

4. BASIC RESPONSES

Jump raises - minors	(5)6-9, 5+ support
Jump raises - Majors	3-6, 4+ support
Jump shifts after minor opening	2M=NAT 6 card suit, INV. 1♣-2♦ and 1♦-3♣ = (4)5 card supp INV
Jump shifts after Major opening	NAT 6 card suit, INV
Responses to strong 2 suit open.	2♦= Waiting, Others natural +ve
Responses to 2NT opening	3♣=Muppet Stayman, 3♦/3♥=TRF, 3♠=Minor suit Stayman

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A/Q-Attitude K-Count	Overlead, A/Q-Attitude K-Count
Four or more with an honour	3rd from even, low from odd	4th
From 4 small	3rd	2nd
From 3 cards (no honour)	3rd	Top
In partner's suit	Att if support else as above	
Discards	Low encourage	
Count	Low-High = Even	
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:	Reverse Count if appropriate	
Notes	Suit preference if shortage in dummy	

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 0314 4♣ Gerber when? Return to Trumpsuit no Q

Slam Notes Kickback in all suits, P0X1, POXE after interference

Cue Bids 1st or 2nd
 Asking Bids King ask, trump suit=no, otherwise lowest K

7. OTHER CONVENTIONS

2 way checkback over 1NT rebid/XYZ	Fit Showing Jumps in competition
Transfers over 2NT rebid	1NT-(Xpen)- 2suit= that and higher suit
M super accepts (3suit=wk +4, 2nt=max +4)	1NT-(Xpen)-XX=bid 2♣ (P/C to sgl suit)
♦ super accept = 3♦	

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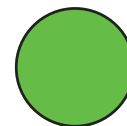
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1m-1M-2M-2NT=F1, 3NT=Choice of contract

1M-2M; Step = ART Game Try; New suit=Natural FG



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	264997	Pele Rankin
& Names:	446955	Stephen Fischer
Basic System:	2/1 GF, 5 card Majors, 15-17 NT	
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

Describe strength, minimum length, or specific meaning Canape

1♣	11+ HCP, 3+♣	1♥	11+ HCP	5+♥
1♦	11+ HCP, 3+♦ (4♦,4♣=open 1♦)	1♠	11+ HCP	5+♠
1NT	15-17 Balanced			may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ Simple Stayman

2♦ TRF ♥	2♠ TRF ♣ or Range Probe
2♥ TRF ♠	2NT TRF ♦ (3♦=superaccept)
other Smolen: 1NT-2♣; 2♦-3M=4M/5oM. 3♣=Puppet Stayman. 4♣=TRF ♥, 4♦=TRF ♠	

2♣	22+ BAL or any game force
2♦	4+♥, 4+♠ 5-10 (5/4 either way VUL)
2♥	6♥ 5-(10)
2♠	6♠ 5-(10)
2NT	20-21 Bal
3NT	AKQxxxx ♣ or ♦ (3rd seat may be good)
other	

2. PRE-ALERTS

1NT - 3 & 4 level responses	1/2 seat 1M-2♣=♣s; FG NT; M INV raise
Walsh style (e.g. 1♣-1♥-1♠ = (4)5+♣/4+♠)	3/4 seat 1M - 2♣=9-11 3+M (Drury)
Equal level conversion after T/O double	Support X/XX

