

4. BASIC RESPONSES

Jump raises - minors	Preempt	Other: Inverted + criss cross
Jump raises - Majors	Preempt	Other: Bergen (weak)
Jump shifts after minor opening	Very weak 6+ card suit (Jordan) 0-5 pts	
Jump shifts after Major opening	Bergen; 4 level minors are voids	
Responses to strong 2 suit open.	2♦ = waiting	
Responses to 2NT opening	3♣ puppet, trfs, 3♠=minor suit stayman	

5. PLAY CONVENTIONS

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 (sometimes middle)
In partner's suit	attitude (high-low = 2; Mud etc)	attitude (high-low = 2; Mud etc)
Discards	Low Encourage	Low Encourage
Count	Low-High = Even	Low-High = Even
Signal on partner's lead:	Low Encourage	Low encourage
Signal on declarer's lead:	reverse count	
Notes	With KQT9 lead of Q requests to unblock the J or count if no J	

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 3041	4♣ Gerber <input type="checkbox"/> when?	minorwood (MSK)
Slam Notes			
Cue Bids <input checked="" type="checkbox"/>			
Asking Bids <input checked="" type="checkbox"/>			

7. OTHER CONVENTIONS

2♣ / 2♦ = 2 way checkback	Jacoby 2NT; Minor Suit Key Card
4th suit forcing ; Texas Transfers	Inverted minors;
Lebensohl + extension	Puppet stayman; Bergen
Support X & XX ; Multi Landy	Unassuming cue bids
Walsh style over 1m opening	Splinters (both void & x)

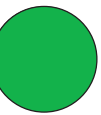
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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	107735 (690)	Greer Tucker
& Names:	771 (466328)	Maha Hoenig
Basic System:	2 over 1 GF	
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♣	11+ HCP, 2+♣	1♥ 11+ HCP, 5+♥
1♦	11+ HCP, 4+♦	1♠ 11+ HCP, 5+♠
1NT	15(14) - 17	may contain 5 card Major <input checked="" type="checkbox"/>
1NT Responses		
2♣	Simple Stayman	Other: 3♣ Puppet stayman
2♦	To ♥	2♠ To ♣
2♥	To ♠	2NT To ♦
other Various Super accepts; Texas Trans; Smolen: 3♦ = 5/5minors GF; 3M = 3145 or 1354		
2♣	Any GF or 22+ Balanced	
2♦	6 card ♥/♠, 6 - 10 HCP; 2NT asks	
2♥	5♥ + 5(4) another; 5-10 HCP; 2NT asks	
2♠	5♠ + 5(4) minor; 5-10 HCP; 2NT asks	
2NT	20(19)-22 Bal	3NT Gambling; solid 7 card minor no outside A
other 2NT = 20 -22 Bal (3♣ puppet; trfs; minor suit stayman; Texas transfers)		

2. PRE-ALERTS

Bergen Raises; Splinters (void and singletons)	Support X, XX; Scrambling 2NT
Multi 2 openings; Inverted minors + criss cross	1NT:4♣/♦ = Texas Trans & over 2NT
Weak Jump Shifts in majors over 1 minor	XX of 1NT = 5+ minor & system on

