

4. BASIC RESPONSES

Jump raises - minors	Preempt	Other: Inverted 2m:10+ / Jump-other-m: 7-9 / Jump: 0-6
Jump raises - Majors	Preempt	Other: Bergen Raises 4m: <i>Splinter</i>
Jump shifts after minor opening	Jump-other-m: Fit 7-9 / Jumps (0)3-6 Natural	
Jump shifts after Major opening	Bergen 3♣:7-9 / 3♦:10-12 / 3NT: 13-15 4(3)33, oM=3, 11-12	
Responses to strong 2 suit open.	2♦ Negative or Waiting / others: 5+ good quality suit and 8+ points	
Responses to 2NT opening	3♣ Stayman / 3♦:♥♥ / 3♥:♠♠ / 3♠: minors / 4♣:♥♥/4♦:♠♠	

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All (K from AK doublet)	K: Unblock or Count, A/Q*
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	{Sometimes J from Jxx}
In partner's suit	same	same
Discards	Low Encourage	
Count	Low-High = Even	
Signal on partner's lead:	Low Encourage	same
Signal on declarer's lead:	Reverse Count	v NT Reverse Smith Echo at trick 2

Notes Natural Suit Preference where applicable (including singleton in dummy vs Suit)

Vs NT we lead the King as a Power Lead, asking for Unblock, or Reverse Count.

*The Ace or Queen lead can be from AK or KQ combinations, asking for attitude.

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 1430 4♣ Gerber when? 4-suit Kickback

Slam Notes Show **Specific** Kings. Q Ask (Trump suit = No, Show Kings if Yes)

Cue Bids First or Second Round (don't cue shortage in partner's suit)

Asking Bids Stopper Asking below 3NT, Control Showing (or Cue Raise) above 3NT

7. OTHER CONVENTIONS

Jacoby Raises	Rosenkrantz XX	4-Way Checkback
Inverted Minors	Fourth-Suit GF	Fit Showing Jumps by Passed Hand
Splinters (not 1♠: 4♥)		Support X / XX (compulsory < 2-suit)
Natural and Last Train Game Tries		Georgeout After Reverses
Weak Raises, Cue Raises and Giorgio 2♣		SA-Texas after 1NT Opening / Overcall and 2NT

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Exclusion Keycard: 0, 1, 1+Q, 2, 2+Q

PDF Form Rev. 13F21 by RoL

Smolen @3-level after 1NT & 2NT

MyRev. **October 2023**

Kickback: 4♠ over ♥s, 4♥ over ♦, 4♦ over ♣ are Keycard

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Mini-Multi: 4♣ 'transfer ME' 4♦: YOU play 4♥/♠ to play



AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	695221	Vanessa Brown
& Names:	599964	Will Jenner-O'Shea
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♣ 3+♣	1♥ 5+♥	11+ if balanced
1♦ 3+♦	1♠ 5+♠	can be weaker with shape
1NT 15 - 17		may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses	2♣ Simple Stayman	Other:
2♦ → ♥		2♠ → ♣ / 3♣: <i>Superaccept</i>
2♥ → ♠		2NT → ♦ (or both minors) / 3♦: <i>Superaccept</i>
other 3♣: Minors GF / 3♦: Asks 5c M / 3M: 6-card M slam try / 4m: Transfer to M / 4M to play		

2♣ Game Force or 22-23 Bal	2♦: <i>Negative or Waiting then 2♥ Kokish Relay for 24+ Bal</i>
2♦ Mini-Multi Weak 2 in a Major (0) 4-7 can be 5 NV	4th: 2♦/2♥/2♠ <i>Natural, 10 - 14</i>
2♥ 4+/4+ Both Majors (0)4-10 points 5/5+ When Vul	
2♠ Weak 2 in ♠ 8-10	2NT: <i>Feature Ask, repeat suit with minimum</i>
2NT 20 - 21 w/ 4-way SA Texas	3NT 5♠/6+♥, (8)10-14
other 4m opening: Destructive Natural, not happy to play 3NT	

