

## 4. BASIC RESPONSES

Jump raises - minors	Various	Other: 1♦:2♦ = 10+ Nat, 1♦:3♦ = 6 - 9
Jump raises - Majors	Preempt	Other: Non Invite, usually some shape 4Maj, not nec Weak
Jump shifts after minor opening	Mostly Weak over 1♦ Weak or ART over 1♣	
Jump shifts after Major opening	3♣/♦ Natural (Wide Ranging)	
Responses to strong 2 suit open.	(3rd/4th: 2♦ Negative plus Kokish Relay)	
Responses to 2NT opening	Simple Stayman, Transfers, 3♠ minors, 4♣/♦=♥/♠, 4♥/♠=♣/♦	

## 5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead (K count high lvl)	Overlead All
Four or more with an honour	3rd from even, low from odd	Low Encourage
From 4 small	3rd	High Discourage
From 3 cards (no honour)	3rd	High Discourage
In partner's suit	High from even, low from odd	High from even, low from odd
<b>Discards</b>	Low Encourage	Low Encourage
<b>Count</b>	Reverse Original	Reverse Original
<b>Signal</b> on partner's lead:	Low encourage, Count if required	Low encourage
<b>Signal</b> on declarer's lead:	Reverse Smith Peters at trick 2 vs NT. Occasional Count in trumps	
<b>Notes</b> If Dummy wins the trick with J or lower then Reverse Count		
Singleton in Dummy vs Suit then Suit Pref		
Where suit length is already known, usually Attitude leads.		

## 6. SLAM CONVENTIONS

4NT: Blackwood  RKCB 1430 4♣ Gerber  when? mostly all the time \*

**Slam Notes** 4minor+1 is keycard gerber, 4♠ over ♥ is keycard gerber

Cue Bids  Mostly first round, Maybe K or Q in partner's suit, 3NT frivolous slam try

Asking Bids  2♣ over 1NT is an **Asking Bid** for four card Major suits.

## 7. OTHER CONVENTIONS

♥s : 4♠ kickback	2♦ Drury by a passed hand
4minor+1 = kickback	Most jumps splinters
Georgeout	Last Train
Davensohl	Last Train X
Inversion after Major Tfrs after 1NT	

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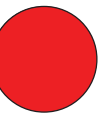
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**AUSTRALIAN BRIDGE  
FEDERATION INC.**



## STANDARD SYSTEM CARD

ABF Nos.	599964	Will Jenner-O'Shea
& Names:	607630	Mike Doecke
Basic System:	Minsk (1st/2nd seat) Standard (3rd/4th seat)	
Brown Sticker	<input type="checkbox"/>	Classification: Green <input type="checkbox"/> Blue <input type="checkbox"/> Red <input checked="" type="checkbox"/> Yellow <input type="checkbox"/>

## 1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 16+ Any hand (1st/2nd) (3rd/4th 2+♣) 1♥ (4)5+♥ 10 - 15 (3rd/4th 10 - 20)

1♦ (1)2+♦ 10 - 15 (1st/2nd) (3rd/4th 3+♦) 1♠ (4)5+♠ 10 - 15 (3rd/4th 10 - 20)

1NT 10 - 12 (3rd/4th 15 - 17) may contain 5 card Major

**1NT Responses** 2♣ Simple Stayman Other: 3♣: MSS 3♦: 5/5 Majors 3M: 4M  
 2♦ → ♥ (Step Superaccepts, 2nd step = 5♥) 2♠ → ♣ (3♣ Superaccept) then shortage  
 2♥ → ♠ (Step Superaccepts, 2nd step = 5♠) 2NT → ♦ or ♣/♦ weak  
 other 3♣: mSS 3♦: 5cM Stayman 3♥: 4♥ 3♠: 4♠ 4♣: → ♥ 4♦: → ♠ 4♥: ♥ 4♠: ♠

2♣ 5/6+♣ Unbalanced, 11-13 (3rd/4th FG with Kokish)

2♦ Weak 2 in ♦, (4)6-9 (3rd/4th Natural wide ranging)

2♥ 4+♥ & 4+♠, (4)6-9 (3rd/4th Natural wide ranging)

2♠ Weak 2 in ♠, (4)6-9 (3rd/4th Natural wide ranging)

2NT 20-21(22) 3NT Both Majors 5+♠, 6+♥ 8-13 (4m = M)

other

## 2. PRE-ALERTS

Strong Club, Short Diamond, Mini NT in 1st/2nd

Standard in 3rd/4th

Some Transfers in Competition

Default: nonWoolsey & (1♣) 2♣ Michaels

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4♥ Jump overcalls Weak (Vulnerability sensitive)

Responsive doubles through 4♥ Unusual NT 5+/5+ Lowest Unbid

1NT overcall - immediate (15)16-18(19) Immediate cue of minor 5+/5+ Majors (2♣: might be Nat)

1NT overcall - re-opening (10)11-14 Immediate cue of Major 5+/5+ Other and ♦

Over weak twos X & Leb. Leaping Michaels (F) Over opening threes X T/O Non-Leaping Michaels (F)

Over opponent's 1NT X = Pen, 2♣ = Majors, 2♦ = one Major, 2♥ = ♥ & minor, 2♠ = ♠ & minor

