4. BASIC RESPONSES

Jump raises - minors	Weak (4-9 HCP)
Jump raises - Majors	Weak (4-6 HCP)
Jump shifts after minor opening	1♣-2♦/1♦-3♣ = invitational raises; 2M = 3-5; Splinters
Jump shifts after Major opening	Bergen raises; 1♥-2♠/1♠-3♥ = invit. raises, 3cd supp; Splinters
Responses to strong 2 suit open.	2♦ = waiting, 2♥/2♠ = good 5c suit, 3♣/3♦ = good 6c suit
Responses to 2NT opening	Simple Stayman & Smolen

5. PLAY CONVENTIONS — Show priorities

		Versus **Suit** (or both)	Versus **NoTrump** (if different)
Leads	Sequences:	Overlead all (A=att, K=count)	Q from KQT9 asks for unblock
	Four or more with an honour	4th	
	From 4 small	2nd	
	From 3 cards (no honour)	MUD, count (pt suit), top of	nothing (bid & raised)
	In partner's suit	low from length; att if raised	
Discards		Low encourage	
Count		Reverse present count	
Signal	on partner's lead:	Low encourage	
Signal	on declarer's lead:	Reverse present count	
Notes			

6. SLAM CONVENTIONS

4NT:	Blackwood ☐	RKCB 1430	4♣ Gerber ☐ when?		

Slam Notes   1. step Queen ask, 2. step King ask; 5N pick a slam

Cue Bids	[X]	1st/2nd round controls
Asking Bids	☐	

7. OTHER CONVENTIONS

2-way checkback	Michaels & Leaping Michaels
Bergen & Jacoby	Splinters
Inverted Minors	Simple checkback over 2N
Smolen	Lebensohl
Support doubles/redoubles (incl ♦)	Blackout
	Non-Serious 3N
	Help-Suit Trials
	Exclusion, Kokish

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ABF
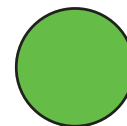
STANDARD SYSTEM CARD

ABF Nos.	620688	Maurits van der Vlugt
& Names:	534765	Dagmar Neumann

Basic System: 2/1 GF, Semi-forcing NT

Brown Sticker ☐   Classification: Green [X]   Blue ☐   Red ☐   Yellow ☐

1. OPENING BIDS

Describe strength, minimum length, or specific meaning   Canape ☐

1♣	2+	1♥	5+
1♦	4+	1♠	5+
1NT	(14) 15-17		may contain 5 card Major [X]

1NT Responses	2♣	Simple Stayman, after 2♦: Garbage, Invite, Smolen		
	2♦	♥	2♠	Range Ask or ♣
	2♥	♠	2NT	♦
	other	3 ♣ = 5cd Stayman, 4m = Texas; 3♦ = Minors; 3♥/♠ = 3/1-4/5		

2♣	Game Force, or 22+ bal		
2♦	5/6 <opening	2NT = enquiry	New suit = NF if n/v
2♥	5/6 <opening	2NT = enquiry	New suit = NF if n/v
2♠	5/6 <opening	2NT = enquiry	New suit = NF if n/v
2NT	20-21	3NT	Gambling in 1st or 2nd
other	Kokish (simple)		

2. PRE-ALERTS

All system on after a double; 2/1 off

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	Weak
Responsive doubles through	4♠	Unusual NT	Lowest unbid suits
1NT overcall - immediate	15-18	Immediate cue of minor	Michaels
1NT overcall - re-opening	11-14	Immediate cue of Major	Michaels
Over weak twos	x = t/o; Lebensohl	Over opening threes	x = t/o
Over opponent's 1NT	Landy (2♣=majors, 2NT minors, others natural), x= eq plus values		

8. RESPONSES TO OPENING BIDS
Describe strength, minimum length, or specific meaning

1♣						
	1♦	4+♦	2♦	5+♣, 10-12	3♦	spl
	1♥	4+♥	2♥	6+♥, (0)3-5	3♥	spl
	1♠	4+♠	2♠	6+♠, (0)3-5	3♠	spl
	1NT	no M, 6-9	2NT	<4♥/4♠, 10-12	3NT	<4♥/4♠, 13-15 bal
	2♣	5+♣, GF	3♣	5+♣, 4-9	4♣	pre-emptive
	other	1m-2m-2y stopper showing (also 2N or limit raise); 1m-2M-2N shortage ask				

