

BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: GF ♠♦ (1♣), or 6-9 ♦♥ (1♦)
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: preemptive (0-5)
Jump shifts after minor opening	Artificial		
Jump shifts after major opening	Modified Jacoby and reverse Bergen raises		
Responses to strong 2 suit opening	2♦ negative, 2♥ artificial positive, 2♣=♥, 2NT=♠		
Responses to 2NT opening	3♣ enquiry, 3♦/3♥ transfers, 3♠ minor stayman.		

PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	✓ = Both
Sequence leads:	Overlead all <input type="checkbox"/>	All except AK x (x) <input type="checkbox"/>
Underlead <input type="checkbox"/>	Other: Ace or queen for attitude, king for count	
Four or more with an honour	4th highest <input checked="" type="checkbox"/>	attitude <input type="checkbox"/>
3rd/5th <input type="checkbox"/>	Other:	
From 4 small	2nd highest <input checked="" type="checkbox"/>	Other:
From 3 cards (no honour)	top <input type="checkbox"/>	middle <input checked="" type="checkbox"/> bottom <input type="checkbox"/>
Signal on partner's lead:	high encourage <input type="checkbox"/>	low encourage <input checked="" type="checkbox"/>
Other:	Odd card = odd number, even card = even number	
Signal on declarer's lead	Odd card = odd number, even card = even number	
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/> low encourage <input type="checkbox"/>
odd/even <input checked="" type="checkbox"/>	Other: 1st discard only: odd encourage / even McKenney	
Count	natural <input type="checkbox"/>	reverse <input type="checkbox"/> Odd card = odd number, even = even

CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: 4NT is often natural
4♣	Gerber <input checked="" type="checkbox"/> when?	Over a 3D opening (just so we can use this box)	

Other Conventions

Our 1♣ opening shows a standard 1♣ or 1♦ opening, but always promises 2+ clubs.
Possible shapes: any 5+♣, any balanced hand (including 6♦322), 1♠444, 4♣5+♦.
Transfers over 1♣ opening and in most competitive auctions (including Dbl and Rdbl).
1♦ opening: in 1st/2nd seat it is artificial, exactly four spades, 8-21 points. In 3rd/4th, naturalish.
Forcing 1NT over 1♣ opening, 1♠ over 1♥ (Kaplan inversion). Drury.
Modified 2-way checkback with transfers.

1C opening:

Either 4+ clubs (14+ unlimited) OR 13-19 balanced.
In 1st/2nd seat, either hand type can have 6 diamonds.
Will never have 4+ spades unless 21+ points.
Forcing, with artificial responses.

3NT RKC in majors, and Kickback.

Variable notrump opening.

Major changes in 3rd/4th seat.



AUSTRALIAN BRIDGE FEDERATION
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STANDARD SYSTEM CARD

Names:	Brad Coles	Bob Sebesfi
ABF Nos:	256986	163260
Basic System:	2-over-1 Game Force, 1♣ forcing	Brown Sticker <input type="checkbox"/>
Classification:	Green <input type="checkbox"/> Blue <input type="checkbox"/> Red <input checked="" type="checkbox"/> Yellow <input type="checkbox"/>	



OPENING BIDS

Describe strength, minimum length, or specific meaning		Canape <input checked="" type="checkbox"/>
1♣ 13+, 2+♣	1♦ In 1st/2nd seat: 8+ points with four spades. In 3rd/4th seat: 12+ natural or balanced.	1♥ 10-21, mostly 5+♥ 1♠ 10-21, 5+♠
1NT 12-14 (but 10-12 nv 1st/2nd, 15-16 3rd)	may contain 5 card major <input checked="" type="checkbox"/>	
2♣ Stayman:	simple <input checked="" type="checkbox"/> extended <input type="checkbox"/>	Other:
Transfers 2♦ hearts	2♥ spades	2♠ RP or clubs
2NT diamonds	Other: 3♣/3♦ = minors, 3♥/3♠ = other major	
2♠	Artificial GF or 22+ balanced. In 1st/2nd could also be 17-19 single suited diamonds.	
2♦	NATURAL. 1st/2nd seat: 5+♦, 12-16 pts. 3rd seat: 4♥4+♦ 0-11. 4th seat: 4♥4+♦ 13-15.	
2♥	NATURAL. 1st/2nd: 12-15, exactly four hearts, longer minor. 3rd/4th: natural weak two.	
2♠	NATURAL. Undisciplined weak two. Nonvul could be five card suit and very aggressive.	
2NT	22-23 balanced. Transfers and Muppet Stayman continuations.	
3NT	Five spades, six-card other, 9-14 points.	

PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED MEANING/S OR REQUIRE SPECIAL DEFENCE

** 1st/2nd seat 1♦ is artificial, 8-21, exactly 4 spades. Other suit bids rarely have four spades.
1♣ opening is 14+ 4+♣, or any 13-19 bal. Forcing. Possible longer ♦. Artificial responses.
Some artificial responses in competitive auctions. Significant system changes in 3rd/4th seat.

