4. BASIC RESPONSES

Jump raises - minors	Invertee	d	
Jump raises - Majors	Preemp	ot	
Jump shifts after minor	opening	2M	
Jump shifts after Major	opening	Nat	
Responses to strong 2 suit open.			
		-	

Other: 4-6 hcpts; 4/5+raise (poss. weaker in comp.) Other: 5-8 hcpts; 4+raise (poss. weaker in comp.) = weak; minor-jumps = criss-cross (7-9); GF splinters at 3-level tural 6c suits 9-11 invitational

Responses to 2NT opening

 $3\frac{1}{2}/3$ = to play; $3\frac{1}{2}/3$ = Natural forcing; $4\frac{1}{2}/4$ = invite save

	5. PLAY CONVENT	CIONS Show priorities
	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A-Attitude K-Count	Overlead, A-Attitude K-Count
Four or more with an honour	4th highest	4th highest
From 4 small	2nd highest	2nd highest
From 3 cards (no honour)	Middle	top
In partner's suit	low from an Hon	low from an Hon
Discards	natural (hi = like; lo = neutral))	natural (hi = like; lo = neutral)
Count	Low-High = Even	Low-High = Even
Signal on partner's lead:	Low Encouraging	Low Encouraging
Signal on declarer's lead:	Reverse count	
Notes		

When defending we try to use trump suit and 1st played NT-suit as Suit Preference.

• •	•	•
6. S	LAM CO	NVENTIONS
4NT: Blackwood RKCB 143	0 4♣	Gerber when?
Slam Notes minorwood	d 4 ♣ /4♦ after m	ninor suit agreement
Cue Bids X First or secound ro	ound control	
Asking Bids		
7.0	THER CC	NVENTIONS
Support doubles		Lebensohl in some cases
Cue raises in competition		4th suit = artificial GF
2-over-1 = GF		Blackout = cheaper 4th suit & 2NT
Michaels = any range 6+ hcpts		Inverted & criss-cross minor raises
Leaping Michaels in many cases		Drury 2 🛧 (3-card) and 2 🔶 (4-card)
www.abf.com.au	2-way checkba	acks over opener's 1NT rebid
PDF Form Rev. 13F21 by RoL	Most artificial b	pids off in competition
MyRev.	Exceptions: sp	linters; 2📌 Drury after T/O dble
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD ABF Nos. Peter Buchen 7765 & Names: 7226 **Terry Brown** Basic System: Standard 2-over-1 Green 🗙 Yellow Brown Sticker **Classification:** Blue Red **1. OPENING BIDS** Describe strength, minimum length, or specific meaning Canape 14 11-20; 3+ 1 11-20; 5+ 1 11-20; 3+ 11-20; 5+ may contain 5 card Major **1NT** 15-17 1NT Responses 24 5 card Major enquiry Other: **2** Transfer to Hearts 2 Transfer to Clubs 2♥ Transfer to Spades 2NT Transfer to Diamonds other 3-suit = natural slam interest (with xx Opener bids 3NT; o/wise cues) Game Force (with artificial responses) 2 Weak two 6-10 hcpts in Major or 20-22 balanced 5-Hearts and 4+minor (6-10 hcpts) 5-Spades and 4+minor (6-10 hcpts) 2 2NT 55+ both minors (6-10 hcpts; 9-12 unfav v 3NT Minor suit (non-solid) pre-empt other 2. PRE-ALERTS 3rd seat openings may be light 2 to 2NT openings above do not apply in 4th seat 1M-2 = artificial 4-way (most GF) $4\frac{1}{2}/4$ = Namyats (strong Major preempts) 3. COMPETITIVE BIDS / OVERCALLS Jump overcalls Weak **4V** Negative doubles through Responsive doubles through 4♥ Unusual NT Two-lower suits 1NT overcall - immediate 15-18 Immediate cue of minor 6+hcpts; both Majors 1NT overcall - re-opening Immediate cue of Maior 6+hcpts; O. Mjor + minor 12-14 Over opening threes X = T/OOver weak twos X = T/OOver opponent's 1NT Multi-Landy (Over both weak & strong) X = Penalty; 2 = both Majors ; 2 = one Major; 2M = 5M & 4+minor; 2NT = minors

