

4. BASIC RESPONSES

Jump raises - minors	Inverted GF, 1m-3m 5-9HCP
Jump raises - Majors	1M-3M 3-7HCP
Jump shifts after minor opening	1♣-2♦ & 1♦-3♣ limit raise, jump in major ~6HCP 6-card suit
Jump shifts after Major opening	see inside for 1M-3m, 1♥-2♠ <6HCP, 1♠-3♥ invitational 6♥s
Responses to strong 2 suit open.	2♦ waiting, suits ntural with 1+ honours, 2♥/♠ 5+ cards, 3♣/♦ 6+ cards
Responses to 2NT opening	3♣ Puppet Stayman, 3♦♥ transfers, 3♠ minor Stayman, 4♣-4♠ transfers

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	overlead all, ace - attitude, king - count	lead of 10 (9) is 2 above or none
Four or more with an honour	4th highest	eg 9 from Q109XX
From 4 small	2nd highest	
From 3 cards (no honour)	middle	top
In partner's suit	overlead, 4th highest, high-low with doubleton	
Discards	low encourage	
Count	Reverse (high-low odd, low-high even)	
Signal on partner's lead:	low encourage	
Signal on declarer's lead:	reverse count as necessary	
Notes	suit preference where obvious eg shortage in dummy	

6. SLAM CONVENTIONS

4NT: Blackwood	<input type="checkbox"/>	RKCB	1430	Minorwood; K-ask show specific K; Q-ask - trump suit=no Q
Asking Bids	<input checked="" type="checkbox"/>	Cue Bids	<input checked="" type="checkbox"/>	1st/2nd below game
5-level raise of trump suit asks for 1st/2nd control of apponents' suit				

7. OTHER CONVENTIONS

DBL of opps splinter = ace plus suit	Lebensoh 2NT after 1NT interference & after DBL of weak-2
Blackout after opener's reverse	2-way checkback after opener's 1NT rebid
TOM (The-Other-Minor) ask after opener's 2NT rebid	1NT in sandwich position = 5+/4+ other two suits
DOPI, ROPI after interference of Roman Key Card	

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**Blackout: rebid of responder's suit is F1 & 5+ card suit
Otherwise chaeper of 2NT or 4th suit promises only 4
of first bid suit and a minimum hand



**AUSTRALIAN BRIDGE
FEDERATION LTD.**

STANDARD SYSTEM CARD



ABF Nos.	107736	GREER TUCKER
& Names:	11142	TONI BARDON
Basic System:	2-over-1 (NF 1NT response)	
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

1♣ 2+ , 11+ HCP	1♥ 5+ , 11+ HCP
1♦ 4+ , 11+ HCP	1♠ 5+ , 11+ HCP
1NT (14) 15-17 <input checked="" type="checkbox"/> may contain 5 card Major <input checked="" type="checkbox"/>	

1NT Responses 2♣ Simple Stayman (Smolen after 2♦ response); 3♣ Puppet Stayman

2♦ ♥ transfer (3♥ min 4, 2NT max 3, cue max 4) 2♠ ♣ transfer (3♣ super-accept)

2♥ ♠ transfer (3♠ min 4, 2NT max 3, cue max 4) 2NT ♦ transfer (3♦ super-accept)

(DBL) System **ON**, RDBL minor, puppet to 2C other **see inside**

2♣ 23+ HCP or any GF
2♦ at least 5/4 ♥s & ♠s, 5-10 HCP
2♥ 6♥s, 5-10 HCP (2NT feature-ask, ON after interference)
2♠ 6♠s, 5-10 HCP (2NT feature-ask, ON after interference)
2NT 20-22 HCP (may contain any 5-card suit) 3NT Gambling (AKQXXXX minor)
other 4NT opening - 5/6 in minors unlimited strength

2. PRE-ALERTS

Inverted minors	2♣ response to 1M = ♣s or balanced, GF
2♦ opening	3 & 4-level response to 1NT & 2NT openings
Response to 1C opening may be light if short in ♣s	Support DBLs & RDBLs to 2M

3. COMPETITIVE BIDS / OVERCALLS

Doubles	Negative DBL thru 4♥
	Responsive DBL thru 4♥
Jump overcalls Weak 6/7-card suit, Vul better hand	Unusual NT At least 5/5 lower unbid, any strength
1NT overcall: (immediate) 15-18HCP, SYSTEM ON	(re-opening) 11-14HCP, SYSTEM ON
Immediate cue: (minor) 5+/5+ ♥ & ♠, any strength	(Major) other major + minor, 5+/5+ any strength
Over: Weak Twos DBL takeout, Lebenshol	Opening Threes DBL takeout
Opponent's transfers DBL shows bid suit; bid of suit T/O; other natural	
Opponent's 1NT 2♣ 5/4 ♥s & ♠s, 2♦ long major, 2♥/♠ that suit & minor 5+/4+	
DBL over: strong 1NT long minor; DBL weak NT penalties	