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	weak
Responsive doubles through	3♠	Unusual NT	Majors over minors; Minors over majors
1NT overcall - immediate	15 -18	Immediate cue of minor	Other min + M any strength
1NT overcall - re-opening	11-14(15)	Immediate cue of Major	Other M + minor any strength
Over weak twos	X = 16+ (Lebensohl)	Over opening threes	X = T/O
Over opponent's 1NT			
(weak) Multi Landy; X = Penalty. 2♣ = Majors; 2♦ = single suit in a Major; 2M = 5+M/4+minor			
(strong) Multi Landy; X = single suitor; 2♣ = Majors; 2♦ = single suit in a Major; 2M = 5+M/4+minor			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♦ 5+ HCP	2♦ 5+♣ 7-9 pts (criss-cross)	3♦ splinter
1♥ 4+♥ 5+HCP	2♥ 6 weak (Jordan) 0-5 pts	3♥ splinter
1♠ 4+♠ 5+HCP	2♠ 6 weak (Jordan) 0-5 pts	3♠ splinter
1NT 6-9(10) no major	2NT 11-12	3NT 12-15 bal - no major
2♣ Inverted	3♣ weak 5+♣ 0-6 pts	4♣ preemptive
other 4♣ =weak; 4♦ = void; 4 of a Major To Play		
1♦ 1♥ 4+♥, 5+HCP	2♥ 6 weak (Jordan) 0-5 pts	3♥ splinter
1♠ 4+♠ 5+HCP	2♠ 6 weak (Jordan) 0-5 pts	3♠ splinter
1NT 6-10 no major	2NT 11-12	3NT 12-15 bal - no major
2♣ 3+, 12+HCP GF usually	3♣ 5+♦ 7-9 points	4♣ Splinter
2♦ Inverted	3♦ weak 5+♦ 0-6 points	4♦ weak
other 4♣ splinter; 4M to play		
1♥ 1♠ 4+♠, 5+pts	2♥ 3♥ & 8-10	3♦ 10-11 ; 4+♥
1NT F1	2♠ unknown splinter 6-9pts	3♥ 4+♥ & 0-5
2♣ 2+♣ GF	2NT Jacoby	3♠ 10-11 unknown splinter
2♦ 4+♦ GF	3♣ 6-9 ; 4+♥	3NT 10-11 &♠ void
other 4 of minor = Void Splinter		
1♠ 1NT F1	2♠ 3♠ & 8-10	3♥ 10-11 & 6+♥
2♣ 3+♣ GF	2NT Jacoby	3♠ 4+♠ & 0-5
2♦ 4+♦ GF	3♣ 6-9 ; 4+♠	3NT 10-11 unkn splinter
2♥ 5+♥ GF	3♦ 10-11; 4+♠	4♣ Void Splinters
other Void Splinters		
1NT 3♣ Puppet Stayman GF	3♠ 5/4 minors, 1♠ & 3♥ GF	4♦ Texas Transfer to ♠
3♦ 55 minors GF	3NT To Play	4♥ To Play
3♥ 5/4 minors, 1♥ & 3♠ GF	4♣ Texas Transfer to ♥	4♠ To Play
other		
2♣ 2♦ Waiting	2NT	3♥
2♥ 8+HCP & 5+♥	3♣ 8+HCP & 5+♣	3♠
2♠ 8+HCP & 5+♠	3♦ 8+HCP & 5+♦	3NT
other Over 2♣ opening 2♦ Kokish used so 2♥ by opener forces 2♠		
2♦ 2♥ Pass or Correct (P/C)	3♣ To play	3♠ Pass or correct
2♠ P/C, likes ♥ better	3♦ To play	3NT To play
2NT Asking	3♥ Pass or correct	4♣
other 2NT is Asking (3m = max, 3M =min)		

Notes Over 2♣ opening 2♦ Kokish used so 2♥ by opener forces 2♠

2♥ 2♠ Pass or Correct	3♦ To Play	3NT To Play
2NT Asking	3♥ To Play	4♣ NA
3♣ To Play	3♠ Natural	4♥ To play
other Most bids are to play		
2♠ 2NT Asking	3♥ To play	4♣ pass or correct
3♣ pass or correct	3♠ To play	4♥ To play
3♦ To play	3NT To Play	4♠ To play
other 5♣ is pass or correct		
2NT 3♣ puppet stayman	3♠ Minor suit stayman	4♦ Trf to ♠
3♦ Trf to ♥	3NT To play	4♥ To play
3♥ Trf to ♠	4♣ Trf to ♥	4♠ To play
other		

9. CONVENTIONS

Unusual NT:	MM over a minor; both minors over 1M
4th Suit Forcing	One round <input type="checkbox"/> Game force <input checked="" type="checkbox"/>
NT Checkback	<input checked="" type="checkbox"/> Priorities: 2 way checkback; 2♣ forces 2♦
Defence to 3NT opening	4♣ & 4♦ = both MM over gambling 3NT (better ♥/♠resp)
Defence to Opening Twos	
Multi 2♦	X = T/O ♠; 2♥ = T/O of ♥; 2♠ = 5/5 minors; 2NT = 15-18 Bal + MM stops
RCO style 2-s	X = 16+; VTP (X = Values 2nd X = T/O & 3rd X = penalty)
Other 2-s	X
Defence to strong ♣	Cappelletti X = SS; 1♦ =MM; 1♥ = ♥/m; 1♠ = ♠/m; (2NT asks) 2 bids are natural. Responder asks for str etc with 2NT! 2♣ :Natural

Over 1NT Interference lebensohl

Lebensohl - other uses Over weak two openings

Take out of 4 level pre-empts	4♣/4♦ X
4♥ X	4♠ X is optional & 4NT is a 2 suiter T/O

10. OTHER NOTES

1♥ - 2♠ = 4+♥ 6-9 unknown singleton. Then 2NT = enquiry <GF

1♥ - 3♠ = 4+♥ 10-12 unknown singleton. Then 3NT = singleton enquiry

1♥ - 3NT = 4+♥ with ♠ void.

1♠ - 3♥ = 6♥ natural 9-11 & Invitational

1♠ - 3NT = 4+♠ 10-12 with unknown singleton. Then 4♣ = singleton enquiry

1M:4m = void m & 10-12 (Amended 20/05/2016))