

#### 4. BASIC RESPONSES

Jump raises - minors	Inverted	Other:
Jump raises - Majors	Preempt	Other:
Jump shifts after minor opening		
Jump shifts after Major opening		
Responses to strong 2 suit open.		
Responses to 2NT opening	Puppet Stayman and transfers	

#### 5. PLAY CONVENTIONS

Show priorities

Versus **Suit** (or both) Versus **NoTrump** (if different)

<b>Leads</b>	Sequences:	Overlead, A-Attitude	K-Count
Four or more with an honour		4th highest	
From 4 small		4th highest	
From 3 cards (no honour)		Middle	
In partner's suit			
<b>Discards</b>		McKenney	
<b>Count</b>		High-Low = Even	
<b>Signal</b> on partner's lead:		Low Encourage	
<b>Signal</b> on declarer's lead:			
<b>Notes</b>			

#### 6. SLAM CONVENTIONS

4NT: Blackwood  RKC 1430 4♣ Gerber  when? NT

**Slam Notes** MSKC

Cue Bids

Asking Bids

#### 7. OTHER CONVENTIONS

Michaels Cue:	Reversed Drury
1♣-2♣; 1♦-2♦ = spades and other	Negative Free Bids
1♣-2NT; 1♦-2NT = lower unbid suits	
1♥-2♥; 1♠-2♠ = other major and minor	
1♥-2NT; 1♠-2NT = both minors	

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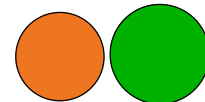
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**AUSTRALIAN BRIDGE  
FEDERATION INC.**



#### STANDARD SYSTEM CARD

ABF Nos. 657689 Tad Bieganski  
 & Names: 628964 Tuya Cooke  
 Basic System: 2/1  
 Brown Sticker  Classification: Green  Blue  Red  Yellow

#### 1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 11+; 2+ 1♥ 11+; 5+  
 1♦ 11+; 4+ 1♠ 11+; 5+  
 1NT 15-17; bal may contain 5 card Major

<b>1NT Responses</b>	2♣ 5 card Major enquiry	Other:
2♦ transfer to ♥	2♠ transfer to ♣	
2♥ transfer to ♠	2NT transfer to ♦	
other super accepts		

2♣ Strong 22+ or playing equiv.  
 2♦ weak 6 card ♥/♠ OR 20-22 bal  
 2♥ weak 5-5 Vul - 5-4+ non-Vul ♥ and a minor  
 2♠ weak 5-5 Vul - 5-4+ non-Vul ♠ and a minor  
 2NT weak 5-5 Majors or minors 3NT Gambling  
 other

#### 2. PRE-ALERTS

Modified Michael Cue Negative Free Bids  
 Inverted minors  
 Transfers over 1C opening

#### 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 3♠ Jump overcalls weak  
 Responsive doubles through 3♠ Unusual NT lower unbid suits  
 1NT overcall - immediate 15-18 Immediate cue of minor Modified Michaels Cue  
 1NT overcall - re-opening 11-14 Immediate cue of Major Modified Michaels Cue  
 Over weak twos X=T/O; 2NT=15-18 Over opening threes X=T/O; 3NT=to play  
 Over opponent's 1NT Multi Landy  
 2♣ = both majors; 2♦ = long major; 2♥ = ♥ and minor; 2♠ = ♠ and minor; 2NT = both minors  
 Against wk NT X=penalty; against str NT X=4 Major and 5 minor

