

#### 4. BASIC RESPONSES

Jump raises - minors	Value 4-5 tr no shortage 7-11
Jump raises - Majors	Value 4-5 tr no shortage 7-11
Jump shifts after minor opening	SPL
Jump shifts after Major opening	SPL
Responses to strong 2 suit open.	Step = negative or waiting
Responses to 2NT opening	3♣ = puppet; TRFs; 3♠ = both minors

#### 5. PLAY CONVENTIONS Show priorities

	Versus <b>Suit</b> (or both)	Versus <b>NoTrump</b> (if different)
<b>Leads</b> Sequences:	Overlead all	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit		
<b>Discards</b>	Mostly count	
<b>Count</b>	Natural	
<b>Signal</b> on partner's lead:	High ENC / Mostly count	
<b>Signal</b> on declarer's lead:	Mostly count; McKenny if the count is known	
<b>Notes</b>		

#### 6. SLAM CONVENTIONS

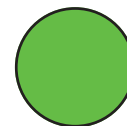
4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 0314	4♣ Gerber <input checked="" type="checkbox"/> when?	Over 1NT
<b>Slam Notes</b>			
Cue Bids <input checked="" type="checkbox"/>			
Asking Bids <input type="checkbox"/>			

#### 7. OTHER CONVENTIONS

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## AUSTRALIAN BRIDGE FEDERATION INC.



#### STANDARD SYSTEM CARD

ABF Nos.	75469	Michael COURTNEY
& Names:	68111	Paul WYER
Basic System:	Goren: 4-card suits, Strong NT	
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 <input type="checkbox"/>
1♣	4+♣, 12+ HCP if flat	1♥ 4+♥
1♦	4+♦	1♠ 4+♠
1NT	"15-17"	may contain 5 card Major <input checked="" type="checkbox"/>
<b>1NT Responses</b> 2♣ Simple Stayman		
2♦	TRF ♥	2♠ TRF ♣
2♥	TRF ♠	2NT TRF ♦
other	3X = S/T in X	
2♣	Flat or clubs any GF [2NT & 3♣ rebids droppable]	
2♦	Diamonds, forcing [2♥ response negative, then 3♦ only droppable rebid]	
2♥	Hearts, forcing	
2♠	Spades, forcing	
2NT	"20-22"	3NT Solid minor only
other		

#### 2. PRE-ALERTS

All single jumps opposite a bidder are SPL	Change of suit opposite overcall is NF
Low-level cue-bids only agree partner's suit if a negative double is available	Step negatives over all two openings

#### 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	Weak
Responsive doubles through	4♠	Unusual NT	Minors always
1NT overcall - immediate	"16-18"	Immediate cue of minor	Michaels
1NT overcall - re-opening	Typically 10-13	Immediate cue of Major	Michaels
Over weak twos	T/O X	Over opening threes	T/O X
Over opponent's 1NT	2♣ = majors; 2♦ = single-suited M; 2M = M & m		

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ Usually 5+♦ & strong	2♦ SPL	3♦ NAT NF
1♥ 4+♥	2♥ SPL	3♥ NAT NF
1♠ 4+♠	2♠ SPL	3♠ NAT NF
1NT 4+♦ NF	2NT Flat GF, usly no 4M	3NT some gamble*
2♣ 3-4♣, 6-11 HCP	3♣ 4-5♣, 7-11	4♣
other *eg Qx Kx Jxx Qxxxxx; 4 bids = NAT used freely [dbl next = QTrs]		
1♦ 1♥ 4+♥	2♥ SPL	3♥ NAT weak
1♠ 4+♠	2♠ SPL	3♠ NAT weak
1NT 4+♣ NF	2NT Flat GF	3NT some gamble
2♣ 5+♣, F; 3♣ rebid NF	3♣ SPL	4♣ Gerber
2♦ 3-D♦, 6-11 HCP	3♦ 4-5♦, 7-11 HCP	4♦ NAT NF
other 4M = To play		
1♥ 1♠ 4+♠	2♥ 3-card raise, 7-11	3♦ SPL
1NT NAT NF	2♠ SPL	3♥ Value raise
2♣ NAT F; 3♣ rebid NF	2NT Flat GF	3♠ NAT
2♦ NAT F; 3♦ rebid NF	3♣ GF raise, 15+	3NT Some gamble
other		
1♠ 1NT NAT NF	2♠ 3-card raise, 7-11	3♥ SPL
2♣ NAT F; 3♣ rebid NF	2NT Flat GF	3♠ Value raise
2♦ NAT F; 3♦ rebid NF	3♣ GF raise, 15+	3NT
2♥ NAT F	3♦ SPL	4♣ NAT
other		
1NT 3♣ NAT S/T	3♠ NAT S/T	4♦ 55M no slam
3♦ NAT S/T	3NT To play	4♥ To play
3♥ NAT S/T	4♣ Gerber	4♠ To play
other		
2♣ 2♦ Negative or waiting	2NT	3♥
2♥ 2/3 top H or wild shp	3♣	3♠
2♠ 2/3 top H or wild shp	3♦	3NT
other		
2♦ 2♥ Negative	3♣ 2/3 top H or wild shp	3♠ SPL less than +
2♠ 2/3 top H or wild shp	3♦ raise Hxx+	3NT Unlikely
2NT A, K or Q in all side s	3♥ SPL less than +	4♣
other		

**Notes**

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2♥ 2♠ Negative	3♦ 2/3 top H or wild shp	3NT
2NT A, K or Q in all side s	3♥ raise Hxx+	4♣ SPL
3♣ 2/3 top H or wild shp	3♠	4♥ raise no A/K/sing/void
other		
2♠ 2NT Negative	3♥ 2/3 top H or wild shp	4♣ SPL
3♣ 2/3 top H or wild shp	3♠ raise Hxx+	4♥ SPL
3♦ 2/3 top H or wild shp	3NT	4♠ raise no A/K/sing/void
other		
2NT 3♣ Puppet	3♠ Both m S/T	4♦ ♣ S/T [4NT declines]
3♦ TRF ♥	3NT To play	4♥ To play
3♥ TRF ♠	4♣ ♦ S/T [4NT declines]	4♠ To play
other 4NT = Quantitative; 5NT = Baron		

## 9. CONVENTIONS

**Unusual NT:** Minors

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

**NT Checkback**  Priorities:

**Defence to 3NT opening** 4♣ = ♥ & another; 4♦ = ♠ & m

**Defence to Opening Twos**

Multi 2♦ First two doubles T/O

RCO style 2-s First two doubles T/O

Other 2-s First two doubles T/O

**Defence** 1♣ : 2-level same as over 1NT; 1NT 2NT minors

to

strong

♣

**Over 1NT Interference** Lebensohl

**Lebensohl - other uses** No

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

4♥ X 4♠ X

## 10. OTHER NOTES

Good Luck

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