4. BASIC RESPONSES

Jump raises - minors	1♦ - 3♦ = Preempt
Jump raises - Majors	Preempt
Jump shifts after minor opening	(over 1♦ only) 2♥ = 5♥/5♠ weak, 2♠ = 5♥/5♠ INV, 3♣ = weak, NAT
Jump shifts after Major opening	Natural, Invitational
Responses to strong 2 suit open.	
Responses to 2NT opening	3♣ = Muppet Stayman, 3♦/♥ = transfers, 3♠ = minors

5. PLAY CONVENTIONS — Show priorities

	Versus **Suit** (or both)	Versus **NoTrump** (if different)
Leads Sequences:	Overlead All	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	Top
In partner's suit	as above, or ATT after support	
Discards	High Encourage	
Count	High-Low = Even	
Signal on partner's lead:	Attitude	
Signal on declarer's lead:	Count	
Notes	All count is present count	

6. SLAM CONVENTIONS

4NT:	Blackwood ☐	RKCB	03/14	4♣ Gerber ☒	when? over 1NT or Stayman

Slam Notes

Cue Bids	☒	1st or 2nd round control
Asking Bids	☒	Trump asking bids

7. OTHER CONVENTIONS

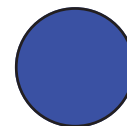Fit showing jumps in COMP, by passed hand

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ABF AUSTRALIAN BRIDGE FEDERATION INC.

STANDARD SYSTEM CARD

ABF Nos.	446955	Stephen Fischer
& Names:	681393	Marianne Bookallil

Basic System: Strong Club, Weak NT, 2/1 Game Force

Brown Sticker ☐ Classification: Green ☐ Blue ☒ Red ☐ Yellow ☐

1. OPENING BIDS

Describe strength, minimum length, or specific meaning   Canape ☐

1♣ 16+ unbal or 18+ bal, 0+ ♣	1♥ 10-15, 5+♥ unless 4414
1♦ 10-15 with 4+♦ or 15-17 bal	1♠ 10-15, 5+♠
1NT Good 11-14	may contain 5 card Major ☐

1NT Responses	2♣ Simple Stayman	
2♦ TRF to ♥		2♠ TRF to ♣
2♥ TRF to ♠		2NT TRF to ♦
other 3♣/♦ = 5/5 minors, weak/strong, 3♥/♠ = shortness, 4♣/♦ = ♥/♠		

2♣ 10-15 6+♣ OR (5♣ and 4 card major)	
2♦ Weak, single suited major	
2♥ Weak, 5+/5+ ♥ and another	
2♠ Weak, 5+/5+ ♠ and a minor	
2NT 20-21 balanced	3NT To play by passed hand
other	

2. PRE-ALERTS

1♣, 1♦ openings	
2♣ response to 1M	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak
Responsive doubles through	4♥	Unusual NT	5+/5+ two lower unbid suits
1NT overcall - immediate	15-18 with stopper	Immediate cue of minor	5♥ / 5♠, preempt or strong
1NT overcall - re-opening	11-14	Immediate cue of Major	5 oM / 5 minor, PRE or STR
Over weak twos	X = T/O, Lebensohl	Over opening threes	X = T/O

Over opponent's 1NT X = Penalties, 2♣ = unspecified single suit, 2♦ = ♥ + ♠

2♥ = ♥ + minor, 2♠ = ♠ + minor, 2NT = ♣ + ♦

Describe strength, minimum length, or specific meaning

1♣			
1♦	0-7 any	2♦ 8-10 or 14-15 BAL	3♦ 5-7, 7♦
1♥	8+, 5+♥	2♥ 11-13 or 16+ BAL	3♥ 5-7, 7♥
1♠	8+, 5+♠	2♠ 8+, 4441 any shortage	3♠ 5-7, 7♠
1NT	8+, 5+♣	2NT 8+, 6+♣, 5 another	3NT
2♣	8+, 5+♦	3♣ 8+, 6+♦, 5 Major	4♣
other			

