

4. BASIC RESPONSES

Jump raises - minors	preemptive
Jump raises - Majors	very preemptive (theoretically 0-5 HCP)
Jump shifts after minor opening	1♣-2♦ = 10+ raise. 1♦-3♣ = natural invite. 2M = weak
Jump shifts after Major opening	bergen (but we might use reverse drury opposite 3rd seat opener)
Responses to strong 2 suit open.	kokish or good suit (2M = KQTxx, 3m = KQJxxx)
Responses to 2NT opening	3♣ = muppet, transfers and 3♠ minor stayman

5. PLAY CONVENTIONS

Show priorities

Versus **Suit** (or both) Versus **NoTrump** (if different)

Leads	Sequences:	Overlead	
	Four or more with an honour	4ths	
	From 4 small	xXxx	
	From 3 cards (no honour)	M.U.D.	Attitude
	In partner's suit	As above unless count known	
Discards		1st = low enc, then rev count	
Count		reverse original if useful	
Signal	on partner's lead:	low encourage at trick one	
Signal	on declarer's lead:	reverse original count	
Notes	highest priority	usually count then suit pref (then intensity of suit pref signal)	

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 14 30 4♣ Gerber when?

Slam Notes specific king responses

Cue Bids 1st and second round controls

Asking Bids

7. OTHER CONVENTIONS

support Xs and XXs to 2M	
frivolous 3NT (9+ fit or unlim 4/4 2/1 auction)	
fit-showing jumps in comp	
two-way checkback (also after 1♣-1y; 1z)	

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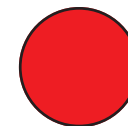
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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	726249	Renee Cooper
& Names:	759181	John Newman
Basic System:	2/1, transfers over 1♣, strong NT	
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♣ 2+, may have longer ♦s if (semi)bal	1♥ 5+
1♦ 4+, unbal or 18-19 bal	1♠ 5+
1NT 15-17 (semi)bal	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ simple (smolen)	
2♦ ♥	2♠ ♣
2♥ ♠	2NT ♦
other 3♣ major enquiry, 3♦ GF minors, 3♥/♠ three suiter w shortage in bid major	

2♣ 22+ bal (24+ via kokish) or GF

2♦ weak

2♥ weak

2♠ weak

2NT 20-21

3NT

other

2. PRE-ALERTS

transfers over 1♣ (including some Xs)	
occasionally loose in 3rd seat / NV preempts	
1♣ may have longer ♦s (ie 3=3=5=2)	

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	Immediate cue of minor	michaels
1NT overcall - re-opening	11-14ish	Immediate cue of Major	michaels
Over weak twos	lebensohl	Over opening threes	X = takeout
Over opponent's 1NT	multi landy (2♣ majors, 2♦ single major, 2M=that M+minor)		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♥	2♦ 10+ ♣ raise	3♦ splinter
1♥ 4+♠	2♥ weak	3♥ splinter
1♠ pivot to 1NT (various)	2♠ weak	3♠ splinter
1NT 6-10 bal, no major	2NT natural invite	3NT natural 13-15ish
2♣ diamonds (weak/strong)	3♣ preempt	4♣
other		
1♦ 1♥ 4+♥	2♥ weak	3♥ splinter
1♠ 4+♠	2♠ weak	3♠ splinter
1NT 6-10, no major	2NT natural invite	3NT natural 13-15ish
2♣ GF natural	3♣ natural invitational	4♣ splinter
2♦ 10+ ♦ raise	3♦ preempt	4♦
other		
1♥ 1♠ 4+♠	2♥ 5-9(10) 3cd raise	3♦ 4+cd invite
1NT semiforcing	2♠ 3cd invite	3♥ preempt (0-5ish)
2♣ GF clubs or bal	2NT 4+cd GF raise	3♠ splinter
2♦ GF natural	3♣ 6-9ish 4+cd raise	3NT 13-15 3cd bal raise
other 4♣/♦ splinters		
1♠ 1NT semiforcing	2♠ 5-9(10) 3cd raise	3♥ 3cd invite
2♣ GF clubs or bal	2NT 4+cd GF raise	3♠ preempt (0-5ish)
2♦ GF natural	3♣ 6-9ish 4+cd raise	3NT 13-15 3cd bal raise
2♥ 5+♥ GF	3♦ 4+cd invite	4♣ splinter
other 4♦/♥ splinters		
1NT 3♣ 5cd major enquiry	3♠ 1-3(54) GF type hands	4♦ trf to ♠
3♦ GF minors	3NT to play	4♥ natural NF
3♥ 3-1(54) GF type hands	4♣ trf to ♥	4♠ natural NF
other		
2♣ 2♦ forced kokish unless	2NT Qxx+ every suit, 10+	3♥
2♥ ♥KQTxx+	3♣ ♣KQJxxx+	3♠
2♠ ♠KQTxx+	3♦ ♦KQJxxx+	3NT
other		
2♦ 2♥ natural, focusing	3♣ natural, focusing	3♠ splinter
2♠ natural, focusing	3♦ preempt	3NT to play
2NT enquiry	3♥ splinter	4♣ splinter
other		

Notes When our opening preempt is doubled, new suits are NF (good hands go via XX)

2♥ 2♠ natural, forcing	3♦ natural, forcing	3NT to play
2NT enquiry	3♥ preempt	4♣ splinter
3♣ natural, forcing	3♠ splinter	4♥ to play
other		
2♠ 2NT enquiry	3♥ natural, forcing	4♣ splinter
3♣ natural, focusing	3♠ preempt	4♥ natural
3♦ natural, forcing	3NT to play	4♠ to play
other		
2NT 3♣ muppet stayman	3♠ asks for 4+ minor	4♦ spades
3♦ 5+♥	3NT to play	4♥ clubs
3♥ 5+♠	4♣ hearts	4♠ diamonds
other		

9. CONVENTIONS

Unusual NT: lowest unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: two way checkback

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦ immediate X = 13-15 bal/bopper. 123 doubles

RCO style 2-s immediate X = 13-15 bal/bopper. 123 doubles

Other 2-s 123 doubles (takeout, takeout/cards, penalty smash)

Defence X = Majors, 1NT = minors, jumps are preempts. Might lurk with a good hand

to

strong

♣

Over 1NT Interference lebensohl

Lebensohl - other uses weak two takeout Xs

Take out of 4 level pre-empts 4♣/4♦

4♥

4♠

10. OTHER NOTES