

4. BASIC RESPONSES

Jump raises - minors	PRE (0-6 HCP)Inve	Other: Jump to 2M are raises
Jump raises - Majors	PRE (0-6 HCP)	Other: Jacoby + Bergen variation
Jump shifts after minor opening	1m-2D=Multi 1m-2H=Raise 1m-2S=Raise	
Jump shifts after Major opening	cheapest = Jacoby then UTL 8-12, M4+; M=3 usu 8-11; 6-7p, M=4+	
Responses to strong 2 suit open.	2♦ = Negative, or Positive, 2N=8-11; Others (4)5-8(9), 5+ suit	
Responses to 2NT opening	5 Card Puppet Stayman and TRF(3D, 3H, 3S)	

5. PLAY CONVENTIONS

Show priorities

		Versus Suit (or both)	Versus NoTrump (if different)
Leads	Sequences:	A Q-Attitude K-Count J=>10	
	Four or more with an honour	4th highest	
	From 4 small	2nd highest	
	From 3 cards (no honour)	MUD (or Top [seldom])	
	In partner's suit	As above	
Discards		Reverse Count. KWTl	
Count		Low-High = Even. For current	length. [Present Count]
Signal	on partner's lead:	Rev attitude (occ Count, occ SP)	
Signal	on declarer's lead:	When given: Rev Count OR occ. SP (Suit preference is McKenney style)	
Notes	KWTl. Count on kings; attitude (low ENC) on A Q J. If att known then count(occ SP).		
	SP in high contracts when dummy has shortage(0/1). SP when a switch is obvious.		
	First discard Count (reverse, present); If affordable, tends to be in a suit do not want led. (LOD)		

6. SLAM CONVENTIONS

4NT: Blackwood ☐ RKCB 3041 4♣ Gerber ☒ when? After 1N, 2N openings

Slam Notes Kickback in H; PODI & PORI : P= 0/3; X/XX = 1/4; then 2 w/o Q, etc

Cue Bids ☒ Aces first

Asking Bids ☐

7. OTHER CONVENTIONS

1♠ - 4♥ = Natural	Support X & XX by Opener (Below 2N)
Splinters (10-13 HCP; LTC=7) over 1 Major	Cue at 3 level is 4+ card raise (or STRONG)
Splinters (10-13 HCP; LTC=7) over 1 minor	Cue at 2 level is 3 card raise (or STRONG)
TFR xyz(oryx) over 1x rebid (except 1♥ 1♠ 1N)	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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4th suit forcing to game after 1x-1y, 2z

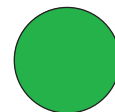
Raises ON after interference (including X) below 1N,

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

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



AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	702625	Linda COLI
& Names:	20915	Jon FREE
Basic System:	Standard American : 2/1 GF (except 1D-2C) & Transfers after 1C 2021.09	
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 ☐

1♣ 11+p, 2+♣ (can have ♦5♣2)	1♥ 11+p, 5+♥
1♦ 11+p, 5+♦ or 12+p 4441 (♣ singleton)	1♠ 11+p, 5+♠
1NT 14-16p if ♥5 ♠5, else 15-17p	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ 5 card Enquiry	Other:
2♦ TRF ♥	2♠ TRF ♣
2♥ TRF ♠	2NT TRF ♦
other Opener can superaccept over all transfers	

2♣ Game force OR 23-24 HCP BAL
2♦ 6 card Major, Less than opening bid (typically 6-10 HCP)
2♥ 5♥ & 5+ other (♥ 5/4m allowed at favourable) Less than opening bid (typically 6-10 HCP)
2♠ 5♠ & 5+ minor (♠ 5/4m allowed at favourable) Less than opening bid (typically 6-10 HCP)
2NT 21-22 HCP BAL
3NT 7 card major, stronger than 4M
other

