

4. BASIC RESPONSES

Jump raises - minors	Preempt
Jump raises - Majors	Preempt
Jump shifts after minor opening	1♣-2♦/1♦-3♣: 9-11 raise; 2♥/♠: NAT 4-7, 6+ suit; 3 level SPL
Jump shifts after Major opening	Bergen: 1♥-2♠/1♠-3♥ = 3 card SUPP, other 3-lvl bids = 4 card SUPP
Responses to strong 2 suit open.	2♦: negative or waiting; 2M/3m: 8+ HCP 5+ suit with honour
Responses to 2NT opening	3♣ puppet stayman; 3♦/3♥=TRF to ♥/♠; 3♠=5/4 m's; 3NT=5♠+4♥

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A-Attitude K-Count	Q asks partner to unblock J
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	low from 3; attitude if length known	
Discards	Odd=Enc., Even=McKenney	
Count	Low-High = Even	
Signal on partner's lead:	Odds & evens; reverse count	
Signal on declarer's lead:	Reverse count if appropriate	
Notes		

After partner's m pre-empt, Om at 4-lvl: asks partner to start cueing (1st or 2nd round)
 Exclusion RKCB: Keycard ask (excluding suit bid): steps 0, 1 w/o Q, 1 with, 2 w/o, 2 with

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 1430 exc. ♣ 4♣ Gerber when? Std BI when no suit agreed

Slam Notes DOPI/ROPI; 4NT quant: over NT bid or after 1NT - 2♣ - 2♦/♥/♠

Cue Bids 1st or 2nd round control; after RCKB resp: 1st step Q ask, 5NT spfc K ask

Asking Bids Asking bids - opponents' suit (if oppo's have 2 suits = stopper show)

7. OTHER CONVENTIONS

Bergen + Jacoby raises	Inverted minor raises
Cue raises; 2NT: 4 card raises M + m	Fit showing jumps in competition
Support X / XX; Good/bad 2NT	4th suit forcing to game
Splinters + mini Splinters; Long suit trials	PH: 2♣ Drury SUPP; 2♦ no SUPP
2-way Checkback after opener's 1NT rebid	1NT - 2♣ - 2M - 3OM = slam try in M

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Smolen + puppet over 1NT/ Puppet over 2NT

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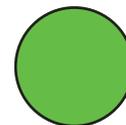
Leaping Michaels in minor also shows other M (if oppo's

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M suit known (not over multi 2♦)



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	268410	Helene Pitt
& Names:	61409	Ruth Tobin
Basic System:	Standard	
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♣ (10)11-20 HCP 3+♣	1♥ (10)11-20 HCP 5+♥
1♦ (10)11-20 HCP 3+♦	1♠ (10)11-20 HCP 5+♠
1NT (14)15-17 HCP BAL (can be 5422)	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ Simple Stayman (opener bids 3♥/♠ with 5-card ♥/♠ + max)
 2♦ TRF to ♥ 2♠ TRF to ♣ (then new suit = shortage)
 2♥ TRF to ♠ 2NT TRF to ♦ (then new suit = shortage)
 other 3♣ puppet; Smolen 5/4 M's; super-accept M's: 3M min 4c, 2NT max 4-card SUPP

2♣ 23-24 HCP BAL or GF	3NT Sound preempt in either m
2♦ <11 HCP 6 card ♥ or 6 card ♠	other 3♣ puppet stayman; 1NT - 4♣/4♦ = Texas TRF to 4♥/4♠; Retransfers
2♥ <11 HCP 5+♥ & 5+ any other suit (non-vul can be 4-card m)	
2♠ <11 HCP 5+♠ & 5+ minor (non-vul can be 4-card m)	
2NT 20-22 HCP BAL	

2. PRE-ALERTS

Support X / XX; 2♣ Drury (passed hand)	4NT by opener: both m's, extreme shape
Change of suit F; SPL + Mini SPL	Leaping Michaels (jump O/C m also shows oM)
Bergen raises; Inverted minor raises	Kokish to 2♣ (2♣ - 2♦ - 2♥ - 2♠ = relay)

