

4. BASIC RESPONSES

Jump raises - minors	WK
Jump raises - Majors	WK
Jump shifts after minor opening	2D/3C=Criss cross, 2M=WK
Jump shifts after Major opening	Modified Bergen(3clubs), other jumps to 3 level invitational
Responses to strong 2 suit open.	2C-2D=waiting, 2H/S/3C/D=5+ w 2 top honours constructive haps
Responses to 2NT opening	Puppet TRF>rebid 3N with any hand w 3

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead	Journalist type
Four or more with an honour	4th	4th
From 4 small	2nd	2nd
From 3 cards (no honour)	2nd or 3rd	2nd (3rd in partner's suit)
In partner's suit	3rd	3rd
Discards	Low=enc	Low=enc
Count	Reverse	Reverse Smith echo
Signal on partner's lead:	Low enc, sp if singleton in dummy	Low=enc
Signal on declarer's lead:	Rev count or SP	
Notes	SP if singleton in dummy. Against NT K for unblock if no honour then count leads in NT; A,Q =attitude, K =unblock, J =denies higher honour, 10 =J+higher, (from 10 +high 9 from 10=higher, both 10 and 9 could be from doubleton or top of nothing	

6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 1430 (3014) <input type="checkbox"/>	4♣ Gerber <input type="checkbox"/>	when?
Slam Notes	Exclusion, kickback answer in steps, after hearts and minors kickback		
Cue Bids <input checked="" type="checkbox"/>	Up the line		
Asking Bids <input type="checkbox"/>	3rd round control looking for grand, 3N: Aces? (CRO response with 2)		

7. OTHER CONVENTIONS

Good bad 2NT in competition	See prealerts
1z-(x)-2y= 1 round force, jump to 3 level weak	XYZ
1z-(1/2y)-2y=F1	Black out (1m-1S-2H-2S=4+ WK)
1N-(PenX)-xx=forces clubs, any bid is 2 suits	kokish
inverted minor GF	

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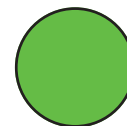
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	477958	Avril Zets
& Names:	687693	Axel Johannsson
Basic System:	2/1 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 <input type="checkbox"/>
1♣ 2+ 9-19	1♥ 5+ 9-19	
1♦ 4+ 9-19	1♠ 5+ 9-19	
1NT 15-17	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses 2♣ Stayman, 3 clubs puppet, Smolen		
2♦ 5+H	2♠ 5+C	
2♥ 5+S	2NT 5+D	
other 3D=5+/5+m GF, 3H=3-1-4/5 3S=1-3-4/5		
2♣ GF or 22+ Bal > 2D=waiting>Kokish, 2H/S/3C/D=5+ 2 top honours		
2♦ WK 5+H > 2N asks for single		
2♥ WK 5/4 MM > 2N asks>3C=min>3D asks, 3D=5,5min, 3N=5/5 max, 3H/S=5 max		
2♠ WK > 2N asks singl		
2NT 20-21 puppet, TRF (complete w any 3)	3NT Ace ask : 4C=0, 4N=C A, 5y=CRO	
other 4 level openers are all natural (4N-mm)		

2. PRE-ALERTS

jumps to 3 level weak or invitational	Leaping Michaels
3C modified bergen	switch lebenshol with rubenshol
2-way Drury	SA Texas responses to 1/2/N