2. PRE-ALERTS

Responses to 1m can be 0-5p	O with shortage must re-open overcalls (to 2S)
1m-3m Weak; 1m-2H, 1m-2S Raise	1m-2D=Multi (♥6 or ♠6 or Flat (11-12))
minor raises & 1m-2D: ON over X, 1D, 1H, 1S	Bergen Raises Variation (ON over X or 1S)

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+
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 majors 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)(4) 6+HCP 1♥ 4♠ ((0)(4) 6+HCP 1♠ 4♦ ((0)(4) 6+HCP 1NT 6-10 HCP NAT NF 2♣ 4+♣ 12+ HCP, GF other * 1♦ and 1♥ and 1♠ responses may be less than 6 HCP	2♦ Multi ♥ or ♠ or Flat 2♥ Raise, ♣ 7-11p 2♠ ♣5+ ♦5+ 0-10p 2NT 13-14HCP BAL 3♣ 5+♣ PRE (<7 HCP)	3♦ SPL See note 1. 3♥ SPL See note 1. 3♠ SPL See note 1. 3NT 15-16 HCP ♣4♦4(32) 4♣ 6+♣ NF PRE 4♥ 4♠ 5♣ 5♦ Natural
1♦ 1♥ 4♥ ((0)(4) 6+HCP 1♠ 4♠ ((0)(4) 6+HCP 1NT 6-10 HCP NAT NF 2♣ 5+♣ 10+ HCP, F1 2♦ Multi ♥ or ♠ or Flat other * 1♥ and 1♠ responses may be less than 6 HCP	2♥ Raise, ♦ 7-11p 2♠ Raise, ♦ GF 2NT 13-14HCP BAL 3♣ SPL 7-8 loser 3♦ 4+♦ (<7 HCP)	3♥ SPL See note 1. 3♠ SPL See note 1. 3NT 15-16 HCP Flat D=3 M<4 4♣ (6)7+ ♣ PRE 4♦ 6+♦ NF PRE 4♥ 4♠ 5♣ 5♦ Natural
1♥ 1♠ 4♠ ((0)(4) 6+HCP 1NT 5-12 HCP ♥ < 3 2♣ 3+♣ FG (10)12+HCP 2♦ 5+♦ FG (10)12+HCP other 4♣ & 4♦ = SPL 4+♥ See note 1. 3♣ see note 2	2♥ 3♥ 6-10 HCP 2♠ 4+♥ Jacoby FG raise 2NT 4+♥ limit (8-12 HCP) 3♣ ♥=3, too strong for 2♥	3♦ 4+♥ wk limit 6,7(8) HCP 3♥ 4+♥ (0-6 HCP) 3♠ 4+♥ SPL See note 1. 3NT 13-14 BAL any ♥3-3-4 4♥ 4♠ 5♣ 5♦ Natural
1♠ 1NT 5-12 HCP ♠ < 3 2♣ 3+♣ FG (10)12+HCP 2♦ 4+♦ FG (10)12+HCP 2♥ 5+♥ FG (10)12+HCP other 4♦ = ♦SPL 4+♠ See note 1. 3♦ See note 2	2♠ 3♠ 6-10 HCP 2NT 4+♠ Jacoby FG raise 3♣ 4+♠ limit (8-12 HCP) 3♦ ♠=3, too strong for 2♠	3♥ 4+♠ wk limit 6,7(8) HCP 3♠ 4+♠ (0-6 HCP) 3NT ♥SPL 4+♠ See note 1. 4♣ ♣SPL 4+♠ See note 1. 4♥ 4♠ 5♣ 5♦ Natural
1NT 3♣ ♣5 ♦5 <INV 3♦ ♥5♠5 3♥ natural, 6+suit, slam try other 5♣ 5♦ Natural	3♠ natural, 6+suit, slam try 3NT To play 4♣ Gerber	4♦ ♥5♠5 4♥ To play 4♠ To play
2♣ 2♦ Waiting 2♥ 5-8 HCP 5+♥ good suit 2♠ 5-8 HCP 5+♠ good suit other Responses 2♥ 2♠ 3♣ 3♦ can be 4HCP or 9/10 HCP; 3♣,3♦ usually 6+ suit	2NT 8-11 HCP no good suit 3♣ 5-8 HCP 5+♣ good suit 3♦ 5-8 HCP 5+♦ good suit	3♥ ♥7+, weak 3♠ ♠7+, weak 3NT
2♦ 2♥ Correctible (P/C) 2♠ Correctible (P/C) 2NT STRONG ENQUIRY other 4♦ Correctible 4♥, 4♠ 5♣ 5♦ are natural, to play (all 4 bids ON after interference)	3♣ NAT, f1 3♦ NAT, f1 3♥ Correctible (P/C)	3♠ Correctible (P/C) 3NT To play 4♣ Correctible by Transfer

