

4. BASIC RESPONSES

Jump raises - minors	preemptive (5-8ish)
Jump raises - Majors	preemptive (4+ card raise, 0-5)
Jump shifts after minor opening	2M = natural GF,
Jump shifts after Major opening	1♥-2♠ any minisplinter, 3m = natural invitational no M fit
Responses to strong 2 suit open.	kokish (switched ranges), 2NT = 6+/5+ weak suits, transfers
Responses to 2NT opening	muppet, 3♠ minor stayman, 4x = 2-under transfers

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	overlead (ace: att, king: count)	big king for unblock
Four or more with an honour	4th highest	
From 4 small	2nd highest	Top of nothing
From 3 cards (no honour)	MUD	Top of nothing
In partner's suit	low from 3+ if unraised	
Discards	low enc, then count/suit pref	
Count	reverse original	
Signal on partner's lead:	low enc (T1, 1st switch), count/s	
Signal on declarer's lead:	reverse original (then potentially suit pref). reverse smith vs NT	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
Slam Notes	1430 kickback, exclusion (0, 1, 1.5, 2 etc)	
Cue Bids <input checked="" type="checkbox"/>	1st/2nd round controls	
Asking Bids <input type="checkbox"/>		

7. OTHER CONVENTIONS

rubensohl	transfers after 1♣-1♦/♥; 1any

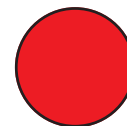
www.abf.com.au

PDF Form Rev. 15F06 by RoL MyRev.

Copyright © ABF 2015



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	497746	Michael Wilkinson
& Names:	759181	John Newman
Basic System:	2/1, strong NT, with transfers and gadgets	
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 type="checkbox"/>
1♣ 2+, can have longer ♦ if balanced	1♥ 5+
1♦ 4+ unbalanced, can have longer ♣	1♠ 5+
1NT 15-17 (semi-)balanced, occasionally stiff-honour	may contain 5 card Major <input checked="" type="checkbox"/>
1NT Responses 2♣ Simple Stayman	
2♦ ♥	2♠ range ask / ♣
2♥ ♠	2NT ♦
other 3♣ = major enquiry, 3♦/♥ = 1-below shortage, 3♠ = 22(54) or 11(65)	
2♣ 20-21 (semi-)balanced or gameforce	
2♦ 4-7 HCP weak 2 in a major (can be 5cd suit if NV) Natural in 3rd/4th	
2♥ 8-11 HCP weak 2 (can be 7cd suit if NV) Wider range in 3rd	
2♠ 8-11 HCP weak 2 (can be 7cd suit if NV) Wider range in 3rd	
2NT 22-23	3NT 6+♥ and 5+♠, 9-13
other	

2. PRE-ALERTS

Transfers over 1♣	Semi-balanced often treated as balanced
Lots of transfers, including some X and XX	
Upgrade with length	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	some	Jump overcalls	weak (within context)
Responsive doubles through	some	Unusual NT	lowest unbid suits
1NT overcall - immediate	15-18	Immediate cue of minor	both majors
1NT overcall - re-opening	10-16 (varies)	Immediate cue of Major	other major and clubs
Over weak twos	lebensohl	Over opening threes	leaping & non-leaping michaelis
Over opponent's 1NT	asptro: 2♣ 4+♥ & another (5+♠ if ♠), 2♦ = 4+♠ & another (5+♥ if ♥)		
2NT = minors or some freak			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♥	2♦ invitational in ♣/♦	3♦ pure 7+ preempt
1♥ 4+♠	2♥ gameforce good suit	3♥ pure 7+ preempt
1♠ no major or ♦	2♠ gameforce good suit	3♠ pure 7+ preempt
1NT invite (can have 4M)	2NT GF bal	3NT to play
2♣ invite+, 6+♣	3♣ preemptive (5-8ish)	4♣
other		
1♦ 1♥ natural	2♥ gameforce good suit	3♥ splinter
1♠ natural	2♠ gameforce good suit	3♠ splinter
1NT 6-10 no major	2NT natural GF	3NT to play
2♣ 4+♣, 10+HCP	3♣ invite ♦ raise (8-11)	4♣ splinter
2♦ invite+	3♦ preemptive (5-8)	4♦
other		
1♥ 1♠ natural	2♥ 5-9ish raise	3♦ natural invite (no ♥ fit)
1NT semi-forcing no fit	2♠ any mini-splinter	3♥ preemptive 4+♥ (0-5)
2♣ ♣/bal GF or 3cd invite	2NT GF 4+ cd raise	3♠ any 9-12 splinter
2♦ 5+♦ GF	3♣ natural invite (no ♥ fit)	3NT 13-15 ♣ splinter
other 4♣ 13-15 ♦ splinter, 4♦ 13-15 ♠ splinter		
1♠ 1NT semi-forcing no fit	2♠ 5-9ish raise	3♥ 4cd limit / poor GF spl
2♣ 5+♥ 10+/GF 4+♥	2NT GF 4+ cd raise	3♠ preempt 4+♠ (0-5)
2♦ ♦/bal GF / 3cd invite	3♣ natural invite (no ♥ fit)	3NT 13-15 ♣ splinter
2♥ 5+♣ GF	3♦ natural invite (no ♥ fit)	4♣ 13-15 ♦ splinter
other 4♦ 13-15 ♥ splinter, 4♥ natural		
1NT 3♣ 4/5M ask	3♠ 22(54) or 11(65) GF	4♦ texas ♠
3♦ 31(54)ish GF	3NT to play	4♥ to play
3♥ 13(54)ish GF	4♣ texas ♥	4♠ to play
other		
2♣ 2♦ kokish/waiting	2NT 6+/5+ weak suits	3♥ trf to ♣, 1-loser 7+ suit
2♥ natural good suit	3♣ natural good suit	3♠ trf to ♦, 1-loser 7+ suit
2♠ natural good suit	3♦ natural good suit	3NT a 6+ solid suit
other 4♣ = trf to 4♥ (1-loser 7+ suit), 4♦ = trf to 4♠ (1-loser 7+ suit)		
2♦ 2♥ pass/correct	3♣ natural NF	3♠ pass.correct
2♠ pass/correct	3♦ natural NF	3NT to play
2NT enquiry (interest+)	3♥ pass/correct	4♣ trf me to your suit
other 4♦ bid your suit		

Notes

2♥ 2♠ natural forcing	3♦ natural forcing	3NT to play
2NT shortage ask	3♥ mildly invitational	4♣ splinter
3♣ natural forcing	3♠ splinter	4♥ to play
other raise = mildly invitational		
2♠ 2NT shortage ask	3♥ natural forcing	4♣ splinter
3♣ natural forcing	3♠ mildly invitational	4♥ splinter
3♦ natural forcing	3NT to play	4♠ to play
other		
2NT 3♣ muppet	3♠ minor ask	4♦ trf to ♠
3♦ 5+♥	3NT	4♥ trf to ♣
3♥ 5+♠	4♣ trf to ♥	4♠ trf to ♦
other		

9. CONVENTIONS

Unusual NT: lowest unbid

4th Suit Forcing One round Game force

NT Checkback Priorities: Transfers

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦ X = weak NT or 19+ bopper

RCO style 2-s un anchored and unbid: X = pen interest

Other 2-s if anchored and bid: X = takeout

Defence strong ♣: X = M+M, ♦ = m+m, = ♠+m, 2m=m+♥, 2N = big M + m

to over strong ♣ p 1♦ neg, X = majors, 1N = ♠+m, else natural

strong

♣

Over 1NT Interference rubensohl

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ DBL

4♥ DBL 4♠ DBL

10. OTHER NOTES