

## 4. BASIC RESPONSES

Jump raises - minors	Inverted	Other: 1m jump in other minor 6-9 pts 5+ raise
Jump raises - Majors	Preempt	Other: Bergen + vs (1♠) and (1NT)
Jump shifts after minor opening	6+ card suit preemptive 0-6 pts	
Jump shifts after Major opening	Bergen	
Responses to strong 2 suit open.	2♦ 0-6 hcp any, all others semi-positive	
Responses to 2NT opening	Puppet and Transfers 3♠ = minor suit Stayman	

## 5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead All	Overlead All
Four or more with an honour	4th highest	4th highest
From 4 small	2nd highest	2nd highest
From 3 cards (no honour)	Middle	Middle
In partner's suit		
<b>Discards</b>	Low Encourage	Low Encourage
<b>Count</b>	Low-High = Even	Low-High = Even
<b>Signal</b> on partner's lead:	Low encourage Reverse Count	Some suit preference
<b>Signal</b> on declarer's lead:	Reverse count	
<b>Notes</b>		

## 6. SLAM CONVENTIONS

4NT: Blackwood  RKCB 1430 4♣ Gerber  when? 1430 unless minor (then 3041)

**Slam Notes** 5NT asks for kings, bid the cheapest one you have

Cue Bids  RKCB 6♣ = void + 1 Key card, 6♦ = void + 2 key cards

Asking Bids

## 7. OTHER CONVENTIONS

2NT after partner opens or overcalls a major =	Transfers after opener's 2NT jump rebid
invitational or better 4 card raise	2 way check back after 1NT or 1♣-1x, 1y
Mini-Mega splinters by opener	Support x and xx by opener to 2♠
Bergen raises after 1♠ and 1NT overcall	Leaping Michaels
Jumps to 4♣/♦ Transfer after 1NT open/o'call	Bergen raises after 1♠ and 1NT overcall

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After 1m 1♠ overcall 2♥ = Natural NF

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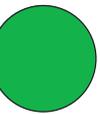
After Michaels, new suit nat NF 2NT enquiry

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Leaping Michaels



AUSTRALIAN BRIDGE  
FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	39039	Andrew Markovics
& Names:	121541	Nigel Rosendorff
Basic System:	2 over 1 with Transfer Responses to 1♣	
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

1♣ 3+ 10+pts	1♥ 5+ 10+pts
1♦ 3+ 10+pts	1♠ 5+ 10+pts
1NT 15-17	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ Simple Stayman	Other: Drop Dead Stayman, Smolen
2♦ Transfer to ♥	2♠ Transfer to ♣ or Range ask Max 3♣
2♥ Transfer to ♠	2NT Transfer to ♦ - 3♦ = Max
other Stayman followed by 3♣/♦ = NF	

2♣ Game Force or 20-22 balanced or 25+ Balanced 2♣ - 2♦; 2♥ - 2♠; 2NT=25+	
2♦ Weak 2 in Major 6cd suit 5-10 hcp or 23-24 balanced	
2♥ 5♥ and 4+ minor (2NT enquiry) New suit nat NF	
2♠ 5♠ and 4+ minor (2NT enquiry) New suit nat NF	
2NT 5/5 minors	3NT 6/5 Majors 2-9 points, then 4♣=♥, 4♦=♠
other	

## 2. PRE-ALERTS

Transfer responses over ♣ opening	.
2♣ response to 1M = always drury or ♣s, then	.
repeat Major = 11-13	

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	Weak
Responsive doubles through	4♠	Unusual NT	Lowest unbid suits
1NT overcall - immediate	15-18 hcp System on	Immediate cue of minor	ov1♣=2♣ natural/2♦=Michaels
1NT overcall - re-opening	10-14 hcp System on	Immediate cue of Major	Michaels 5/5 Mm
Over weak twos	X=t/o, 2NTresponse=scramble	Over opening threes	x=t/o, all other natural
Over opponent's 1NT	x=MM, 2M=singlesuited, 2m=that minor +1 Maj		
2NT=both minors 5/5			

