honour	
<b>Discards</b>	Low Encourage	
<b>Count</b>	Not used	
<b>Signal</b> on partner's lead:	Low encourage	
<b>Signal</b> on declarer's lead:	Low encourage	
<b>Notes</b>	Suit preference signal given on partner's opening lead where a change of suit is obvious.	

## 6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/>	when? never
<b>Slam Notes</b>	Minor suit Keycard 14 30		
Cue Bids <input checked="" type="checkbox"/>	After suit agreement bids at 4 level shows Ace or void		
Asking Bids <input checked="" type="checkbox"/>	After 3 level response to minor, new suit ASKS for stopper for NT.		

## 7. OTHER CONVENTIONS

4th suit forcing one round	DOPI - ROPI
Minorwood	Splinter bids
New minor forcing	Inverted minors
Jacoby 2NT to 1♥-♠ then 4 is min. opening, 3NT = 14-15TP. 3♥♠=16+TP, new suit 3 level singtn	
4 level =void.	

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AUSTRALIAN BRIDGE  
FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	213659	Kevin Tant	23-10-23
& Names:	785431	Michael McTiernan	
Basic System:	Standard American		
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+ / 3+	1♥ 11+ / 5+	
1♦ 11+ / 3+	1♠ 11+ / 5+	
1NT 15-17	May be semi balanced	may contain 5 card Major <input checked="" type="checkbox"/>
<b>1NT Responses</b>	2♣ Puppet Stayman	Other:
2♦ transfer 2♥ / superaccept 3♥	2♠ transfer to 3♣	
2♥ transfer 2♠ / superaccept 3♠	2NT transfer to 3♦	
other 3♣-3♦ NF, 6 cards with 2 top honors ~	4♣ - 4♦ = RKCB with that minor as trumps	
2♣	Game Force 24+ hcp or strong unbalanced	
2♦	Either 6 - 10 hcp 6 card ♥ or ♠ or 22-23 hcp reasonably balanced	
2♥	6 - 10 hcp 5 card ♥ and 5 (4) another suit	
2♠	6 - 10 hcp 5 card ♠ and 5 (4) minor suit	
2NT	20-21 balanced	3NT Not used
other		

## 2. PRE-ALERTS

X in D O N T	Balancing jump overcalls are constructive
Inv. cue after Pard overcalls may not have supp.	Balancing bids may be 4 cards
Inv. X in competition	

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	3♠	Jump overcalls	Weak
Responsive doubles through	3♠	Unusual NT	Shows minors or other minor and a major suit
1NT overcall - immediate	15-17	Immediate cue of minor	Michaels for major suits <12pts
1NT overcall - re-opening	15-17	Immediate cue of Major	Other major + minor <12pts
Over weak twos	Double for takeout	Over opening threes	Double for takeout
Over opponent's 1NT	Over weak 1NT, double for takeout.(=Value)	Other bids are natural.	
Over strong 1NT	DONT i.e. x = 6 card suit. Other suit calls at 2 level (except ♠) show 2 suited hand with that suit and a higher-ranking suit.		