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4♥	Jump overcalls	pre-emptive
Responsive doubles through 4♥	Unusual NT	over M: m's; over m: ♥ + om 5+/5+ WK or STR
1NT overcall - immediate 15-18 HCP	Immediate cue of minor	Michaels - M's 5+/5+ WK or STR
1NT overcall - re-opening 10-14 HCP	Immediate cue of Major	Michaels - OM +1m 5+/5+ WK/STR
Over weak twos T/O + LEB; 2NT: 15-18 HCP	Over opening threes	X T/O
Over opponent's 1NT X = PEN (weak NT) / single-suiter (strong NT); 2♣ = minors; 2♦ = majors		
2♥ = ♥ + m; 2♠ = ♠ + m; 2NT = 2-suiter strong / extreme shape		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+ HCP, 4+ ♦ 1♥ 5+ HCP, 4+ ♥ 1♠ 5+ HCP, 4+ ♠ 1NT 6-10 HCP 2♣ inverted, 12+ HCP, 4+ ♣ other After inverted raise: stopper show; PH: 1♣-2♣: simple raise; 1♣-3♣: invit raise	2♦ 9-11 HCP, 5+ ♣ 2♥ 4-7 HCP, 6+ ♥ 2♠ 4-7 HCP, 6+ ♠ 2NT 11-12 HCP, no 4 cd M 3♣ pre-emptive, 5+ ♣ 3♦ pre-emptive, 5+ ♦ 3♥ pre-emptive, 5+ ♥ 3♠ pre-emptive, 5+ ♠ 3NT 13-15 HCP, 3343 4♣ pre-emptive 4♦ pre-emptive 4♥ pre-emptive 4♠ pre-emptive	3♦ SPL 9-11+ HCP 3♥ SPL 9-11+ HCP 3♠ SPL 9-11+ HCP 3NT 13-15 HCP, 3343 4♣ pre-emptive 4♦ pre-emptive 4♥ pre-emptive 4♠ pre-emptive
1♦ 1♥ 5+ HCP, 4+ ♥ 1♠ 5+ HCP, 4+ ♠ 1NT 6-10 HCP 2♣ 10+ HCP, 4+ ♣ 2♦ inverted, 12+ HCP, 4+ ♦ other After inverted raise: stopper show; PH: 1♦-2♦: simple raise; 1♦-3♦: invit raise	2♥ 4-7 HCP, 6+ ♥ 2♠ 4-7 HCP, 6+ ♠ 2NT 11-12 HCP, no 4 cd M 3♣ 9-11 HCP, 5+ ♦ 3♦ pre-emptive, 5+ ♦ 3♥ pre-emptive, 5+ ♥ 3♠ pre-emptive, 5+ ♠ 3NT 13-15 HCP, 3334 4♣ SPL 9-11+ HCP 4♦ pre-emptive 4♥ pre-emptive 4♠ pre-emptive	3♥ SPL 9-11+ HCP 3♠ SPL 9-11+ HCP 3NT 13-15 HCP, 3334 4♣ SPL 9-11+ HCP 4♦ pre-emptive 4♥ pre-emptive 4♠ pre-emptive
1♥ 1♠ 5+ HCP, 4+ ♠ 1NT 6-10 HCP 2♣ 10+ HCP, 4+ ♣ 2♦ 10+ HCP, 4+ ♦ other 4♣/4♦ SPL 9-11+ HCP; PH: Bergen off (Drury on), 1♥-2NT: max 4-card SUPP	2♥ 5-9 HCP, 3 card SUPP 2♠ limit raise or better, 3c ♥ 2NT GF raise, 4+ ♥ 3♣ Bergen, 6-9 HCP, 4c ♥ 3♦ Bergen, 10-12 HCP, 4c ♥ 3♥ limit raise or better, 3c ♥ 3♠ pre-emptive raise, 4+ ♥ 3NT 12-15 HCP, 33(43)	3♦ Bergen, 10-12 HCP, 4c ♥ 3♥ pre-emptive raise, 4+ ♥ 3♠ SPL 9-11+ HCP 3NT 12-15 HCP, 33(43)
1♠ 1NT 6-10 HCP 2♣ 10+ HCP, 4+ ♣ 2♦ 10+ HCP, 4+ ♦ 2♥ 10+ HCP, 5+ ♥ other 4♦/4♥ SPL 9-11+ HCP; PH: Bergen off (Drury on), 1♠-2NT: max 4-card SUPP	2♠ 5+ HCP, 3 card SUPP 2NT GF raise, 4+ ♠ 3♣ Bergen, 6-9 HCP, 4c ♠ 3♦ Bergen, 10-12 HCP, 4c ♠ 3♥ limit raise or better, 3c ♠ 3♠ pre-emptive raise, 4+ ♠ 3NT 12-15 HCP, 33(43) 4♣ SPL 9-11+ HCP	3♥ limit raise or better, 3c ♠ 3♠ pre-emptive raise, 4+ ♠ 3NT 12-15 HCP, 33(43) 4♣ SPL 9-11+ HCP
1NT 3♣ puppet stayman 3♦ 5/5 minors GF 3♥ 3145/3154 shape GF other 1NT - 2♣ - 2♦: 4♣ 5/5 M's (slam invit), 4♦ 5/5 M's (game only)	3♠ 1345/1354 shape GF 3NT to play 4♣ TRF to 4♥ 4♦ TRF to 4♠	4♦ TRF to 4♠ 4♥ to play 4♠ to play
2♣ 2♦ weak or waiting 2♥ 8+ HCP, 5+ ♥ 2♠ 8+ HCP, 5+ ♠ other Kokish after 2♣-2♦-2♥: relay to 2♠: 2NT = 25+ BAL; 3 of suit = ♥ + 2nd suit	2NT 3♣ 8+ HCP, 6+ ♣ 3♦ 8+ HCP, 6+ ♦ 3♥ self supporting suit 3♠ self supporting suit 3NT	3♥ self supporting suit 3♠ self supporting suit 3NT
2♦ 2♥ pass or correct 2♠ P/C (shows better ♥) 2NT strong enquiry other 4♦ asks partner to bid their M; X over M suit overcall = P/C	3♣ natural, NF 3♦ natural, forcing 3♥ pass or correct 3♠ P/C (shows better ♥) 3NT to play 4♣ asks partner to TRF to M	3♠ P/C (shows better ♥) 3NT to play 4♣ asks partner to TRF to M