1♦						
	1♥	4+♥, 6+	2♥	6+♥, (0)3-5	3♥	spl
	1♠	4+♠, 6+	2♠	6+♠, (0)3-5	3♠	spl
	1NT	no M, 6-11	2NT	no M, 11-12	3NT	no M, 13-15 bal
	2♣	4+♣, GF	3♣	4+♦, 10-12	4♣	spl
	2♦	4+♦, GF	3♦	4+♦, 4-9	4♦	preemtpive
	other	1m-2m-2y stopper showing (also 2N or limit raise); 1m-2M-2N shortage ask				

1♥						
	1♠	4+♠	2♥	3♥, 6-9	3♦	4+♥, 10-12
	1NT	<4♠, 6-12	2♠	3♥, 10-12	3♥	4+♥, 0-5
	2♣	2+♣, GF	2NT	4+♥, 12+	3♠	spl
	2♦	5+♦, GF	3♣	4+♥, 6-9	3NT	12-15HCP, gen 4333
	other	4♠ and 5♣/♦ to play; Jacoby, Bergen				

1♠						
	1NT	6-12	2♠	3♠, 6-9	3♥	3♠, 10-12
	2♣	2+♣, GF	2NT	4+♠, 12+	3♠	4+♠, 0-5
	2♦	5+♦, GF	3♣	4+♠, 6-9	3NT	12-15HCP, gen 4333
	2♥	5+♥, GF	3♦	4+♠, 10-12	4♣	
	other	4♥ and 5♣/♦ to play; Jacoby, Bergen				

1NT						
	3♣	Puppet Stayman	3♠	(1♠, 3♥, GF)	4♦	Texas ♠ (play or KC)
	3♦	(5+♣ & 5+♦, GF)	3NT	to play	4♥	to play
	3♥	(1♥, 3♠, GF)	4♣	Texas ♥ (play or KC)	4♠	to play
	other	Smolen; 1N-2♣-2M-3oM = sets suit, S/T				

2♣						
	2♦	Waiting	2NT		3♥	
	2♥	5+ good ♥	3♣	6+ good ♣	3♠	
	2♠	5+ good ♠	3♦	6+ good ♦	3NT	
	other	2♣-2♦-2N = 22+; Kokish relays				

2♦						
	2♥	nat, F1 vul	3♣	nat, F1 vul	3♠	
	2♠	nat, F1 vul	3♦	to play	3NT	To play
	2NT	enquiry	3♥		4♣	
	other	4M to play; 2N: 3♣=spl, 3♥/♠=non-min spl; 3♦=min; 3N=max, no spl				

2♥						
	2♠	nat, F1 vul	3♦	nat, F1 vul	3NT	to play
	2NT	enquiry	3♥	to play	4♣	
	3♣	nat, F1 vul	3♠	5+♠, game force	4♥	to play
	other	4♠ to play; 2N: 3♣/3♦=spl, 3♠=non-min spl; 3♥=min; 3N=max, no spl				

2♠						
	2NT	enquiry	3♥	nat, F1 vul	4♣	
	3♣	nat, F1 vul	3♠	to play	4♥	to play
	3♦	nat, F1 vul	3NT	to play	4♠	to play
	other	2N: 3♣/♦/♥=spl, 3♠=min; 3N=max, no spl				

2NT						
	3♣	Simple Stayman	3♠	Minor suit stayman	4♦	6+♦suit, S/T
	3♦	♥ transfer	3NT	to play	4♥	to play
	3♥	♠ transfer	4♣	6+♣suit, S/T	4♠	to play
	other	Smolen; 2N-3♣-3M-3/4oM = sets suit, S/T				

9. CONVENTIONS

Unusual NT: Lowest unbid suits

4th Suit Forcing One round [ ] Game force [ ]

NT Checkback [X] Priorities: 2♣ trf ♦: to play or INV; 2♦: art GF

Defence to 3NT opening

Defence to Opening Twos Natural, x= t/o

Multi 2♦ x/x/x

RCO style 2-s x/x/x

Other 2-s

Defence to strong ♣	
	x = majors, 1NT = minors
	Other bids preemptive
	Pass, then bid 16+

Over 1NT Interference System on if non-pen x and 2♣ unknown (x=Stayman); or val&to

Lebensohl - other uses overcall of 1N opening, weak 2's

Take out of 4 level pre-empts 4♣/4♦ x = t/o

4♥ x = t/o; 4N = two places to play   4♠ x = t/o; 4N = two places to play

10. OTHER NOTES

Over transfer responses: x = t/o of suit shown, bids are natural (bid of suit shown = 5+)

Notes