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	weak
Responsive doubles through	4♠	Unusual NT	5/5 Lower 2 unbid suits unlimited
1NT overcall - immediate	15-18 BAL	Immediate cue of minor	5/5 ♥/♠ unlimited
1NT overcall - re-opening	11-15 BAL	Immediate cue of Major	5/5 oM/m unlimited
Over weak twos	2NT 16-18, XXX with Leb.	Over opening threes	T/O X
Over opponent's 1NT	X= PEN over Weak NT (max 15), X over Strong NT=4M/5+m		
2♣=Majors, 2♦= single suit, 2M= 5Major/4+minor, 2NT= ♣/♦ 5/5, 3 level = NAT			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+ HCP, 4+♦	2♦ INV 5+♣	3♦ SPL GF
1♥ 5+ HCP, 4+♥	2♥ INV 6+♥	3♥ SPL GF
1♠ 5+ HCP, 4+♠	2♠ INV 6+♠	3♠ SPL GF
1NT 5-10 HCP	2NT 11(12) HCP, 3334	3NT 12-15 HCP, 33(34)
2♣ 12+ 5+♣ no major	3♣ (5)6-9, 5+♣	4♣
other 1♣ - 1M, 4♣=4M + Good 6♣. 1♣-1M, 2NT=18-19 BAL		
1♦ 1♥ 5+ HCP, 4+♥	2♥ INV 6+♥	3♥ SPL GF
1♠ 5+ HCP, 4+♠	2♠ INV 6+♠	3♠ SPL GF
1NT 5-10 HCP	2NT 11-(12) HCP, 33(34)	3NT 12-15 HCP, 33(34)
2♣ GF 5+(4)♣	3♣ INV 5+♦	4♣ SPL GF
2♦ 12+ 5+♦ no major	3♦ (5)6-9, 5+♦	4♦
other 1♦ - 1M, 4♦=4M + Good 6♦. 1♦-1M, 2NT=18-19 BAL		
1♥ 1♠ 5+ HCP, 4+♠	2♥ Simple raise 3+♥	3♦ INV 6+♦
1NT 5-11 HCP	2♠ INV 6+♠	3♥ 3-6, 4+♥
2♣ GF ♣/BAL or Inv 3+♥	2NT GF 4+♥	3♠ SPL 10-12 HCP
2♦ GF 5+♦	3♣ INV 6+♣	3NT ♦ SPL 10-12 HCP
other 4♣/4♦=SPL 10-12 HCP		
1♠ 1NT 5-11HCP	2♠ Simple raise 3+♠	3♥ INV 6+♥
2♣ GF ♣/BAL or Inv 3+♠	2NT GF 4+♠	3♠ 3-6, 4+♠
2♦ GF, 5+♦	3♣ INV 6+♣	3NT ♥ SPL 10-12 HCP
2♥ GF, 5+♥	3♦ INV 6+♦	4♣ SPL 10-12 HCP
other 4♦=SPL 10-12 HCP; 4♥=To play		
1NT 3♣ Puppet Stayman	3♠ 13(5/4)	4♦ TRF ♠
3♦ 5/5 ♣/♦ GF	3NT To play	4♥ To play
3♥ 31(4/5)	4♣ TRF ♥	4♠ To play
other To escape 1NT-[X]- DONT: XX=BID 2♣ then P/C; 2 ANY=that suit & higher		
2♣ 2♦ Waiting	2NT +ve 5/5 ♣/♦	3♥
2♥ +ve 5+♥ KJ+	3♣ +ve 6+♣ KJ+	3♠
2♠ +ve 5+♠ KJ+	3♦ +ve 6+♦ KJ+	3NT
other Kokish i.e. 2♣-2♦; 2♥-2♠; 2NT=22-23. 2♣-2♦-2NT=24+		
2♦ 2♥ To play	3♣ NAT NF	3♠ To play
2♠ To play	3♦ NAT INV	3NT To play
2NT INV+ Enquiry	3♥ To play	4♣
other		

Notes 3 lvl Pre-empts: 4 of cheapest minor =RKCB with 1st step = bad hand.

3♣-[P]-4♦ KC: 4♥ bad hand, 4♠=0, 4NT=1, 5♣=2 etc. Off after interference, 4 cue=KC
System off (exception 2 way checkback) over interference but generally, ignore X's.

2♥ 2♠ NAT F1	3♦ NAT F1	3NT To play
2NT Shortage Enquiry **	3♥ To play	4♣
3♣ NAT F1	3♠	4♥ To play
other ** 3♣/3♦/3♠=shortage 3♥=Min, no shortage, 3NT=Max, no shortage		
2♠ 2NT Shortage Enquiry **	3♥ NAT F1	4♣
3♣ NAT F1	3♠ To play	4♥
3♦ NAT F1	3NT To play	4♠ To play
other ** 3♣/3♦/3♥=shortage 3♠=Min, no shortage, 3NT=Max, no shortage		
2NT 3♣ Muppet Stayman	3♠ Minor suit Stayman	4♦ TRF ♠; 4♥ Interest
3♦ ♥s (Steps = ♥ length)	3NT To play	4♥ TRF ♣; 4NT/5♣=To play
3♥ ♠s (Steps = ♠ length)	4♣ TRF ♥; 4♦ Interest	4♠ TRF ♦; 4NT/5♦=To play
other 3♣-3♦=1+ 4-cd M; 3♣-3♥=no 4/5M; 3♣-3♠=5♠; 3♣-3NT=5♥		

9. CONVENTIONS

Unusual NT: 2 Lower unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 2♣=puppet to 2♦ then INV, 2♦=GF, 2NT=Puppet to 3♣

Defence to 3NT opening

Defence to Opening Twos 2NT=16-18 BAL, Michaels

Multi 2♦ XXX. 1st X=13+. Lebensohl (even if opener corrects to 2♠)

RCO style 2-s XXX. 1st X=13+. Lebensohl (even if opener corrects to 2 bananas)

Other 2-s Ditto. Partner of X may have weak minor so 2NT is still Lebensohl

Defence 1♣ : CRASH - 2 suited overcalls

to X=same colour; 1♦=same rank; 1NT=same shape

strong Over [1♣]-P-[1♦]-X=same colour; 1NT=same rank; 2♣=same shape

♣ Same method used over strong 2♣ opening.

Over 1NT Interference Lebensohl (slow shows). X=T/O of anchor suit otherwise XXX

Lebensohl - other uses After double of a weak 2 opening

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X, 4nt minors 4♠ X, 4NT=At least 2 places to play

10. OTHER NOTES

1♣ -1♥; -1NT- 2♠ = INV 4/4. 1♣ -1♥;-1NT - 2♣; - 2♦ - 2♠ = INV 5♥/4♠

Good/bad 2NT in competition

Jacoby Rebid: 3 Suit=shows HCP then Step=Shortage ask, other=own shortage (LMH)

Inverted GF: 2 level rebids show strength then step to ask for shortage, etc.

1M - 1NT; 2NT = FG 5/4 or S/suited. 3♣ Enq - 3M s/suit, other 4 card suit (3NT=♣)

Blackout (Reverse): Rebid of Major=5+ F1, 4th suit or 2NT - cheaper is weak