After X: next double = T/O; 3rd double = penalty (CTP)

	8. RESPO	NS	ES TO OPENIN	<u>IG</u>	BIDS
	Describe stre	ngth,	minimum length, or specifi	c mea	aning
1♦	natural	2�	Criss-Cross 7-9 hcpts	3�	GF splinter
1♥	natural	2♥	weak 4-7/8 hcpts	3 🧡	GF splinter
1♠	natural	2	weak 4-7/8 hcpts	3	GF splinter
1NT	6-10 no Major	2NT	11-12 no Major	3NT	13-15 no Major
2	inverted 10+ hcpts	3♣	inverted 4-6 hcpts	4	pre-emptive
other					
1♥	natural	2♥	weak 4-7 hcpts	3♥	GF splinter
1♠	natural	2	weak 4-7 hcpts	3	GF splinter
1NT	6-10 no Major	2NT	11-12 no Major	3NT	13-15 no Major
2	natural; F. to 3🜩	3	Criss-Cross 7-9 hcpts	4	GF splinter
2�	inverted 10+hcpts	3�	inverted 4-6 hcpts	4�	pre-emptive
other	1♦-2♣ GF unless Respor	nder i	ebids 3 🛧		
1♠	natural	2♥	6-9 hcpts 3/4-card raise	3�	6c suit; 9-11 hcpts
1NT	natural SF; 5-11 hcpts	2	6c suit; 9-11 hcpts	3 💙	4-6 hcpts 4-card raise
2♣	Art. 4-way	2NT	4c limit raise in Hearts	3	GF splinter (11-13)
2�	natural 4+ GF	3♣	6c suit; 9-11 hcpts	3NT	Spl raise; short 🔶
other	2 = 3c limit; GF H-fit; GF	-bal.	or GF Clubs; 1NT may cor	ntain	weak H-raise
1NT	natural NF; 5-11 hcpts	2	6-9 hcpts 3/4-card raise	3♥	6c suit; 9-11 hcpts
2	Art. 4-way	2NT	4c limit raise in Spades	3	4-6 hcpts 4-card raise
2�	natural 4+ GF	34	6c suit; 9-11 hcpts	3NT	Spl raise; short 💙
2 💙	natural 5+ GF	3�	6c suit; 9-11 hcpts	4	GF splinter
other	2 = 3c limit; GF S-fit; GF	-bal.	or GF Clubs; 1NT may cor	ntain	weak S-raise
3♣	natural slam interest	3♠	natural slam interest	4�	Texas transfer to 4
3�	natural slam interest	3NT	to play	4 💙	to play
3 💙	natural slam interest	4	Texas transfer to 4♥	4	to play
other	Texas + 4NT = KCB; Texa	is + :	suit = Exclusion KCB		
2�	5-8 not good 1-suited	2NT	5-8 some good 1-suiter	3♥	9+pts; good 🛧 suit
2 💙	0-4 any	3 🗭	9+ pts; good 🔶 suit	3♠	9+pts; good 秦 suit
2	9+ not good 1-suited	3�	9+pts; good 🧡 suit	3NT	
other	9+ hands force to 4NT; aft	er 2	-2NT: 3🜩 = asks via trans	sfer	
2♥	P/C	3♣	natural 1-round force	3	P/C
2	P/C	3♦	natural 1-round force	3NT	(& 4♠) to play
2NT	Strong enquiry	3♥	P/C	4	
other	4♥ = P/C; 4♠ = to play				
	1 1 1 1 1 2 2 1 1 2 2 2 2 2 2 2 2 2 2	Describe stree1natural1natural1natural1natural16-10 no Major2inverted 10+ hcptsother1natural1natural1natural16-10 no Major2natural16-10 no Major2natural; F. to 32inverted 10+hcpts16-10 no Major2natural; F. to 32natural; F. to 32natural; F. to 32Art. 4-way2natural SF; 5-11 hcpts2Art. 4-way2natural NF; 5-11 hcpts2Art. 4-way2natural SF; 5-11 hcpts2Art. 4-way2natural SF; 5-11 hcpts2Art. 4-way2natural SF; 5-11 hcpts2Art. 4-way2natural SF; 5-11 hcpts3natural SF; 5-11 hcpts4S-85S5S5S6S-87S <th>Describe strempth,1natural21natural21natural21natural216-10 no Major2NT2inverted 10+ hcpts32natural21natural21natural21natural; F. to 332inverted 10+ hcpts32natural; F. to 332inverted 10+ hcpts32inverted 10+ hcpts32natural; F. to 332inverted 10+ hcpts32natural SF; 5-11 hcpts22Art. 4-way2NT2natural A+ GF32atural 4+ GF32natural Siam