

4. BASIC RESPONSES

Jump raises - minors	6-9HCP & 5-card support
Jump raises - Majors	Weak
Jump shifts after minor opening	Weak at 2-level; 1♦-3♣ = Intermediate
Jump shifts after Major opening	Bergen
Responses to strong 2 suit open.	Control showing; 2♣ - 2♦, 2♥ = Reverse Kokish Relay to 2♠
Responses to 2NT opening	Puppet Stayman, Red Suit Transfers

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	see #1 below	same
Four or more with an honour	4th highest	same
From 4 small	2nd highest	same
From 3 cards (no honour)	MUD	top
In partner's suit	Xxx if supported, else MUD	same
Discards	low encourage	same
Count	reverse	reverse
Signal on partner's lead:	reverse attitude	
Signal on declarer's lead:	count (original NOT present)	
Notes #1 overlead, A - attitude, K - count; midgame lead K from AK		
#2 Some suit preference (e.g. if singleton in dummy or giving partner a ruff)		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
Slam Notes	Q ask - if yes bid lowest King or if no, return to trumps at 5 level	
Cue Bids <input checked="" type="checkbox"/>	1st round or 2nd round control	
Asking Bids <input checked="" type="checkbox"/>	after RKCB: 5NT = specific K's	

7. OTHER CONVENTIONS

Cue raises (10+ HCP)	Checkback 2 way after 1x - 1y, 1NT
1x - 1y, 1M shows shape	3♣ Checkback after 1x - 1y, 2NT
South African Texas, Reverse Kokish	Standard over X (2/1 OFF)
Kickback; D(R)IPO with RKCB;	Jacoby 2NT- ON over X; OFF over 1H (1S)
SWINE	Bergen ON over X & 1H (1S)

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PDF Form Rev. 17K21 by RoL

MyRev. 8th October 2023

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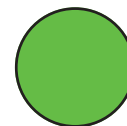
Inverted minors

Support Double & Redouble through 2♥

other XX penalty oriented except by limited hand = rescue



AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	196533	George Finikiotis
& Names:	1063911	Colin Clifford
Basic System:	2/1	
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+	1♥ 5+	
1♦ 3+ (3 only if 4-4-3-2)	1♠ 5+	
1NT 14(good) - 17 HCP	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses 2♣ Simple Stayman (1NT - 2♣, 2♦ - 3M = Smolen)		
2♦ transfer to ♥	2♠ transfer to ♣ (2NT = super accept)	
2♥ transfer to ♠	2NT transfer to ♦ (3♣ = super accept)	
other 3♣ Puppet Stayman (10+ HCP); 3♦ inv+ 5+♥/5+♠; 4-card super accepts in Ms		
2♣ 23+HCP Bal or Game Force		
2♦ weak major	[4th seat: 11-14HCP, 6+♦]	
2♥ 6-10 HCP, ♥ & another (5/5)	[4th seat: 11-14HCP, 6+♥]	
2♠ 6-10 HCP, ♠ & a minor (5/5)	[4th seat: 11-14HCP, 6+♠]	
2NT 20-22 HCP	3NT Gambling, solid minor, no side A or K	
other 4NT opening 5+/5+ ♣/♦ 3 losers		

