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	High-Low = 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 ☐	RKCB 3041	4♣ Gerber ☐	when?	minorwood (MSK)

Slam Notes

Cue Bids ☒

Asking Bids ☒

7. OTHER CONVENTIONS

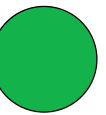|	
2♣ /2♦= 2 way checkback	Jacoby 2NT; Minor Suit Key Card
4th suit forcing ; Texas Transfers	Inverted minors;
Lebensohl + extension	Puppet stayman; Bergen
Support X & XX ; Multi Landy	Unassuming cue bids
Walsh style over 1m opening	Splinters (both void & x)

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 ☐   **Classification:**   Green ☒   Blue ☐   Red ☐   Yellow ☐

1. OPENING BIDS

Describe strength, minimum length, or specific meaning   Canape ☐

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 ☒

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 o

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 Shitfs in majors over 1 minor	XX of 1NT = 5+ minor & system on

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	3♥	Jump overcalls	weak
Responsive doubles through	3♠	Unusual NT	Majors over 1 minor; Minors over 1 Major
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♣	3+♣ 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					

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

2♥	2♠	Pass or Correct	3♦	pass or correct	3NT	To Play
	2NT	Asking	3♥	To play	4♣	pass or correct
	3♣	pass or correct	3♠	pass or correct	4♥	To play
	other	Most bids are P/C				

2♠	2NT	Asking	3♥	To play	4♣	pass or correct
	3♣	pass or correct	3♠	To play	4♥	To play
	3♦	pass or correct	3NT	To Play	4♠	To play
	other	Most bids are P/C				

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 [ ]   Game force [X]

NT Checkback [X]   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+; 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♣ : {Replace with your defence to strong 2♣ openings}

Over 1NT Interference lebensohl

Lebensohl - other uses Over weak two openings

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

4♥	X	4♠	4NT

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))