interest33natural siam interest349+ not</th> <th>Describe strength, minimum length, or specific1natural2Criss-Cross 7-9 hcpts1natural2weak 4-7/8 hcpts1natural2weak 4-7/8 hcpts1NT6-10 no Major2NT11-12 no Major2inverted 10+ hcpts3inverted 4-6 hcpts1natural2weak 4-7 hcpts1natural2weak 4-7 hcpts1natural2weak 4-7 hcpts1natural2weak 4-7 hcpts1natural2weak 4-7 hcpts1natural3Criss-Cross 7-9 hcpts2inverted 10+hcpts3inverted 4-6 hcpts2natural26-9 hcpts 3/4-card raise1natural26-9 hcpts 3/4-card raise1natural SF; 5-11 hcpts26c suit; 9-11 hcpts2natural 4+ GF36c suit; 9-11 hcpts2natural 4+ GF36c suit; 9-11 hcpts2natural NF; 5-11 hcpts26-9 hcpts 3/4-card raise2natural SF36c suit; 9-11 hcpts2attrail 4+ GF36c suit; 9-11 hcpts2natural 33natural sala2natural SFS-11 hcpts36c suit; 9-11 hcpts4735for suit; 9-11 hcpts36c suit; 9-11 hcpts4735for suit; 9-11 hcpts5for suit; GF S-fit; GF-bal.</th> <th>Describe strength, minimum length, or specific mean1natural2Criss-Cross 7-9 hcpts31natural2weak 4-7/8 hcpts31natural2weak 4-7/8 hcpts31natural2weak 4-7/8 hcpts31natural2weak 4-7/8 hcpts31natural2weak 4-7/8 hcpts31natural2weak 4-7 hcpts32inverted 10+hcpts3inverted 4-6 hcpts411-22GF unless Resport11naturalS56s1natural SF; 5-11 hcpts26c suit; 9-11 hcpts2natural A+GF366s2attraArt. 4-way2742attra36suit; 9-11 hcpts336</th>	Describe strempth,1natural21natural21natural21natural216-10 no Major2NT2inverted 10+ hcpts32natural21natural21natural21natural; F. to 332inverted 10+ hcpts32natural; F. to 332inverted 10+ hcpts32inverted 10+ hcpts32natural; F. to 332inverted 10+ hcpts32natural SF; 5-11 hcpts22Art. 4-way2NT2natural A+ GF32atural 4+ GF32natural Siam interest33natural siam interest349+ not	Describe strength, minimum length, or specific1natural2Criss-Cross 7-9 hcpts1natural2weak 4-7/8 hcpts1natural2weak 4-7/8 hcpts1NT6-10 no Major2NT11-12 no Major2inverted 10+ hcpts3inverted 4-6 hcpts1natural2weak 4-7 hcpts1natural2weak 4-7 hcpts1natural2weak 4-7 hcpts1natural2weak 4-7 hcpts1natural2weak 4-7 hcpts1natural3Criss-Cross 7-9 hcpts2inverted 10+hcpts3inverted 4-6 hcpts2natural26-9 hcpts 3/4-card raise1natural26-9 hcpts 3/4-card raise1natural SF; 5-11 hcpts26c suit; 9-11 hcpts2natural 4+ GF36c suit; 9-11 hcpts2natural 4+ GF36c suit; 9-11 hcpts2natural NF; 5-11 hcpts26-9 hcpts 3/4-card raise2natural SF36c suit; 9-11 hcpts2attrail 4+ GF36c suit; 9-11 hcpts2natural 33natural sala2natural SFS-11 hcpts36c suit; 9-11 hcpts4735for suit; 9-11 hcpts36c suit; 9-11 hcpts4735for suit; 9-11 hcpts5for suit; GF S-fit; GF-bal.	Describe strength, minimum length, or specific mean1natural2Criss-Cross 7-9 hcpts31natural2weak 4-7/8 hcpts31natural2weak 4-7/8 hcpts31natural2weak 4-7/8 hcpts31natural2weak 4-7/8 hcpts31natural2weak 4-7/8 hcpts31natural2weak 4-7 hcpts32inverted 10+hcpts3inverted 4-6 hcpts411-22GF unless Resport11naturalS56s1natural SF; 5-11 hcpts26c suit; 9-11 hcpts2natural A+GF366s2attraArt. 4-way2742attra36suit; 9-11 hcpts336