2. PRE-ALERTS

Support Double & Redouble through 2♥	
Cue raises (10+ HCP)	
Semi-Forcing 1NT opposite 1♥/1♠	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	weak
Responsive doubles through	4♥	Unusual NT	5/5 lowest two unbid suits, 6-10HCP
1NT overcall - immediate	15-18	Immediate cue of minor	5/5 majors, 6-10HCP
1NT overcall - re-opening	11-14	Immediate cue of Major	5/5 oM & a minor, 6-10HCP
Over weak twos	nat [^] X T/O Artif X =15+	Over opening threes	X T/O
Over opponent's 1NT	Mod. Hamilton: X=penalty over weak NT / single minor over strong NT, 2♣ = both majors (2♦ resp = pick a major), 2♦ = single major, 2M = 5M + 4m, 2NT = both minors (5+/5+).		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ natural 4+	2♦ weak	3♦ splinter
1♥ natural 4+	2♥ weak	3♥ splinter
1♠ natural 4+	2♠ weak	3♠ splinter
1NT 6-10pts no 4 card M	2NT 11-12pts no 4 card M	3NT 13-15pts flat
2♣ 10+pts and 5♣	3♣ 6-9pts and 5♣	4♣
other		
1♦ 1♥ natural 4+	2♥ weak	3♥ splinter
1♠ natural 4+	2♠ weak	3♠ splinter
1NT 6-10pts no 4 card M	2NT 11-12pts no 4 card M	3NT 13-15pts flat
2♣ 4+♣, GF	3♣ 10-11pts, 6+♣, non-F	4♣ splinter
2♦ 10+pts 5♦	3♦ 6-9pts and 5♦	4♦
other		
1♥ 1♠ natural 4+	2♥ 3♥, 6-9pts	3♦ 4♥, 10-12pts
1NT 6-11pts, semi-forcing	2♠ 3♥, 10+pts	3♥ 4♥, 0-5pts
2♣ 4+♣, GF	2NT Strong ♥ support	3♠ splinter
2♦ 4+♦, GF	3♣ 4♥, 6-9 pts	3NT 13-15pts, 4333
other 4♣/4♦ = splinter; after 1♥ - 3♣, 3♦ asks min or max		
1♠ 1NT 6-11pts, semi-forcing	2♠ 3♠, 6-9pts	3♥ 3♠, 10+pts
2♣ 4+♣, GF	2NT strong ♠ support	3♠ 4♠, 0-5pts
2♦ 4+♦, GF	3♣ 4♠, 6-9 pts	3NT 13-15pts, 4333
2♥ 5+♥, GF	3♦ 4♠, 10-12 pts	4♣
other 4♣/4♦ = splinter; 4♥ = to play; after 1♠ - 3♣, 3♦ asks min or max		
1NT 3♣ Puppet Stayman	3♠ 6+ Cards; Slam Try	4♦ transfer to ♠
3♦ 5+♥/5+♠; inv+	3NT To play	4♥ To play
3♥ 6+ Cards; Slam Try	4♣ transfer to ♥	4♠ To play
other 4NT = 15-16 pts no features		
2♣ 2♦ 0-1 controls (A=2;K=1)	2NT 3 controls (3 Kings)	3♥ 6♥ to A/K
2♥ 2 controls	3♣ 4 controls	3♠ 6♠ to A/K
2♠ 3 controls (A & K)	3♦ 5+ controls	3NT
other over interference up to 2♠, responder shows controls: (X)X=0-1; Pass = 2; etc		
2♦ 2♥ pass or correct	3♣ own suit not forcing	3♠ pass or correct
2♠ pass or correct	3♦ own suit not forcing	3NT To play
2NT 14+pts, enquiry	3♥ pass or correct	4♣
other opposite 2NT ask, opener rebids 3♣/3♦ with min and ♥/♠ or OTHER M with max		

Notes

2♥ 2♠ pass or correct	3♦ invitational in ♥	3NT To play
2NT 14+pts, enquiry	3♥ 3+♥, competitive	4♣
3♣ own suit not forcing	3♠ own suit, forcing	4♥
other opposite 2NT ask, opener rebids second suit or 3♥ if min with spades		
2♠ 2NT 14+pts, enquiry	3♥ own suit not forcing	4♣
3♣ pass or correct	3♠ 3+♠, competitive	4♥
3♦ invitational in ♠	3NT to play	4♠
other opposite 2NT ask, opener rebids 3♣/3♦ with min and or 3♥/♠ with max and ♣/♦		
2NT 3♣ Puppet Stayman	3♠ ♣ & ♦	4♦ ♦, slam interest
3♦ transfer to ♥	3NT To play	4♥ To play
3♥ transfer to ♠	4♣ ♣, slam interest	4♠ To Play
other		

9. CONVENTIONS

Unusual NT: 5/5, lowest two unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: show majors up the line after 2♦ GF

Defence to 3NT opening

Defence to Opening Twos X=T/O, 2NT=15-18, Cue asks for stopper, Leaping Michaels

Multi 2♦ VTP X's

RCO style 2-s VTP X's

Other 2-s Over 2♣/♦/♥ = both majors: immediate ♥/♠ bid : ♥=C&= or>D, ♠=D>C

Defence (1♣) : X= both majors, 1♦ = single major, 1M = 5M + 4m, 1NT = minors.

to

strong (2♣) : X= both majors, 2♦ = single major, 2M = 5M + 4m, 2NT = minors.

1♣ / 2♣

Over 1NT Interference Lebensohl; System on over X & 2♣ (except #1 & #2 below)

Lebensohl - other uses Opposite X of weak two; after interference over 1NT overcall

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

4♥ X = T/O; 4NT = minors 4♠ X = values; 4NT = 2-suiter

10. OTHER NOTES

#1 if our 1NT is X-ed for Penalties then SWINE

#2 1NT (2♣/♦ = both majors): X = penalties; 2M = stopper ask; 2NT = Lebensohl

#3 After other interference over our 1NT @ 2- or 3-level: X = T/O

#4 1NT - 2♣, 2M - 3oM = slam try in opener's M

#5 checkback: 1x - 1y, 1NT - 2NT forces 3♣ (to play); go via 2♣ - 2♦ to invite in NT

#6 Defence to Transfers: X = suit X-ed; bidding their suit = T/O