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♥ 5+ hcp	2♦ 5+♣ 6-9 hcp	3♦ 7+♦ 0-7 hcp
1♥ 4+♠ 5+ hcp	2♥ 6+♥ 0-6 hcp	3♥ 7+♥ 0-7 hcp
1♠ 4+♦ 5+hcp	2♠ 6+♠ 0-6 hcp	3♠ 7+♠ 0-7 hcp
1NT 6-10 hcp Natural NF	2NT 11-12 hcp bal	3NT Bal 13-15 hcp
2♣ 5+♣ 10+ hcp (3♣ NF)	3♣ 5+♣ 0-5 hcp	4♣ Preemptive NF
other -		
1♦ 1♥ 4+♥ 5+ hcp	2♥ 6+♥ 0-6 hcp	3♥ 7+♥ 0-7 hcp
1♠ 4+♠ 5+ hcp	2♠ 6+♠ 0-6 hcp	3♠ 7+♠ 0-7 hcp
1NT 6-10 hcp natural NF	2NT 11-12 balanced	3NT Bal 3-15 hcp
2♣ 4+♣ 10+hcp F1	3♣ 5+♦ 6-9 hcp	4♣ Natural NF
2♦ 4+♦ 10+hcp (3♦ NF)	3♦ 5+♦ 0-5hcp	4♦ Preemptive NF
other		
1♥ 1♠ 4+♠ 5+ hcp	2♥ 3♥ 6-10 hcp	3♦ 4+♥ 10-11 hcp
1NT 6-11 hcp	2♠ 16+ 3 card ♥ support	3♥ 4+♥ 0-6 hcp
2♣ Drury or ♣s	2NT Jacoby 4+♥ 12+ hcp GF	3♠ Splinter 4+♥ short ♠
2♦ 4+♦ GF	3♣ 4+♥ 6-9 hcp	3NT 13-15 hcp any 4333
other 4♣/♦=splinter 4+♥ shortage		
1♠ 1NT 6-11 hcp	2♠ 3♠ 6-10 hcp	3♥ 16+ 3 card ♠ support
2♣ Drury or ♣s	2NT Jacoby 4+♠ 12+ hcp	3♠ 4+♠ 0-6 hcp
2♦ 4+♦ GF	3♣ 4+♠ 6-9 hcp	3NT 13-15 hcp any 4333
2♥ 5+♥ GF	3♦ 4+♠ 10-11 hcp	4♣ Splinter 4+♠ short ♣
other 4♦/♥=splinter		
1NT 3♣ Puppet Stayman	3♠ Singleton ♠	4♦ Transfer to ♠
3♦ 5/5 minors 8-10 points	3NT To play	4♥ To play
3♥ Singleton ♥	4♣ Transfer to ♥s	4♠ To play
other 4NT= quantitative, Stayman or Transfer followed by 4NT quatitative		
2♣ 2♦ 0-6 hcp any	2NT 7-9 balanced	3♥ solid suit
2♥ 7+ hcp ♥s	3♣ 7+ 5+♣s	3♠ solid suit
2♠ 7+ hcp ♠	3♦ 7+ 5+ ♦s	3NT
other kokish		
2♦ 2♥ Pass or correct	3♣ Natural NF	3♠ Pass or correct
2♠ Pass or correct	3♦ Natural NF	3NT To play
2NT Strong enquiry	3♥ Pass or correct	4♣
other		

Notes

2♥ 2♠ To play	3♦ To play	3NT To play
2NT Enq for minor	3♥ To play	4♣ Cue/Splinter GF
3♣ To play	3♠ Cue/Splinter GF	4♥ To play
other 4♣ or 4♦ Cue/Splinter GF, 4♠ To play		
2♠ 2NT Enq for minor	3♥ To play	4♣ Cue/Splinter GF
3♣ To play	3♠ To play	4♥ Cue/Splinter GF
3♦ To play	3NT To play	4♠ To play
other 4♣ or 4♦ Cue/Splinter GF, 4♠ To play		
2NT 3♣ To play	3♠ Forcing	4♦ Preemptive
3♦ To play	3NT To play	4♥ To play
3♥ Forcing	4♣ Preemptive	4♠ To play
other Keycard		

## 9. CONVENTIONS

**Unusual NT:** Lower 2 unbid suits

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

**NT Checkback**  Priorities: 2way cb over 1NT, tfr over 2NT jump rebid

**Defence to 3NT opening** x = good hand

**Defence to Opening Twos** x=T.O.

Multi 2♦ x=T.O. VTP

RCO style 2-s x=T.O.

Other 2-s with anchor suit x=other t/o and 2NT=15-18 natural

**Defence to strong ♣** 1♣ : x=2 suits same rank, 1♦=2 suits same colour, 1NT=2 suits odd, others natural  
RCO  
2♣ :

**Over 1NT Interference** lebensohl

**Lebensohl - other uses** Over opps weak 2s

**Take out of 4 level pre-empts** 4♣/4♦ x=t/o

4♥ x=t/o 4♠ x=3 suited t/o, 4NT=2 suited t/o

## 10. OTHER NOTES

After opener's reverse 2NT = Artificial GF

After 1x - 1NT, 2NT =GF.

After 1X - 1NT, 2X - 2NT = GF

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