3NT = 20-22 bal.

	Natural NF	3	To play	3NT	To play
2NT	Strong relay		Preemptive		P/C (also 5 \$)
34			Natural forcing		To play
		-	- max (♣/♦); After 2♥-(2♠		
2 4 2NT	Strong relay	3♥	Natural forcing	4	P/C (also 5 🕏)
34	P/C	3	Preemptive	4♥	To play
3	To play	3NT	To play	4	To play
other	After 2NT: 3m = min; 3♥/	'3♠ =	- max (♣/♦); After 2♠-(X)-	2NT =	asks for minor
2NT 3🗣	Sign-off	3♠	Natural, forcing	4�	invites save
	Sign-off	3NT	To play		To play
			invites save	4	To play
other	4NT = Ace ask (5 🛧 = 0; 5				_
			ONVENTIONS		
Unusual I	NT: Lower 2 unbid sui	its	(1m)-2m = Majo	ors; (1	M)-2M = O.Major+minor
4th Suit I	Forcing One round				Game force 🗙
NT Chec			= invitational (puppet to 2);2	= Art. GF
Defence	to 3NT opening All sui	ts nat	tural; X = strong balanced		
Defence	to Opening Twos X =	T/O			
Multi 2🔶	X = 15+ unbal; 2NT	= 15	-18 bal; suits = natural; Pas	ss the	n X = T/0 12-15 hcpts
RCO style	2-s as above (CTP app	lies)			
Other 2-s					
	(1♣) : X/1♦/1NT = RCC	Ds 1	//1♠ natural; jumps = weal	(
	(1♣) : X/1♦/1NT = RCC Also after 1♣-1♦: X/1N		· ·	(
Defence to	Also after 1♣-1♦: X/1N	T/2	= RCO's	(
Defence to	. ,	T/2	= RCO's	ζ	
Defence to strong	Also after 1♣-1♦: X/1N	T/2	= RCO's	ζ	
Defence to strong & Over 1NT	Also after 1♣-1♦: X/1N After (2♣) : natural ove Interference Lebenso	T/2 🕏	= RCO's)
Defence to strong * Over 1NT Lebenso	Also after 1♣-1♦: X/1N After (2♣) : natural ove Interference Lebenso	T/2 🕏	e = RCO's)
Defence to strong * Over 1NT Lebenso Take out	Also after 1♣-1♦: X/1N After (2♣) : natural ove Interference Lebenso hl - other uses After (2	T/2 🕏	e = RCO's)
Defence to strong * Over 1NT Lebenso Take out	Also after $1 - 1 + X/1N$ After $(2 - 1)$: natural over Interference Lebenson hI - other uses After (2 of 4 level pre-empts X = T/O	T/2 ♣ ercalls ohl 2A)-X	e = RCO's s ; (1NT)-X-(2A); (1A)-1NT- 4♣/4♦ X = T/O	(2A/B)
Defence to strong * Over 1NT Lebenso Take out 4	Also after $1 - 1 + X/1N$ After $(2 - 1) + X/1N$ After $(2 - 1) + 1 + X/1N$ Interference Lebenso hI - other uses After (2 of 4 level pre-empts X = T/O 1	ohl 2A)-X	e = RCO's ; ; (1NT)-X-(2A); (1A)-1NT- 4♣/4♦ X = T/O 4♣ X = cards	(2A/B	
Defence to strong * Over 1NT Lebenso Take out 4 *	Also after $1 \ -1 \ : X/1N$ After $(2 \ -2)$: natural over Interference Lebenson hI - other uses After (2 of 4 level pre-empts X = T/O Newerted minors: 2NT/3m =	ohl 2A)-X	P = RCO's x : (1NT)-X-(2A); (1A)-1NT-4 4♣/4 X = T/O 4♣ X = cards DTHER NOTES	(2A/B 8-19	bal.