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+; 4+ ♥	2♦ WK; 6+ cards	3♦ Splinter
1♥ 6+; 4+ ♠	2♥ WK; 6+ cards	3♥ Splinter
1♠ 6+; 5+ ♦ or bal (3343)	2♠ WK; 6+ cards	3♠ Splinter
1NT 6-9; 4 ♣ no 4M (3334)	2NT 11-12, bal	3NT 13-15; bal
2♣ 10+, 4+ ♣ F1	3♣ WK; 5+ ♣	4♣
other		
1♦ 1♥ 5+; 4+ ♥	2♥ WK; 6+ cards	3♥ Splinter
1♠ 5+; 4+ ♠	2♠ WK; 6+ cards	3♠ Splinter
1NT 6-10; bal no 4M	2NT 11-12; bal	3NT 13-15; bal
2♣ Natural GF	3♣ WK; 6+ cards	4♣
2♦ 10+, 4+ cards	3♦ WK; 5+ cards	4♦
other		
1♥ 1♠ 4+ spades, 6+ pts	2♥ 6-9; 3 card supp	3♦ 10-11; 4 card support
1NT 6-11; denies 4♠ or 3♥	2♠	3♥ 0-6; 4 card support
2♣ Natural GF or 10-11 3♥	2NT Jacoby: raise, 13+	3♠
2♦ Natural GF	3♣ 6-9; 4 card support	3NT 13-15; bal
other		
1♠ 1NT 6-11; denies 3 ♠	2♠ 6-9; 3 card supp	3♥
2♣ Natural GF or 10-11 3♠	2NT Jacoby: raise, 13+	3♠ 0-6; 4 card support
2♦ Natural GF	3♣ 6-9; 4 card support	3NT 13-15; bal
2♥ Natural GF	3♦ 10-11; 4 card support	4♣
other		
1NT 3♣ 1♣444	3♠ 1♠444	4♦ transfer to ♥
3♦ 1♦444	3NT to play	4♥ transfer to ♠
3♥ 1♥444	4♣ Gerber	4♠
other		
2♣ 2♦ 0-7; weak relay	2NT pos; bal	3♥
2♥ pos; 5+ cards	3♣ pos; 5+ cards	3♠
2♠ pos; 5+ cards	3♦ pos; 5+ cards	3NT
other * 2NT = 2nd negative (eg 2♣ - 2♦ - 2♥ - 2NT = <4)		
2♦ 2♥ Pass or correct	3♣ To play	3♠ Pass or correct
2♠ Pass or correct	3♦ To play	3NT To play
2NT Forcing	3♥ Pass or correct	4♣
other		

Notes

2♥ 2♠ Pass or correct	3♦ To play	3NT To play
2NT Forcing	3♥ Pre-emptive	4♣
3♣ Pass or correct	3♠ Natural-forcing	4♥
other		
2♠ 2NT Forcing	3♥ Natural-forcing	4♣
3♣ Pass or correct	3♠ Pre-emptive	4♥
3♦ To play	3NT To play	4♠
other		
2NT 3♣ Pass or correct	3♠ Pass or correct	4♦ Pass or correct
3♦ Pass or correct	3NT To play	4♥ To play
3♥ Forcing	4♣ Pass or correct	4♠ To play
other		

## 9. CONVENTIONS

Unusual NT:

4th Suit Forcing

One round

Game force

NT Checkback

Priorities:

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦

RCO style 2-s

Other 2-s

**Defence** 1♣ : {Replace with your defence to strong 1♣ openings}

**to** X=♥; 1♦=♠; 1♥/♠/NT = C (same color) / R (same rank) / O (Odds); other= NAT

**strong** 2♣ : {Replace with your defence to strong 2♣ openings}

♣ X=♣; 2♦/♥/♠=NAT; 2NT=Major & minor; 3♣=minors; 3♦=Majors

Over 1NT Interference

Lebensohl - other uses

Take out of 4 level pre-empts

4♣/4♦ X=T/O; 4NT=2 suiter

4♥ X=T/O; 4NT=2 suiter

4♠ 4NT=T/O; X=Penalty

## 10. OTHER NOTES

2♦-2♥/♠ - 2NT = 20-22 bal; may contain 5card major; then puppet Stayman; transfers ♥/♠

1♥/♠ - 2NT (Jacoby NT) then 3 other = singleton or void; 3 of M = good; 4 of M = minimum;

4 of M = minimum;