

4. BASIC RESPONSES

Jump raises - minors Weak - inverted minors

Jump raises - Majors Weak - 4 card support

Jump shifts after minor opening Weak

Jump shifts after Major opening Bergen

Responses to strong 2 suit open. 2♦ = waiting

Responses to 2NT opening 3♣ = Puppet Stayman; 3♦/3♥ = TRF

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	A for attitude, K for count	Overlead all
Four or more with an honour	3 rd /Low	4 th highest
From 4 small	3 rd /Low	2 nd highest
From 3 cards (no honour)	Low	Top
In partner's suit	Count	
Discards	Low Encourage	
Count	Reverse	
Signal on partner's lead:	Count	
Signal on declarer's lead:	Count	
Notes	Suit Preference when obvious	

6. SLAM CONVENTIONS

4NT: Blackwood ☐ RKCB 1430 4♣ Gerber ☐ when? Never

Slam Notes

Cue Bids ☒ 1st and 2nd round control

Asking Bids ☒

7. OTHER CONVENTIONS

4 th suit forcing	Support Xs and XXs
Jacoby 2NT	Drury
Lebensohl	Blackout
2-way checkback	Smolen
3♣ checkback	Texas Transfers

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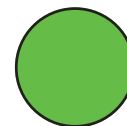
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Bourke Relay



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos. 1158015 Lauren Morgan

& Names: 1058789 Paddy Taylor

Basic System: 2/1 with Transfer over 1♣, Mini-NT 1st and 2nd seat

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

1. OPENING BIDS

Describe strength, minimum length, or specific meaning

Canape ☐

1♣ 11+, 2+♣, can have 5♦s when BAL 1♥ 11+, 5+♥ (maybe 4+ 3rd/4th seat)

1♦ 11+, 5+♦ unless 4441, always UNBAL 1♠ 11+, 5+♠ (maybe 4+ 3rd/4th seat)

1NT (9)10 -13 1st/2nd seat, 14-16 3rd/4th seat may contain 5 card Major ☒

1NT Responses 2♣ Simple Stayman

2♦ INV+ 5+M; TRF ♥

2♠ NAT NF; Range Probe/ TRF ♣

2♥ NAT NF; TRF ♠

2NT INV+ ♣/♦; TRF ♦

other could be off-shape

2♣ 23+ BAL or GF

2♦ NAT, weak with 6-card ♦, may be 5 non-vul

2♥ NAT, weak with 6-card ♥, may be 5 non-vul

2♠ NAT, weak with 6-card ♠, may be 5 non-vul

2NT 20-22

3NT Gambling

other

2. PRE-ALERTS

Open light in 3rd seat

Very weak preempts when favourable

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4♥ Jump overcalls weak

Responsive doubles through 4♥ Unusual NT LUBS

1NT overcall - immediate 15-18 Immediate cue of minor Both Majors

1NT overcall - re-opening 11-14 Immediate cue of Major oM + m

Over weak twos X = T/O Over opening threes X = T/O

Over opponent's 1NT X = 16+ (PEN); 2♣ = Majors; 2♦ = long Major; 2♥/2♠ = M + m

(weak NT): X = 14+; others as above

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♥	2♦ 0-5, 6+♦	3♦ 12+ 5+♣, 0-1 ♦
1♥ 4+♠	2♥ 0-5, 6+♥	3♥ 12+ 5+♣, 0-1 ♥
1♠ TRF NT or strong ♦	2♠ 0-5, 6+♠	3♠ 12+ 5+♣, 0-1 ♠
1NT 10-11, no 4cM	2NT	3NT 12+, no 4cM
2♣ 10+, 5+♣	3♣ 6-9, 5+♣	4♣
other		
1♦ 1♥ 4+♥	2♥ 0-5, 6+♥	3♥ 12+ 4+♦, 0-1 ♥
1♠ 4+♠	2♠ 0-5, 6+♠	3♠ 12+ 4+♦, 0-1 ♠
1NT 5-9 NF	2NT 10-12	3NT 12-15, no 4cM
2♣ 2+♣ GF	3♣ 0-5 6+♣	4♣ 12+ 4+♦, 0-1 ♣
2♦ 5+♦ GF	3♦ 6-9, 4+♦	4♦
other		
1♥ 1♠ 4+♠	2♥ 4-9, 3+♥	3♦ 9-12 4+♥
1NT Non-Vul 0-12; Vul: 5-11	2♠ 10-11, 3+♥	3♥ 0-5, 4+♥
2♣ 2+♣ GF	2NT GF, 4+♥	3♠ 12+ 3+♥, 0-1 ♠
2♦ 5+♦ GF	3♣ 6-9 4+♥	3NT 13-15, 3♥
other		
1♠ 1NT Non-Vul 0-12; Vul: 5-11	2♠ 4-9, 3+♠	3♥ 10-11, 3+♠
2♣ 2+♣ GF	2NT GF, 4+♠	3♠ 0-5, 4+♠
2♦ 5+♦ GF	3♣ 6-9 4+♠	3NT 13-15, 3♠
2♥ 5+♥ GF	3♦ 9-12 4+♠	4♣ 12+ 3+♠, 0-1 ♣
other		
1NT 3♣ NAT NF; Puppet	3♠ 13(54) GF	4♦ TRF to ♠, 6+♠
3♦ NAT NF; 5/5m GF	3NT to play	4♥
3♥ 31(54) GF	4♣ TRF to ♥, 6+♥	4♠
other		
2♣ 2♦ Waiting	2NT NAT	3♥
2♥ NAT	3♣ NAT	3♠
2♠ NAT	3♦ NAT	3NT
other		
2♦ 2♥ NAT, F1	3♣ NAT, F1	3♠ NAT, Set suit Slam int
2♠ NAT, F1	3♦ to play	3NT to play
2NT Shortage Ask	3♥ NAT, Set suit Slam int	4♣ NAT, Set suit Slam int
other 2♦-2N : 3 of a suit = Shortage; Rebid suit = Min		

Notes

2♥ 2♠ NAT, F1	3♦ NAT, F1	3NT to play
2NT Shortage Ask	3♥ to play	4♣ NAT, Set suit Slam int
3♣ NAT, F1	3♠ NAT, Set suit Slam int	4♥ to play
other 2♥-2N : 3 of a suit = Shortage; Rebid suit = Min		
2♠ 2NT Shortage Ask	3♥ NAT, F1	4♣
3♣ NAT, F1	3♠ to play	4♥ To play
3♦ NAT, F1	3NT to play	4♠ to play
other 2♠-2N : 3 of a suit = Shortage; Rebid suit = Min		
2NT 3♣ Puppet Stayman	3♠ Minor suit stayman	4♦
3♦ TRF to ♥	3NT to play	4♥
3♥ TRF to ♠	4♣	4♠
other		

9. CONVENTIONS

Unusual NT: LUBS

4th Suit Forcing

One round ☐

Game force ☒

NT Checkback ☒

Priorities: Up the line

Defence to 3NT opening

X = 16+

Defence to Opening Twos

X = T/O

Multi 2♦

RCO style 2-s

Other 2-s

Defence (1♣) : NAT

to

strong (2♣) : NAT

1♣ / 2♣

Over 1NT Interference

Lebensohl - other uses

Take out of 4 level pre-empts

4♣/4♦

X = T/O

4♥

X = T/O

4♠

X = T/O

10. OTHER NOTES

System on over X but OFF over overcall

System on over 1NT-(X) -XX = to play, 2x = to play