1♦			
1♥	0+, 3+♥ (see below)	2♥ Weak, 5+♥/5+♠	3♥ Splinter
1♠	0+, 3+♠ (see below)	2♠ Inv, 5+♥/5+♠	3♠ Splinter
1NT	S/O opposite STR NT	2NT 10-12 BAL	3NT 13-15 BAL
2♣	8+, 5+♣	3♣ Weak, 6+♣	4♣ Splinter
2♦	10+, 4+♦	3♦ Weak, 6+♦	4♦
other	1M response mostly natural; may be weak or 3 card suit, but not both		

1♥			
1♠	5+, 4+♠	2♥ Simple raise	3♦ INV, 6+♦
1NT	<FG, 0-2 card support	2♠ INV, 6+♠	3♥ Preempt, 4+♥
2♣	ART (see Notes below)	2NT FG Raise, 4+♥	3♠ Splinter
2♦	FG, 5+♦	3♣ INV, 6+♣	3NT
other	4♥ may be opening hand		

1♠			
1NT	<FG, 0-2 card support	2♠ Simple raise	3♥ INV, 6+♥
2♣	ART (see Notes below)	2NT FG Raise, 4+♠	3♠ Preempt, 4+♠
2♦	FG, 5+♦	3♣ INV, 6+♣	3NT
2♥	FG, 5+♥	3♦ INV, 6+♦	4♣ Splinter
other	4♠ may be opening hand		

1NT			
3♣	Weak, 5+♣/5+♦	3♠ FG, 0-1♠, 9+ minors	4♦ 6+♠
3♦	FG, 5+♣/5+♦	3NT To play	4♥ To play
3♥	FG, 0-1♥, 9+ minors	4♣ 6+♥	4♠ To play
other			

2♣			
2♦	0+, Artificial enquiry	2NT FG, Artificial enquiry	3♥ FG, 6+♥
2♥	Constructive, 5+♥	3♣ Simple raise	3♠ FG, 6+♠
2♠	Constructive, 5+♠	3♦ FG, 6+♦	3NT To play
other			

2♦			
2♥	P/C	3♣ F1, Natural	3♠ P/C
2♠	P/C	3♦ F1, Natural	3NT To play
2NT	Artificial enquiry	3♥ P/C	4♣
other			

Notes 1M - 2♣ = INV raise, FG BAL, or FG ♣

2♥			
2♠	P/C	3♦ P/C	3NT To play
2NT	Artificial enquiry	3♥ To play	4♣ P/C
3♣	P/C	3♠ P/C	4♥ To play
other			

2♠			
2NT	Artificial enquiry	3♥ F1, 5+♥	4♣ P/C
3♣	P/C	3♠ To play	4♥ To play
3♦	P/C	3NT To play	4♠ To play
other			

2NT			
3♣	Artificial enquiry	3♠ Minor suit enquiry	4♦ FG, Natural
3♦	5+♥	3NT To play	4♥ To play
3♥	5+♠	4♣ FG, Natural	4♠ To play
other			

Unusual NT: Lower 2 unbid suits, preemptive or strong

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

NT Checkback [X]   Priorities: Up the line over 2♦

Defence to 3NT opening

Defence to Opening Twos   X = Takeout, Lebensohl

Multi 2♦   X = 13-15 or any strong, bids are natural, Lebensohl

RCO style 2-s   X = 13-15 or any strong, bids are natural, Lebensohl

Other 2-s   X = 13-15 or any strong, bids are natural, Lebensohl

Defence to strong	
	CRASH: 3 cheapest of {X, NT, ♣, ♦} show two suiters.
	1st = same colour (♣+♠ or ♦+♥), 2nd = same rank (♣+♦ or ♥+♠)
	3rd = same shape (♣+♥ or ♦+♠)
♣	Same defence over negative 1♦ response, strong 2♣ (and 2♦ response)

Over 1NT Interference   Rubensohl

Lebensohl - other uses   Vs. 2-level openings, some competition over our 1♣

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

4♥   X   4♠   4NT