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♦s, 5+HCP	2♦ 5+♣s, 10-11HCP	3♦ splinter, GF
1♥ 4+♥s, 5+HCP	2♥ weak, 6♥s, <6HCP	3♥ splinter, GF
1♠ 4+♠s, 5+HCP	2♠ weak, 6♠s, <6HCP	3♠ splinter, GF
1NT 8-10HCP	2NT 10-11HCP	3NT 12-15HCP, balanced
2♣ 5+♣s, GF	3♣ w	4♣ weak
other 4♥,♠,♦ to play: 1♣-2♣ GF then new suit stopper showing		
1♦ 1♥ 4+♥s, 5+HCP	2♥ weak, 6-card ♥s	3♥ splinter, GF
1♠ 4+♠s, 5+HCP	2♠ weak, 6-card ♠s	3♠ splinter, GF
1NT 6-9HCP	2NT 10-11HCP	3NT 12-15HCP, balanced
2♣ 4+♣s, GF	3♣ 4+♦s, 10-11HCP	4♣ splinter, GF
2♦ 4+♦s, GF	3♦ 4+♦s, 5-9HCP	4♦ weak
other 4♥, ♠, 5♣ to play, 1♦-2♦ GF then new suit stopper showing		
1♥ 1♠ 4+♠s, 5+HCP	2♥ 3-card ♥s, 5-9HCP	3♦ 4+♥s, 10-11HCP
1NT 5-11HCP, semi-forcing	2♠ weak, 6♠s, <6HCP	3♥ 4+♥s, 3-7HCP
2♣ ♣s or balanced, GF	2NT 4+♥s, GF**	3♠ splinter, 10-12HCP
2♦ 5+♦s, GF	3♣ 4+♥s 7-9HCP or limit raise with 3	3NT 3-3-3-4 or 3-3-4-3, 13-14HCP
other 4♣/♦ splinter 10-12HCP; 4♠, 5♣, 5♦ to play		
1♠ 1NT 5-11HCP, semi-forcing	2♠ 3-card ♠s, 5-9HCP	3♥ 6-card ♥s, invitational
2♣ ♣s or balanced, GF	2NT 4+ ♠s, GF**	3♠ 4+ ♠s, 3-7HCP
2♦ 5+♦s, GF	3♣ 4+♠ 7-9 or limit raise with 3	3NT 3-3-3-4 or 3-3-4-3, 13-14HCP
2♥ 5+♥s, GF	3♦ 4+♠s 10-11HCP	4♣ 4♦/4♥ splinter, 10-12HCP
other		
1NT 3♣ 5-card major ask	3♠ singleton ♠, 1-3-5-4 or 1-3-4-5	4♦ transfer to ♠, GF or slam try
3♦ 5/5 minors, GF	3NT to play	4♥ transfer to ♣, slam try
3♥ singleton ♥, 3-1-5-4 or 3-1-4-5	4♣ transfer to ♥, GF or slam try	4♠ transfer to ♦s, slam try
other 4NT quantitative; after 4M transfer to minor, 5m to play, other KC responses		
2♣ 2♦ waiting (Kokish)	2NT 5♣s + 5♦s, GF	3♥ sets suit
2♥ 5+♥s, good suit	3♣ 6+ ♣s, good suit	3♠ sets suit
2♠ 5+♠s, good suit	3♦ 6+♦s, good suit	3NT AKQXXX+, any suit
other suit response has at least one top honour		
2♦ 2♥ to play	3♣ natural, F1	3♠ to play
2♠ to play	3♦ natural, F1	3NT to 5
2NT inquiry	3♥ to play	4♣ -
other		

Notes 1♣-1♦-1♥-1♠ is 4th suit, GF

1♣-1♦-2M natural, GF: 1♣-1♥-2♠ natural, GF

**After Jacoby 2NT: suit is shortage, 3M stronger than 4M

2♥ 2♠ natural, invitational in ♥s	3♦ natural, F1	3NT to play
2NT feature inquiry	3♥ to play	4♣ -
3♣ natural, F1	3♠ 6+ ♠s, GF	4♥ to play
other opener bids suit with values opposite responder's change of suit		
2♠ 2NT feature inquiry	3♥ 5+♥s, GF	4♣ -
3♣ natural, F1	3♠ to play	4♥ to play
3♦ natural, F1	3NT to play	4♠ to play
other opener bids suit with values opposite responder's change of suit		
2NT 3♣ puppet Stayman	3♠ minor suit Stayman	4♦ transfer to ♠s, 4♥ shows interest
3♦ transfer to ♥s	3NT to play	4♥ transfer to ♣s, 4♠ RKCB*
3♥ transfer to ♠s	4♣ transfer to ♥s, 4♦ shows interest	4♠ transfer to ♦s, 5♣ RKCB*
other *one step - not interested, other bids are key card responses		

9. CONVENTIONS

Unusual NT: lower two unbid suits

4th Suit Forcing One round ☐ Game force ☒

NT Checkback ☐ Priorities: 2-way checkback: 2♣ forces 2♦ or invitational; 2♦ artificial GF

Defence to 3NT opening

Defence to Opening Twos DBL strong takeout; 2NT 14-16HCP; jump suit sets suit slam interest

Multi 2♦ 1-2-3 doubles [values - takeout - penalties]

RCO style 2-s

Other 2-s Over Ekren 2s (♥ & ♠ weak), 2NT and all suits natural, 1-2-3 doubles

Defence DBL majors; 1NT minors; suit natural

to

strong (2♣):

1♣/2♣ DBL shows ♣s

Over 1NT Interference system ON after DBL; RDBL single minor; Lebensohl

Lebensohl - other uses over DBL of opponents' weak-2 openings

Take out of 4 level pre-empts 4♣/4♦ DBL takeout

4♥ DBL takeout

4♠ DBL takeout; 4NT 2-suited

10. OTHER NOTES

system ON over opponents DBL of opener's 1-level opening but OFF after simple overcall

2-way checkback ON after any 1-level interference

After 3♣ Bergen, opener can inquire with 3♦