2. PRE-ALERTS

Weak Jump Direct Raises (0) 4 - 6	Cue by Advancer might not promise a fit (Liam)
Weak Jump Raises in Competition (0) 4 - 9	
2♦ Mini-Multi	2♥ Both Majors
	3NT 5♠/6+♥

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak
Responsive doubles through	4♥	Unusual NT	5/5 Lowest Unbid Suits
1NT overcall - immediate	15 - 18	Immediate cue of minor	5/5 Majors, usually weak
1NT overcall - re-opening	(10)11 - 14	Immediate cue of Major	5/5 Other and a minor
Over weak twos X = T/O, Natural		Over opening threes	Natural
Over opponent's 1NT	Modified Cappelletti 2♣: 5+/4+ Majors / 2♦: One Major	X: Pen v Weak NT	
	2♥: ♥ and a minor / 2♠: ♠ and a minor / 2NT: minors	X: 4Major & 5+minor v Strong NT	
	2NT: <i>Enquiry, Bid unknown suit or better suit with minimum</i>		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 3+♦, Forcing (6-9♣ ***)	2♦ 6♦, 3-6	3♦ ⁽⁶⁾ 7♦, 3-6
1♥ 4+♥, Forcing	2♥ 6♥, 3-6	3♥ 7♥, 3-6
1♠ 4+♠, Forcing	2♠ 6♠, 3-6	3♠ 7♠, 3-6
1NT 11-12 INV	2NT 5+♣, 7-9, criss-cross	3NT 13-15 ⁽¹⁶⁾
2♣ 5+♣, 10+, Forcing	3♣ 5+♣, 0-6, Weak	4♣ Pre-emptive
other 4M: to Play	*** 1♣ p 1♦ can be 6-10 with Clubs, since 1NT is 11-12	
1♦ 1♥ 4+♥, Forcing	2♥ 6♥, 3-6	3♥ 7♥, 3-6
1♠ 4+♠, Forcing	2♠ 6♠, 3-6	3♠ 7♠, 3-6
1NT ⁽⁵⁾ 6 - 10	2NT 11-12	3NT 13-15 ⁽¹⁶⁾
2♣ 4+♣, 10+, Forcing	3♣ ⁽⁴⁾ 5+♦, 7-9, criss-cross	4♣
2♦ ⁽⁴⁾ 5+♦, 10+, Forcing	3♦ ⁽⁴⁾ 5+♦, 0-6, Weak	4♦ Pre-emptive
other 4M: To Play		
1♥ 1♠ 4+♠, Forcing	2♥ 3 ⁽⁴⁾ ♥, 6 - 9	3♦ 4+♥, 10 - 12
1NT ⁽⁵⁾ 6 - 10	2♠ 3♥, 10 - 12	3♥ 4+♥, 0 - 6
2♣ 4+♣, 10+, Forcing	2NT 4+♥, 13+	3♠ Spinter
2♦ 4+♦, 10+, Forcing	3♣ 4+♥, 7 - 9	3NT (3♥)334, 13 - 15
other 4♣/4♦: Splinter / 4♥: Pre-emptive Raise / 4♠: To Play 5♥: FU5H		
1♠ 1NT ⁽⁵⁾ 6 - 10	2♠ 3 ⁽⁴⁾ ♠, 6 - 9	3♥ 3♠, 10 - 12
2♣ 4+♣, 10+, Forcing	2NT 4+♠, 13+	3♠ 4+♠, 0 - 6
2♦ 4+♦, 10+, Forcing	3♣ 4+♠, 7 - 9	3NT (3♠)334, 13 - 15
2♥ 5+♥, 10+, Forcing	3♦ 4+♠, 10 - 12	4♣ Splinter
other 4♦: Splinter / 4♥: To Play / 4♠: Pre-emptive Raise		
1NT 3♣ 5/4 Minors, Game+	3♠ 6+♠, Game+	4♦ Transfer to ♠
3♦ Asks 5 cd Major	3NT To Play	4♥ To Play
3♥ 6+♥, Game+	4♣ Transfer to ♥	4♠ To Play
other We use 4♣/♦ Transfers over interference		
2♣ 2♦ Most Hands	2NT No	3♥
2♥ 5+♥, good suit, 8+	3♣ 5+♣, good suit, 8+	3♠
2♠ 5+♠, good suit, 8+	3♦ 5+♦, good suit, 8+	3NT
other		
2♦ 2♥ Pass or Correct	3♣ Natural, Non Forcing	3♠ Pass or Correct
2♠ Pass or Correct	3♦ Natural, Non Forcing	3NT To Play
2NT Artificial Enquiry, Inv+	3♥ Pass or Correct	4♣ Transfer ME to your suit
other 4♦: Bid your suit - YOU play 4♥: To Play / 4♠: To Play		