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ hcp, 4+♦	2♦ 0-5 hcp, 6+♦	3♦ n/a
1♥ 6+ hcp, 4+♥	2♥ 0-5 hcp, 6+♥	3♥ n/a
1♠ 6+ hcp, 4+♠	2♠ 0-5 hcp, 6+♠	3♠ n/a
1NT 6-9 hcp, no 4 card major	2NT 10-12hcp no 4 card major	3NT 13-15hcp no 4 card major
2♣ 10+ tp, 5+♣ No 4 C Maj	3♣ 6-9 tp, 5+♣	4♣ RKCB in ♣
other		
1♦ 1♥ 6+ hcp, 4+♥	2♥ 0-5 hcp, 6+♥	3♥ splinter
1♠ 6+ hcp, 4+♠	2♠ 0-5 hcp, 6+♠	3♠ splinter
1NT 6-9 hcp, no 4 card major	2NT 10-12hcp no 4 card major	3NT 13-15hcp no 4 card major
2♣ 10+ hcp, 4+♣	3♣ splinter	4♣ splinter void
2♦ 10+ tp, 4+♦ No 4 C Maj	3♦ 6-9 TP 5 card support	4♦ RKCB in ♦
other 4♥ & 4♠ = splinter - void		
1♥ 1♠ 6+ hcp, 4+♠	2♥ 6-9 tp, 3 card support	3♦ n/a
1NT 6-9 hcp, no 4 card major	2♠ 0-5 hcp, 6+♠	3♥ 10-11tp 3+♥ invite
2♣ 10+ hcp, 4+♣	2NT 12+ tp, 3+♥ GF	3♠ splinter
2♦ 10+ hcp, 4+♦	3♣ 7-9 tp, 4 card support	3NT 12-15 hcp, bal no 4♠
other 4♥ = 6-9 tp, 5 card support	4♣ 4♦ & 3♠ = splinter	
1♠ 1NT 6-9 hcp	2♠ 6-9 tp, 3 card support	3♥ 0-5 hcp, 6+♥
2♣ 10+ hcp, 4+♣	2NT 12+ tp, 3+♠ GF	3♠ 10-11tp 3+♠ invite
2♦ 10+ hcp, 4+♦	3♣ 7-9 tp, 4 card support	3NT 12-15hcp bal, no 4♥
2♥ 10+ hcp, 5+♥	3♦ 0-5 hcp, 6+♦	4♣ splinter
other 4♠ = 6-9 tp, 5 card support	4♦ & 4♥ = splinter	
1NT 3♣ 6 cards with 2 top hon.NF	3♠ n/a	4♦ RKCB with ♦ as trumps
3♦ 6 cards with 2 top hon.NF	3NT To play	4♥ To play
3♥ n/a	4♣ RKCB with ♣ as trumps	4♠ To play
other		
2♣ 2♦ Waiting	2NT 4-7 hcp, no 5 card suit	3♥ 4-7 hcp, 5+♥
2♥ 0-3 hcp, any shape	3♣ 4-7 hcp, 5+♣	3♠ n/a
2♠ 4-7 hcp, 5+♠	3♦ 4-7 hcp, 5+♦	3NT n/a
other		
2♦ 2♥ Pass or correct	3♣	3♠
2♠ Pass if S Invite if ♥	3♦	3NT To play
2NT Strong, Inq. See note	3♥	4♣
other 4♥ to play in the major held		

**Notes** After 2NT Inq. 3♣=GOOD ♥, 3♦=GOOD ♠, 3♥/-♠= MIN that suit, 3NT=22-23

2♥ 2♠ Pass or correct	3♦ To play	3NT To play
2NT Strong enquiry-Note 1	3♥ Usually pre-emptive	4♣ n/a
3♣ To play	3♠ To play, invitational	4♥ To play
other		
2♠ 2NT Strong enquiry Note 2	3♥ To play, invitational	4♣ n/a
3♣ Pass or correct	3♠ Usually pre-emptive	4♥ To play
3♦ To play	3NT To play	4♠ To play
other		
2NT 3♣ Puppet Stayman	3♠ To play	4♦ RKCB with ♦ as trumps
3♦ Transfer to ♥	3NT To play	4♥ To play
3♥ Transfer to ♠	4♣ RKCB with ♣ as trumps	4♠ To play
other		

## 9. CONVENTIONS

<b>Unusual NT:</b> Other suits	Unbid suits excludes artificial club openings
<b>4th Suit Forcing</b> One round <input checked="" type="checkbox"/>	Game force <input type="checkbox"/>
<b>NT Checkback</b> <input checked="" type="checkbox"/>	Priorities: (NMF) 3 card major support, unbid 4 card major, 5 card minor.
<b>Defence to 3NT opening</b>	4NT = takeout for minors Mmmm look at this 3NT usually is a minor
<b>Defence to Opening Twos</b>	Double for takeout. Jump bids are strong
Multi 2♦	Double for takeout 14+ hcps- 2NT=15-18(immediate) 14-15 Balancing, Systems on
RCO style 2-s	immediate overcall natural - jump o/c is strong
Other 2-s	
<b>Defence to</b>	1♣ : x = takeout
<b>strong</b>	2♣ : x = ♣, usually lead directing
<b>♣</b>	Others natural

### Over 1NT Interference

### Lebensohl - other uses

### Take out of 4 level pre-empts

4♣/4♦	Double
4♥	Double
4♠	4NT for minors

## 10. OTHER NOTES

Note 1, rebids are 3♣♦ min that suit, 3♥=MIN with ♠. 3♠ max with ♠., 3NT MAX with a minor

Note 2, rebids are 3♣♦ min that suit, 3♥=MIN with ♥. 3♠ max with ♥., 3NT MAX with a minor