Notes System on over X and off by PH or over interference, except Bergen still on after 1♥ (1♠). Jacoby 2NT: 3-lvl shortage, 3M: good hand 14+; 4-lvl: good 2nd suit 5/5; 4M: poor hand; next bids cues 1st or 2nd

2♥ 2♠ pass or correct 2NT enquiry for 2nd suit 3♣ natural, to play other X of ♠/♣/♦ suit overcall = PEN	3♦ natural, to play 3♥ pre-emptive 3♠ pass or correct	3NT to play 4♣ pass or correct 4♥ to play
2♠ 2NT enquiry for 2nd suit 3♣ natural, to play 3♦ natural, to play other X of ♣/♦/♥ suit overcall = PEN	3♥ natural, to play 3♠ pre-emptive 3NT to play	4♣ pass or correct 4♥ to play 4♠ to play
2NT 3♣ puppet stayman 3♦ TRF to ♥ 3♥ TRF to ♠ other 2NT - 3♣ puppet: 3♦: at least one 4-card M, responder bids M they don't have	3♠ minors 5/4 3NT 5♠ + 4♥ 4♣ NAT	4♦ NAT 4♥ 4♠

9. CONVENTIONS

Unusual NT: (1M) 2NT: minors; (1m) 2NT: ♥ + om 5+/5+ WK or STR

4th Suit Forcing One round forcing to game Game force

NT Checkback Priorities: 2♣ forces 2♦, then show shape up the line

Defence to 3NT opening X = values, 4♣ T/O for M's, better ♥, 4♦ T/O for M's better ♠

Defence to Opening Twos X = 12+ with LEB, NAT overcalls

Multi 2♦ X = 12+ with LEB, NAT overcalls

RCO style 2-s X = 15+ with LEB, NAT overcalls

Other 2-s X = 12+ with LEB, NAT overcalls (incl over 2M: 5-card M + 4-card m)

Defence Over 1♣ strong: X = both Ms; 1NT = both m's

to

strong Over 2♣ strong: X = both Ms; 2NT = both m's

♣

Over 1NT Interference Lebensohl

Lebensohl - other uses Over opponents' weak 2's

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ 4NT

10. OTHER NOTES

Over transfer responses: X = shows that suit, bid of opponent's suit = T/O

Cue bids = 1st or 2nd round control

3♣ puppet stayman: 3♦: at least one 4-card M, 3♥ / 3♠ = 5 card suit; 2NT - 3♣ - 3♦:

responder bids M they don't have or 4♣: both M's, better ♥, 4♦: both M's, better ♠

Passed hand: 2♣ Drury: good raise 3 or 4 card SUPP; 2♦: max pass, denies SUPP

PH: 2NT: 4-card raise, invit