4. BASIC RESPONSES

Jump raises - minors	5m weak
Jump raises - Majors	4M Pre-emptive
Jump shifts after minor opening	NAT 6+ cards, GF
Jump shifts after Major opening	Modified Bergen Raises
Responses to strong 2 suit open.	2♦ waiting. Suits = good 6-cards.
Responses to 2NT opening	Simple Stayman and Transfers.

5. PLAY CONVENTIONS   Show priorities

	Versus **Suit** (or both)	Versus **NoTrump** (if different)
Leads Sequences:	Top. Q from AKQ. Journalist.	Big King. Journalist.
Four or more with an honour	4th	
From 4 small	top	
From 3 cards (no honour)	top	
In partner's suit	3rd if unsupported	
Discards	low encourage	
Count	reverse count	
Signal on partner's lead:	low encourage trick 1	always low encourage
Signal on declarer's lead:	reverse count	reverse smith-echo trick 2
Notes	Jack denies a higher honour.	Big King asks partner to
	10 from 10 high or H J 10.	unblock or give reverse count.
	9 from 9 high or H 10 9.	KQTxx or better leads King.

6. SLAM CONVENTIONS

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

Slam Notes   PRE - 4♣ = keycard

Cue Bids ☐

Asking Bids ☐

7. OTHER CONVENTIONS

Always 2-way check back after XYZ

Support X and XX

1m (1♥) X = 4 spades. 1♠ = 5 spades.

1NT doesn't promise stopper in LHO suit.
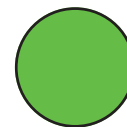
Cue bid and 3-level X often stopper asks.

AUSTRALIAN BRIDGE FEDERATION INC.

STANDARD SYSTEM CARD

ABF Nos.	935212	John McMahon
& Names:	925160	Matt Smith

Basic System: 2/1 GF. Transfers over our 1♣.

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	15-17		may contain 5 card Major	**X**

1NT Responses   2♣   stayman

2♦	5+♥	2♠	Range Ask or 6+♣
2♥	5+♠	2NT	6+♦ (or 5♦ 5♣ weak)
other	4♦ = 6+♥. 4♥ = 6+♠ (on in competition)		

2♣	GF
2♦	}
2♥	}- weak 2
2♠	}
2NT	20-22 3NT shows a 4m pre-empt. (7)8 ♣'s or ♦'s
other	4♣ = 7+♥, 12+HCP. 4♦ = 7+♠, 12+HCP.

2. PRE-ALERTS

Jack denies a higher honour.	Transfers over our 1♣
10 from 10 high or H J 10.	
9 from 9 high or H 10 9.	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	weak
Responsive doubles through	4♥	Unusual NT	(1M) 2NT = 5oM 5♦
1NT overcall - immediate	15-18	Immediate cue of minor	5♠ 5♥
1NT overcall - re-opening	10-14	Immediate cue of Major	5oM 5♣
Over weak twos	T/O X and lebensohl	Over opening threes	T/O X
Over opponent's 1NT	2♣ = Majors (4+ 4+)		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣

1♦	4+♥ (1♥=12-14 bal)	2♥	GF, great 6+♦'s	3♦	GF 5♠ 5♥
1♥	4+♠ (1♠=12-14 bal)	2♥	GF, great 6+♥'s	3♥	Suit Setting ♥'s
1♠	weak no Major or GF♦	2♠	GF, great 6+♠'s	3♠	Suit Setting ♠'s
1NT	11 HCP, no 4M, invite.	2NT	GF BAL	3NT	N/A
2♣	5+♣, 10+ HCP	3♣	5+♣, 5-9 HCP	4♣	N/A
other					

1♦

1♥	4+♥ 4+HCP	2♥	GF, great 6+♥'s	3♥	Suit Setting ♥'s
1♠	4+♠ 4+HCP	2♠	GF, great 6+♠'s	3♠	Suit Setting ♠'s
1NT	6-11 no 4M	2NT	GF BAL	3NT	N/A
2♣	(4) 5+♣ GF	3♣	GF, Suit Setting ♣'s	4♣	N/A
2♦	4+♦, 10+ HCP	3♦	4+♦, 6-9 HCP	4♦	N/A
other					

1♥

1♠	4+♠, 4+ HCP	2♥	3♥ 6-9 HCP	3♦	Any Splinter
1NT	6-11 HCP	2♠	4♥ Jacoby	3♥	PRE
2♣	3♥INV, GF bal or GF♣	2NT	4M weak	3♠	void ♠
2♦	GF 5+♦	3♣	4M invite	3NT	
other	4m = void				

1♠

1NT	6-11 HCP	2♠	3♠ 6-9 HCP	3♥	Any Splinter
2♣	3♠INV, GF bal or GF♣	2NT	4♠ Jacoby	3♠	PRE
2♦	GF 5+♦	3♣	4M weak	3NT	VOID ♥ !!
2♥	GF 5+♥	3♦	4M invite	4♣	void
other	4♦ = void. 4♥ = NAT very weak				

1NT

3♣	Suit Setting	3♠	Suit Setting	4♦	6+♥
3♦	Suit Setting	3NT	to play	4♥	6+♠
3♥	Suit Setting	4♣	N/A	4♠	N/A
other					

2♣

2♦	waiting	2NT	5-5 minors	3♥	7+♥ very weak
2♥	6+♥ great suit	3♣	6+♣ great suit	3♠	7+♠ very weak
2♠	6+♠ great suit	3♦	6+♦ great suit	3NT	N/A
other					

2♦

2♥	Artificial Ask	3♣	5+♣ F1	3♠	Suit Setting
2♠	5+♠ F1	3♦	PRE	3NT	to play
2NT	5+♥ F1	3♥	Suit Setting	4♣	♦ keycard
other					

2♥

2♠	Artificial Ask	3♦	5+♦ F1	3NT	to play
2NT	5+♣ F1	3♥	PRE	4♣	♥ keycard
3♣	5+♣ F1	3♠	Suit Setting Spades	4♥	to play
other	4♠ to play				

2♠

2NT	Artificial Ask	3♥	5+♥ F1	4♣	♠ keycard
3♣	5+♣ F1	3♠	PRE	4♥	to play
3♦	5+♦ F1	3NT	to play	4♠	to play
other	5m to play				

2NT

3♣	Simple Stayman	3♠	minors	4♦	6+♥
3♦	5+♥	3NT	to play	4♥	6+♠
3♥	5+♠	4♣	N/A	4♠	N/A
other	4NT Quant.				

9. CONVENTIONS

Unusual NT: LUBS over (1m). 5oM 5♦ over (1M)

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

NT Checkback [X]   Priorities: features up the line

Defence to 3NT opening   X = good hand

Defence to Opening Twos   X = T/O and simple lebensohl afterwards

Multi 2♦   X = 13-15 bal or 16+

RCO style 2-s   X values, X T/O, X penalty.

Other 2-s   same

Defence to strong 1♣ / 2♣

(1♣) : X = Majors. 1NT = minors.

(2♣) : same

Over 1NT Interference   2NT simple lebensohl

Lebensohl - other uses

Take out of 4 level pre-empts   4♣/4♦

4♥   4♠

10. OTHER NOTES

Notes