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

1. Splinter responses to 1M 1C 1D expected to be 7 losers. 9-12p if Void; 10-13p if singleton
2. 1♥-3♣ and 1♠-3♦: M=3 (a) 10-11p, L=8 (b) 7-9p, L=8, unbalanced (c) 13-14p, Flat, L=7/6

2♥ 2♠ Correctible (P/C) 2NT STRONG ENQUIRY 3♣ Correctible (P/C) other 4♦ Correctible (P/C)	3♦ Correctible (P/C) 3♥ To play 3♠ Correctible (P/C) 4♠ & 5♣ & 5♦ are Natural, to play	3NT To play 4♣ Correctible (P/C) 4♥ To play
2♠ 2NT STRONG ENQUIRY 3♣ Correctible (P/C) 3♦ Correctible (P/C) other 4♦ Correctible (P/C) 4N = Bid your minor	3♥ NAT NF Constructive 3♠ To play 3NT To play 5♣ & 5♦ are natural, to play	4♣ Correctible (P/C) 4♥ To play 4♠ To play
2NT 3♣ 5 card Puppet Stayman 3♦ TRF ♥ 3♥ TRF ♠ other 4♥ 4♠ 5♣ 5♦ Natural	3♠ TRF ♣ (optional) 3NT To play 4♣ Gerber	4♦ RKCB for ♦ 4♥ To play 4♠ To play

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round ☐ FG, asks for helpful description. Game force ☒

NT Checkback ☒ Priorities: 2C includes all INV & ♦ wk. 2♦;2♥ = TFR. 2N=Puppet

Defence to 3NT opening DBL = 15+. 4♣, 4♦ are ASTRO on M5, 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=TKO of spades OR strong, 2H takeout of hearts
RCO style 2-s	2NT = 16-18 HCP BAL. DBL=TKO of spades
Other 2-s	2NT = 16-18 HCP BAL. Against anchored 2 suiters DBL=TKO

Defence to	1♣ : 2D 2H 2S as our opening bids; 1N=C, 2C=D X = 16+ OR 12+ with 4+/3+ in majors
strong	2♣ : 2N = ♥5+♠5+ OR ♥5+minor4+ X = ♠5+♥=4 OR ♠5+ minor4+
♣	2♦ 2♥ 2♠ 3♣ usually obstructive.

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 TKO in all seats
4♥	DBL for TKO
4♠	DBL = 3 suiter TKO, 4NT = 2 suiter TKO

10. OTHER NOTES

- After their transfer(below 3♣), cheapest cue of shown suit at 2|3 is 5/5+ (suits as per Michaels).
- After their transfer(below 3♣), X is takeout of suit shown.
- After (1♣) NB (transfer to Major) 1M is natural
- After transfer openings (examples 1♦ = H or 1♦ = S) A1 A2 A3 apply
- After (1A) NB (1N): X=takeout of A; 2A=Michaels; 2N=Lower Unbid suits
- After (1A) NB (1B): X=unbid suits 4+4+ or STRONG; 2A&2B=Natural; 2N=Unbid suits 5+5+
- oryx. 2C=Puppet(inc all INV) 2D,2H=transfer; 2S=long R. suit; 2N=ART; 3SUIT=Raise of O. suit