Defence to strong * Over 1NT Lebenso Take out 4 1. After in 2. After 1	Also after $1 \ -1 \ : X/1N$ After $(2 \ -2)$: natural over Interference Lebenson hI - other uses After (2 of 4 level pre-empts X = T/O Newerted minors: 2NT/3m =	T/2 ercalls ohl 2A)-X O. (sign- 2M =	P = RCO's (; (1NT)-X-(2A); (1A)-1NT- 4♣/4 X = T/O 4♣ X = cards DTHER NOTES off; all other = GF, 3NT = 1 min w. 6cM; 2OM = Art. 1	(2A/B 8-19	bal.
Defence to strong * Over 1NT Lebenso Take out 4 1. After in 2. After 1 3. After 4	Also after $1 \ -1 \ : X/1N$ After $(2 \ -2)$: natural over Interference Lebenson hI - other uses After (2 of 4 level pre-empts X = T/O Neverted minors: 2NT/3m = M-2 \ -2 \ : 2 \ = min w. 5cM; After (2 \ -2) \ : 2 \ = min w. 5cM;	ohl 2A)-X 2M= 2M = s): ste	P = RCO's (; (1NT)-X-(2A); (1A)-1NT- 4♣/4 X = T/O 4♣ X = cards DTHER NOTES off; all other = GF, 3NT = 1 min w. 6cM; 2OM = Art. 1	(2A/B 8-19 6+hcp	bal. ts
Defence to strong * Over 1NT Lebenso Take out 4 1. After in 2. After 1 3. After 4 4. Blacko	Also after $1 \ -1 \ : X/1N$ After $(2 \ -2)$: natural over Interference Lebenson hI - other uses After (2 of 4 level pre-empts X = T/O Neverted minors: 2NT/3m = M-2 \ -2 \ : 2 \ = min w. 5cM; After (2 \ -2) \ : 2 \ = min w. 5cM;	T/2 ercalls ohl 2A)-X O_{a} sign- 2M = s): step : step : cheat	P = RCO's A ; (1NT)-X-(2A); (1A)-1NT- 4♣/4♦ X = T/O 4♣ X = cards DTHER NOTES coff; all other = GF, 3NT = 1 min w. 6cM; 2OM = Art. 1 ep = slam try aper of 2NT & 4th suit; Res	(2A/B 8-19 6+hcp	bal. ts
Defence to strong * Over 1NT Lebenso Take out 4 1. After in 2. After 1 3. After 4 4. Blacko 5. 1m-1M	Also after $1 \ -1 \ : X/1N$ After $(2 \ -2 \)$: natural over Interference Lebenson hI - other uses After (2 of 4 level pre-empts X = T/O 1 nverted minors: 2NT/3m = M-2 \ -2 \ +2 \ = min w. 5cM; $\ -2 \ +4 \ +$ openings (Namyats ut after Opener's reverse: I:2M-2NT = Artificial GF E	T/2 ercalls ohl 2A)-X 3 Sign- 2M = s): ste chea inquir	P = RCO's A ; (1NT)-X-(2A); (1A)-1NT- 4♣/4♦ X = T/O 4♣ X = cards DTHER NOTES coff; all other = GF, 3NT = 1 min w. 6cM; 2OM = Art. 1 ep = slam try aper of 2NT & 4th suit; Res	(2A/B 8-19 6+hcp p. rep	bal. ts eat suit = F1