Notes After 2♦ Interference below 3NT, 4♣/4♦/4♥/4♠ still apply.

1NT: 3♣: Minors: then 3♦ asks shortage, 3♥/3♠ show 5 cards, 3NT= good stoppers.

1NT: 2NT is either Diamonds or Weak both minors, Opener uses 3♦ as 'prefers Diamonds'

2♥ 2♠ Preference	3♦ Natural, Non-Forcing	3NT To Play
2NT Artificial Enquiry, Inv+	3♥ Not Invite	4♣ Transfer ME to your suit
3♣ Natural, Non-Forcing	3♠ Not Invite	4♥ To Play
other 4♦: Bid Your Better Suit	5♥: FU5H	
2♠ 2NT Artificial Enquiry, Inv+	3♥ Natural, Forcing	4♣
3♣ Natural, Forcing	3♠ Not Invite	4♥ To Play
3♦ Natural, Forcing	3NT To Play	4♠ To Play
other		
2NT 3♣ Simple Stayman	3♠ minors, Game+	4♦ → ♠
3♦ Transfer to ♥	3NT To Play	4♥ → ♣ 4NT and 5min NAT
3♥ Transfer to ♠	4♣ → ♥	4♠ → ♦ & other bid is KC
other 4-Way SA-Texas after 2NT		

9. CONVENTIONS

Unusual NT:	Lower 2 unbid suits	Weak or Very Strong
4th Suit Forcing	One round <input type="checkbox"/>	Game force <input checked="" type="checkbox"/>
NT Checkback <input checked="" type="checkbox"/>	Priorities: 3-Card Support for Major, 4-card Majors, 5-card minors	
Defence to 3NT opening	and 2NT Modified Cappelletti (rare: Forgettable)	
Defence to Opening Twos	X: Takeout. Bids Natural. 4-level bids are (non)L Michaels	
Multi 2♦	1 st X: 16+, 2 nd X: Takeout, 3 rd X: Penalties	
RCO style 2-s	Direct Overcalls sound / Jump Overcalls are Very Strong	
Other 2-s	Pass with some 11 - 15 then X or bid	
Defence to	1♣ : X: 4Major, 5+minor	
strong	1NT: 5/4minors 2-level Modified Cappelletti, 2NT 5/5 minors	
♣	1-level and 3-level suit bids are Natural After 1♣ & 1♠ P 1♦, 1NT is a Giorgio Raise	
	2♣ : X: Both Majors, 2NT: Both minors	

Over 1NT Interference lebensohl 2NT: Weak with a suit lower than overcall

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ X: Takeout
 4♥ X: Takeout / Good Hand 4♠ X: Good hand / 4NT: Takeout

10. OTHER NOTES

If we open and they X, then XX shows 10+points and no fit. All further X are Penalties

If they X our 1NT. Pass: To Play / Bids: Natural and weak / XX Suggests running

3NT: 4M/Pass: to Play // 4m: slam try in M // 4NT = 6KC

After a 3rd/4th seat 1M opening, we play Rosenkrantz & Giorgio

3NT: 4m slam try in M

Vanessa got 12 PQP in 2016, and won her QFnl match! & won the 2022 Open Playoff (*sub)

After 1NT: 3♣: 3♦ asks shortage/ 3M shows a 5card suit /3NT to play /4m sets minor