

4. BASIC RESPONSES

Jump raises - minors	PRE (0-6 HCP)Inve	Other: Jumps 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=good9-11; 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 <input type="checkbox"/>	RKCB 3041	4♣ Gerber <input checked="" type="checkbox"/> when? After 1N, 2N openings
Slam Notes	Kickback in H. mRKCB. PODI & PORI: P= 0/3; X/XX = 1/4; then 2 etc	

Cue Bids ☒ Aces first

Asking Bids ☐

7. OTHER CONVENTIONS

1♠ - 4♥ = Natural	Support X & XX by Opener (Below 2N)
Splinters (10-13 P; LTC=7) over 1C 1D 1H 1S	Cue at 3 level is 4+ card raise (or STRONG)
1C (1D) 1S = Majors, (usually <INV)	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

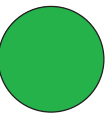
Raises ON after interference (including X) below 1N,

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.	480991	Mimi PACKER
& Names:	20915	Jon FREE
Basic System:	Standard American : 2/1 GF (except 1D-2C) & Transfers after 1C	
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

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 or ♠5, else 15-17p	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses	2♣ 5 card Enquiry	Other:
2♦ TRF ♥ (superaccepts)	2♠ ♣6+, INV OR ♣♦ weak OR ♣♦ FG	
2♥ TRF ♠ (superaccepts)	2NT ♦6+, INV OR ♣ weak OR ♣ FG	
other 3♣ = TRF ♦		

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 opening
other		

2. PRE-ALERTS

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

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

- Splinter responses to 1M expected to be 7 losers. 9-12p if Void; 10-13p if singleton
- 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)	3♦ Correctible (P/C)	3NT To play
2NT STRONG ENQUIRY	3♥ To play	4♣ Correctible (P/C)
3♣ Correctible (P/C)	3♠ Correctible (P/C)	4♥ To play
other 4♦ Correctible (P/C)	4♠ & 5♣ & 5♦ are Natural, to play	
2♠ 2NT STRONG ENQUIRY	3♥ NAT NF Constructive	4♣ Correctible (P/C)
3♣ Correctible (P/C)	3♠ To play	4♥ To play
3♦ Correctible (P/C)	3NT To play	4♠ To play
other 4♦ Correctible (P/C) 4N = Bid your minor	5♣ & 5♦ are natural, to play	
2NT 3♣ 5 card Puppet Stayman	3♠ TRF ♣ (optional)	4♦ RKCB for ♦
3♦ TRF ♥	3NT To play	4♥ To play
3♥ TRF ♠	4♣ Gerber	4♠ To play
other 4♥ 4♠ 5♣ 5♦ Natural		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

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

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

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	1♣ : 2D 2H 2S as our opening bids; 1N=C, 2C=D
to	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

A1. After their transfer(below 3♣), cheapest cue of shown suit at 2|3 is 5/5+ (suits as per Michaels).

A2. After their transfer(below 3♣), X is takeout of suit shown.

A3. After (1♣) NB (transfer to Major) 1M is natural

A4. After transfer openings (examples 1♦ = H or 1♦ = S) A1 A2 A3 apply

B1. After (1A) NB (1N): X=takeout of A; 2A=Michaels; 2N=Lower Unbid suits

B2. After (1A) NB (1B): X=unbid suits 4+4+ or STRONG; 2A&2B=Natural; 2N=Unbid suits 5+5+

C. oryx. 2C=Puppet(inc all INV) 2D,2H=transfer; 2S=long R. suit; 2N=ART; 3SUIT=Raise of O. suit