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4H	Jump overcalls	WK if vul after partner passed hand then inter
Responsive doubles through	4D	Unusual NT	2 lowest bid
1NT overcall - immediate	15-17	Immediate cue of minor	Michaels
1NT overcall - re-opening	10-14	Immediate cue of Major	Michaels
Over weak twos	Dbl=TO	Over opening threes	Dbl=TO
Over opponent's 1NT	Dbl=5+m and 4M OR Str with a suit, 2C=MM, 2D=6M, 2H/S=5+/4+m, 2N= both minors, jump to 3 level preemptive over STR, Inv over WK NT		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+ 4+H	2♦ 8-11 5+C	3♦ WK
1♥ 5+ 4+Spades	2♥ WK	3♥ WK 7 card suit
1♠ GF 5+D, OR WK OR 6	2♠ WK	3♠ WK 7 card suit
1NT 10-11	2NT 11-12 Nat	3NT To play
2♣ GF 5+	3♣ PE	4♣ weak barrage
other no splinter at 3 level after minor opening, only in opponents suit		
1♦ 1♥ 6+, 4+H	2♥ WK 6 card suit	3♥ wk 7 card suit
1♠ 6+, 4+S	2♠ WK 6 card suit	3♠ Wk 7 card suit
1NT 6-10	2NT 11-12 Nat	3NT To play
2♣ GF Nat	3♣ 8-11, 4+D	4♣ Splinter
2♦ GF Nat	3♦ PE	4♦ PE
other no splinters after 1 minor opening, only splinter in opponents suit		
1♥ 1♠ 6+, 4+S	2♥ 6-10, 3H	3♦ invitational, WK comp
1NT 6-10	2♠ WK not invitational	3♥ WK
2♣ GF Nat	2NT Jacoby	3♠ Splinter (10-12)
2♦ GF Nat	3♣ 6-9 4+H OR limit w 3/4	3NT 13-15 balanced raise
other 4C/D=splinter, 4S=kickback		
1♠ 1NT 6-10	2♠ 6-10, 3S	3♥ invitational, wk in comp
2♣ Nat GF	2NT Jacoby	3♠ PE
2♦ Nat GF	3♣ 6-9, 4+S OR limit w 3/4	3NT 13-15 Balanced raise
2♥ Nat GF	3♦ invitational, wk in comp	4♣ Splinter (10-12)
other 4D/H = splinter		
1NT 3♣ puppet staymen	3♠ 1-3-4/5	4♦ S
3♦ 5+/5+ mm GF	3NT To play	4♥ C
3♥ 3-1-4/5 GF	4♣ H	4♠ D
other 2sp = transf to clubs, 2 ntr = transf to diam		
2♣ 2♦ waiting	2NT	3♥ 1 loser suit
2♥ 5+ 2 top honours	3♣ 6+ 2 top honours	3♠ 1 loser suit
2♠ 5+ 2 top honours	3♦ 6+ 2 top honours	3NT DNE
other Kokish after 2 clubs, 2 diam		
2♦ 2♥ To play	3♣ 5+ F1	3♠ Inv Nat
2♠ Nat F1	3♦ 5+ F1	3NT To play
2NT Asks for singl	3♥ PE	4♣ PE-RCKB
other 4S=to play		

Notes after 1M (No) 1NT, 2NT by opener = GF unbalanced.

after preemp we play 4C=poormans (PE) keycard (+0,1,1+Q,2,2+Q)

2♥ 2♠ to play	3♦ 5+ F1	3NT To play
2NT Asks>3C=min 5/4>New	3♥ PE	4♣ poormans key card for
3♣ 5+ F1	3♠ PE	4♥ To play
other 4D=poormans for S, 2H-2NT-3D=min 5-5, 3NT=max 5-5		
2♠ 2NT Asks for singl	3♥ 5+ F1	4♣ PE-RCKB
3♣ 5+ F1	3♠ PE	4♥ To play
3♦ 5+ F1	3NT To play	4♠ To play
other 4C= poormans for spades		
2NT 3♣ Puppet	3♠ Minors	4♦ S
3♦ H	3NT To play	4♥ C
3♥ S	4♣ H	4♠ D
other bid 3NT with 3 card support, accept transf with 2 card support		

9. CONVENTIONS

Unusual NT: Two lowest

4th Suit Forcing One round Game force

NT Checkback Priorities: Up the line

Defence to 3NT opening 4C=longer H+spades, 4D=longer S+hearts, Dbl=balanced-ish

Defence to Opening Twos Dbl=TO

Multi 2♦ x=Bal 12+ or big hand > x of 2M is TO, 2NT=15-17, 2M =Nat

RCO style 2-s x-x-x

Other 2-s 2D both maj, 2M=nat x = TO. 2H (MM): x= opener, then x=to

Defence (1♣) : X=MM, 1N=mm

to (1D 2+): we play hamilton (our NT defence)

strong (2C nat): 4C = H+D, 4D=S+D

1♣ / 2♣ (2C strong): 3C=D or MM, 2NT=mm, Other natural

Over 1NT Interference (2C): Dbl=Staym, sys on, (2D): Dbl=TO, (2H+):2S=WK GF TRFs

Lebensohl - other uses transfers at 3 level forcing, 2NT after they interfere with M forces

Take out of 4 level pre-empts 4♣/4♦ double =take out

4♥ Double = TO 4♠ double = values (penalty)

10. OTHER NOTES

(2/3M):(non)Leaping Michaels, 4OM=5+ and 5+m, 4M=mm (strong) 4NT=mm no slam int

(3M1)-3NT: SA Texas/Mich if TRF to M1

(3m)-3N: 4C=Staym, TRFs, 4D=H, 4H=S, 4S=other Minor,

1D/H/S (x):2-level=1 round force

1any-(1/2y)-2z (non-jump)=F1 - 1H-(1S)-3m=wk - 1C-(1S)-2N=nat, 3D//H=WK

1z-2y-2N=12-19

1m-2m-2N=12-14