COMPETITIVE BIDDING

Negative doubles through	4♠	Responsive doubles through	4♥
Jump overcalls	Weak	Unusual NT	Lower unbid suits
1NT overcall (immediate)	16-18	(re-opening)	variable
Immed cue of minor	Both majors, point range not important		
Immed cue of major	Other major, one minor, point range not important		
Over opponent's 1NT (weak)	Dbl=penalty, 2♣=majors, 2♦=either major, 2M=M+m		
Over opponent's 1NT (strong)	Dbl=multi, others=Myxomatosis		
Over weak twos	Takeout doubles, Lebensohl, leaping Michaels		
Over opening threes	Takeout doubles, non-leaping Michaels		

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	0+ points, 4+♥	2NT	GF 5+♠ 5+♥
1♥/♠	1♥=not hearts, 1♠=5+♠		3♣	GF 5+♠ 5+♦
1NT	8-9 balanced, may have major		3♦	GF 5+♦ 4+♣ spade shortage
2♣	Artificial game force		3♥	GF 5+♦ 4+♣ heart shortage
2♦	hearts, 0-5 or 10+		3♠	GF 5+♦ 4+♣ heart shortage
2♥	spades, 0-5 or 10+		3NT	GF 5+♦ 4+♣ heart shortage
2♠	GF 5+♥ 5+♦		4 bids	exclusion keycard blackwood

1♦	1♥/♠	artificial relay; 1♥ 10+, 1♠ 0-7	3♣	5+♥ 5+♠, usually 6-9
1NT		8-10 balanced	3♦	5+♥ 5+♦, usually 6-9
2♣		natural non forcing, usually 6-9	3♥	invitational or better 5-card raise
2♦		natural non forcing, usually 6-9	3♠	5+ spades, usually 6-9
2♥		natural non forcing, usually 6-9	3NT	16-17 balanced, usually no major
2♠		four spades, usually 6-9	4♦	splinter, usually 11-14 HCP
2NT		5+♦ 5+♠, usually 6-9	4 Other	splinter, usually 11-14 HCP

1♠	1NT	forcing, 5-12, could have support	3♣	four card raise (GF ♠, 9-12 ♥)
2♣		artificial multi, invite or better	3♦	four card raise (9-12 ♠, 6-8 ♥)
2♦/♥		natural GF	3♠	weak four card raise (0-5)
2♠		good 3-card raise (8-10)	3NT	artificial splinter raise / puppet
2NT		four card raise (16+ ♠, 13-15 ♥)	4♣/♦	natural splinter raise

2♣	2♦	negative	2♥/♠	2♥ artificial positive, no good suit
other	3♣/3♦	natural positive; 2NT positive with spades; jumps show 1-loser suit		

2♦	2♥	natural, constructive, not forcing	3♣/♦	3♣ artificial GF, 3♦ natural invite
2♠		natural, constructive, not forcing	3♥/♠	natural, forcing
2NT		natural invitation	3NT	to play

2♥/♠	2NT	enquiry	3NT	to play
3♣/♦	3♣ P/C, 3♦ stopper ask		4♣/♦	4♣ pass or correct
3♥/♠	3♥ artificial, 3♠ stopper ask		4♥/♠	to play

2NT	3♣	major suit enquiry (Muppet)	4♣	♦ slam try
	3♦	transfer	4♦	♣ slam try
	3♥	transfer	4♥	natural non forcing slam try
	3♠	minor suit stayman	4♠	natural non forcing slam try
	3NT	to play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	3♣ = 3145 or 3154, 3♦ = 1345 or 1354
3♥/3♠	four cards in other major, choice of game
4♣	transfer to hearts
4♦	transfer to spades
4♥	to play
4♠	to play

Unusual NT: minors ☐ other suits ☐ lower 2 unbid suits ☒
other

Other slam bidding

Cue Bids ☒

Asking Bids ☒

4th Suit Forcing

One round ☐

Rare, we usually play transfers

Game force ☒

NT Checkback ☒

Priorities XYZ transfers

Defence to 3NT opening

None (please don't open 3NT against us)

Defence to opening Two's:

Multi 2♦ Double = 12-15 balanced or very strong.

2NT 16-18 balanced (system on). Suits are natural.

RCO style 2-s

Double = 13-15 balanced or very strong.

Other 2-s

2NT 16-18 balanced (system on). Suits are natural.

Double is takeout if a suit has been promised, otherwise 13-15 bal.

2NT 16-18 balanced (system on). Suits are natural.

Defence to strong ♣

1♦=♦♦, 1♥=♥♥♠, 1♠=♠♠, 1NT=♣♦, 2♣=♣♥, 2♦=♦♠, dbl=♣♦

Good hands tend to pass first and bid later.

Lebensohl

Over NT interference ☐ Rubensohl (transfers)

Other uses

Over weak twos, failure to go via 2NT promises some values.

Take out of 4 level pre-empts

4♣/4♦ double

4♥ double

4♠ 4NT

OTHER NOTES

1♦ opening (1st/2nd) shows exactly four spades, and can be as light as 8 HCP if not vulnerable.

1♣ opening can be any 5+♣, any balanced hand, 1♠444, 4♣5♦, or 6♦322.

Most responses to 1♣ are artificial. Passing 1♣ is anti-systemic, 1♣ is unlimited.

Variable 1NT opening: 10-12 1st/2nd nonvul, 12-14 1st/2nd vul, 15-16 in 3rd, 12-14 in 4th.

Most bids in competitive auctions are transfers, including doubles and redoubles.

Kaplan inversion. Smith Peter.