2NT = Both minors, 3♣/♦ Natural

**By agreement & passed hand: X = 4Major & 5+ minor (Woolsey) Over third seat X = Pen**

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 8+ Any GF	2♦ 5-7 5+♠ & 5+minor	3♦ 0-3, 7♦
1♥ 5 - 7 most hands	2♥ 5-7, 6♥	3♥ 0-3, 7♥
1♠ 0 - 4 Any	2♠ 5-7, 6♠	3♠ 0-3, 7♠
1NT 5-7, 5+/4+ Majors	2NT 0-3, 6+/5+minors	3NT Hand hog
2♣ 5-7, 5+♥ & 5+ minor	3♣ 0-3, 7♣	4♣
other		
1♦ 1♥ 4+♥, F1	2♥ 6♥, Weak	3♥ 3-6, 7♥
1♠ 4+♠, F1	2♠ 6♠, Weak	3♠ 3-6, 7♠
1NT (4) 6 - 9	2NT 10 - 12	3NT Whatever
2♣ 3+♣, 10+, F1	3♣ 6-9, 6/7♣	4♣ Pre-empt
2♦ (4)5+♦, 10+, F1	3♦ 6-9, 6/7♦	4♦ Pre-empt
other 1♦ : 2♣ might be a balanced game force hand that wants partner to bid the NT		
1♥ 1♠ 4+♠, F1	2♥ (4) 6 - 9, 3(4)♥	3♦ 6♦, INV
1NT (4) 6 - 11/12 semi F	2♠ 6♠, Weak	3♥ (4) 6 - 9, 4+♥ shape
2♣ ART	2NT 4+♥, GF	3♠ SPL
2♦ 5+♦, GF	3♣ 6♣, INV	3NT 3♥ Bal GF
other 2♣= INV ♥ raise or Bal GF or ♣ GF 1♥:4minor = SPL 1♥ : 4♠ = To Play		
1♠ 1NT (4) 6 - 11/12 semi F	2♠ (4) 6 - 9, 3(4)♠	3♥ SPL
2♣ ART	2NT 4+♠, GF	3♠ (4) 6 - 9, 4+♠ shape
2♦ ART 5+♥ INV+	3♣ 6♣, INV	3NT 3♠ Bal GF
2♥ ART 5+♦, GF	3♦ 6♦, INV	4♣ SPL
other 2♣= INV ♠ raise or Bal GF or ♣ GF 1♠:4♥ To Play		
1NT 3♣ Minor Suit Stayman	3♠ 4♠, GF	4♦ →♠ (To Play or Slam)
3♦ 5c Major Stayman	3NT really really strong	4♥ To Play
3♥ 4♥, GF	4♣ →♥ (To Play or Slam)	4♠ To Play
other		
2♣ 2♦ →♥ Any strength	2NT Shortage Ask	3♥ (5)6+♥, GF
2♥ →♠ Any strength	3♣ Pre-emptive	3♠ (5)6+♠, GF
2♠ ART Range probe	3♦ 5+♦, GF	3NT To Play
other		
2♦ 2♥ 5+♥, Constructive, NF	3♣ 5+♣, Forcing	3♠ 5+♠, Forcing
2♠ 5+♠, Constructive, NF	3♦ Pre-emptive	3NT To Play
2NT Enquiry	3♥ 5+♥, Forcing	4♣
other 2NT Puppet to 3♣ then 3♦ INV, 3M Nat F		

**Notes** 2♦ : 3♣ Puppet to 3♦ then 3♥ = suit qual ASK, 3♠ = Shortage ASK

2♥ 2♠ To Play	3♦ 5+♦ Forcing	3NT To Pay
2NT Puppet to 3♣	3♥ Pre-emptive	4♣
3♣ Puppet to 3♦	3♠ Pre-emptive	4♥
other 2NT Puppet to 3♣ then 3M INV, 3♦ Asks longer // 3♣ Puppet to 3♦ Weak, or GF M		
2♠ 2NT Puppet to 3♣	3♥ Suit Quality Ask	4♣ & 4♦ : SPL
3♣ →♦ or ♦ Game try in ♠	3♠ Pre-emptive	4♥ To Play
3♦ →♥ or ♥ Game try in ♠	3NT To Play	4♠ To Play
other 2NT Puppet to 3♣ then 3♠ INV		
2NT 3♣ Simple Stayman	3♠ Both Minors	4♦ →♠
3♦ →♥	3NT To Play	4♥ →♣
3♥ →♠	4♣ →♥	4♠ →♦
other Simple Stayman, other Major sets Major, new minor is Natural (usually not fit)		

## 9. CONVENTIONS

**Unusual NT:** Lower 2 unbid suits

**4th Suit Forcing** One round  Game force

**NT Checkback**  Priorities: 2-Way Checkback Puppet then 3NT is choice of contract

**Defence to 3NT opening** Treat it as Weak NT *not Woolsey*

**Defence to Opening Twos** X=T/O, Davensohl, Cue=Stopper Ask, 4minor = Leaping Michaels F

Multi 2♦ X=Overcall in a Major (or v strong), 2♥ = 15-18 Bal, 2♠/NT=♣/♦, 3♣/♦=weaker

RCO style 2-s X=16+, 2nd X T/O, 3rd X Pen (some Leb or scrambling)

Other 2-s

**Defence** (1♣): X = Majors, 1NT: Minors, 2NT more minors, 3NT something

to

**strong** (2♣)

♣

**Over 1NT Interference** rubinsohl X=T/O of Nat, Values of ART, 2NT+ Tftrs

**Lebensohl - other uses**

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

4♥ X 4♠ 4NT

## 10. OTHER NOTES

1NT (X) XX to play, pass scrambling, 2NT big 2 suiter

Artificial sequence gets (X), maximum number of ways to play

eg (1NT) 2♦\* (X) now XX=bid your Major pass = 6♦, 2M=Nat