

#### 4. BASIC RESPONSES

Jump raises - minors	Preempt	Other: 3rd/4th Shape based (4)6-9
Jump raises - Majors	Wide Range	Other: Non Invite, usually some shape 4Maj, not nec Weak
Jump shifts after minor opening	3rd/4th Weak, 6+	
Jump shifts after Major opening	3rd/4th Invitational Splinters	
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 <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when? mostly all the time *
<b>Slam Notes</b>	4minor+1 is keycard gerber, 4♠ over ♥ is keycard gerber	
Cue Bids <input checked="" type="checkbox"/>	Mostly first round, Maybe K or Q in partner's suit, 3NT frivolous slam try	
Asking Bids <input type="checkbox"/>	2♣ over 1NT is an <b>Asking Bid</b> 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 (& X)
Davensohl	Last Train X
Inversion after Major Tfrs after 1NT	

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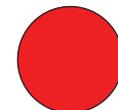
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AUSTRALIAN BRIDGE  
FEDERATION INC.



#### STANDARD SYSTEM CARD

ABF Nos.	599964	Will Jenner-O'Shea
& Names:	607630	Mike Doecke
Basic System:	Short Club w Transfers (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 <input checked="" type="checkbox"/>
1♣ 3rd/4th 2+♣ all balanced hands	1♥ 3rd/4th (4)5+♥	
1♦ 3rd/4th (3)4+♦, unbalanced mostly	1♠ 3rd/4th (4)5+♠	
1NT 3rd/4th 15 - 17	may contain 5 card Major <input checked="" type="checkbox"/>	
<b>1NT Responses</b> 2♣ Simple Stayman Other: Can be pre-running		
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♣ 3rd/4th FG with Kokish)		
2♦ 3rd/4th 5+ Natural wide ranging		
2♥ 3rd/4th 5+ Natural wide ranging		
2♠ 3rd/4th 5+ Natural wide ranging		
2NT 3rd/4th 20 - 21 (22)	3NT 'to play'	
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♦ 4+♥, any	2♦ Sub Weak Two	3♦ 0-3, 7♦
1♥ 4+♠, any	2♥ Sub Weak Two	3♥ 0-3, 7♥
1♠ no Major, you play	2♠ Sub Weak Two	3♠ 0-3, 7♠
1NT no Major, I play	2NT Best Club Raise	3NT Hand hog
2♣ 5+♣	3♣ 6+♣	4♣
other		
1♦ 1♥ 4+♥	2♥ Sub Weak Two	3♥ 3-6, 7♥
1♠ 4+♠	2♠ Sub Weak Two	3♠ 3-6, 7♠
1NT (4) 6 - 9	2NT Best ♦ raise	3NT Whatever
2♣ Clubs	3♣ Sub Weak Two	4♣ Pre-empt
2♦ (4)5+♦	3♦ 5+♦	4♦ Pre-empt
other 1♦ : 2♣ might be a balanced game force hand that wants partner to bid the NT		
1♥ 1♠ 4+♠	2♥ 4 - 9, 3(4)♥	3♦ Inv SPL
1NT usually not 4♠	2♠ 6♠, Weak	3♥ (4) 6 - 9, 4+♥ shape
2♣ Clubs	2NT Best ♥ raise	3♠ SPL
2♦ Drury	3♣ Inv SPL	3NT 3♥ Bal GF
other 2♣= INV ♥ raise or Bal GF or ♣ GF 1♥:4minor = SPL 1♥ : 4♠ = To Play		
1♠ 1NT (4) 6 - 9	2♠ 4 - 9, 3(4)♠	3♥ SPL
2♣ Clubs	2NT Best ♠ Raise	3♠ (4) 6 - 9, 4+♠ shape
2♦ Drury	3♣ Inv SPL	3NT 3♠ Bal GF
2♥ Hearts	3♦ Inv SPL	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♦ Most hands	2NT Shortage Ask	3♥ (5)6+♥, GF
2♥ 5+♥ Great	3♣ 5+♣ Great	3♠ (5)6+♠, GF
2♠ 5+♠ Great	3♦ 5+♦ Great	3NT To Play
other		
2♦ 2♥ 5+♥, NF	3♣ 5+♣, NF	3♠ 6+♠, Foricng
2♠ 5+♠, NF	3♦ Pre-emptive	3NT To Play
2NT Best ♦ raise	3♥ 6+♥, Forcing	4♣
other 2NT Puppet to 3♣ then 3♦ INV, 3M Nat 5+ Forcing		

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

2♥ 2♠ 5+♠, NF	3♦ 5+♦ Forcing	3NT To Pay
2NT Best ♥ raise	3♥ Fit	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 Best ♠ Raise	3♥ Suit Quality Ask	4♣ & 4♦ : SPL
3♣ →♦ or ♦ Game try in ♠	3♠ Fit	4♥ To Play
3♦ →♥ or ♥ Game try in ♠	3NT To Play	4♠ To Play
other 2NT Puppet to 3♣ then 3♠ INV		
2NT 3♣ Stayman	3♠ ♣ & ♦	4♦ ♠s
3♦ ♥s	3NT To play	4♥ ♣s
3♥ ♠s	4♣ ♠s	4♠ ♦s
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 Micheals 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 / run

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