

4. BASIC RESPONSES

Jump raises - minors	6-8 mixed raise
Jump raises - Majors	3-5 weak 4 card raise
Jump shifts after minor opening	1♣-2♦=♣ limit raise; 1♦-3♣=♦ limit raise; ; 1m-2M=3-6,6+M weak
Jump shifts after Major opening	1♥-2♠ and 1♠-3♥ = 3card limit raise; 1M-3m = Bergen
Responses to strong 2 suit open.	2♣ Strong: 2♦=waiting; others show 1 loser suits.
Responses to 2NT opening	see inside

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads		
Sequences:	Overlead all	
Four or more with an honour	3rd & 5th	
From 4 small	3rd	
From 3 cards (no honour)	3rd	
In partner's suit	Bottom	
Discards	1st Odds/Evens	
Count	Reverse	
Signal on partner's lead:	Low encourage, Low-High=Even	
Signal on declarer's lead:	Reverse count	
Notes	There's no substitute for commonsense.	

6. SLAM CONVENTIONS

4NT:	Blackwood <input checked="" type="checkbox"/>	RKCB	1430	4♣ Gerber <input checked="" type="checkbox"/>	when?	over 1NT & 2NT
Slam Notes Q ask; specific Ks; kickback; minorwood; 4♣/♦=RKC after preempt 01122						
Cue Bids	<input checked="" type="checkbox"/>	1st/2nd round control				
Asking Bids	<input type="checkbox"/>					

7. OTHER CONVENTIONS

Support Xs to two of responder's suit	Drury (two way)
Lebensohl	minorwood: Step1=no interest
Two way checkback in 1X-1Y-1NT auctions	except 1N-3♦-3M-4m
After a reverse Step1=any minimum	

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AUSTRALIAN BRIDGE FEDERATION INC.

STANDARD SYSTEM CARD

ABF Nos.	154415	Martin Doran
& Names:	264873	Paul Hooykaas
Basic System:	2/1	
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♣ 11-22, 2♣	1♥ 11-22, 5♥
1♦ 11-22, 4♦	1♠ 11-22, 5♠
1NT (14)15-17	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ Stayman

2♦ TRF♥

2♠ Range probe or TFR♣

2♥ TRF♠

2NT TRF♦

other see inside

2♣ Strong, 22+BAL or GF UNBAL

2♦ 2♦=4+♠ & 4+O (0-7). Will be (4-7) 54 VUL or 55 VUL v NV.

2♥ (4)5-10, 6♥

2♠ (4)5-10 6♠

2NT 20-21 BAL (may contain 5M or 6m)

3NT Solid Minor

other

2. PRE-ALERTS

2♦ = 4+♠ & 4+Other (weak)

1M-1NT = 0-12 semi forcing

Third seat openings may be light or 4 card Major

1M-1NT = 0-12 may be weak with support

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	Weak
Responsive doubles through	4♠	Unusual NT	55 Lower unbid suits
1NT overcall - immediate	15-18	Immediate cue of minor	55 M any strength
1NT overcall - re-opening	12-16	Immediate cue of Major	55 oM&m any strength
Over weak twos	X+Lebensohl, Leaping Michaels	Over opening threes	X
Over opponent's 1NT	X=strong; 2♣=Majors; 2♦=M; 2♥=♥+m; 2♠=♠+m; 2NT=minors; 3m=natural; 3M=preemptive		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 0+, 4+♦ 1♥ 0+, 4+♥ 1♠ 0+, 4+♠ 1NT 6-10, (no 4M) 2♣ 12+, 5+♣ (Inverted) other 4♥/♠=NAT, 4NT=Simple Blackwood	2♦ 9-11, 5+♣ (Limit Raise) 2♥ 3-6, 6+♥ 2♠ 3-6, 6+♠ 2NT 10-12, BAL (no 4M) 3♣ 5-8, 5+♣ (Mixed Raise) 4♣ PRE	3♦ 13+, 5+♣, SPL 3♥ 13+, 5+♣, SPL 3♠ 13+, 5+♣, SPL 3NT 13-15, BAL (no 4M) 4♣ PRE
1♦ 1♥ 3+, 4+♥ 1♠ 3+, 4+♠ 1NT 6-10, (no 4M) 2♣ GF, 5+♣ 2♦ 12+, 4+♦ (Inverted) other 4♥/♠=NAT, 4NT=Simple Blackwood	2♥ 3-6, 6+♥ 2♠ 3-6, 6+♠ 2NT 10-12, BAL (no 4M) 3♣ 9-11, 4+♦ (Limit Raise) 3♦ 5-8, 4+♦ (Mixed Raise) 4♦ PRE	3♥ 13+, 4+♦, SPL 3♠ 13+, 4+♦, SPL 3NT 13-15 BAL (no 4M) 4♣ 13+, 4+♦, SPL 4♦ PRE
1♥ 1♠ 3+, 4+♠ 1NT 0-12, semi-forcing 2♣ GF, 2+♣ (Clubs or BAL) 2♦ GF, (4)5+♦ other 4♣/♦=10-14, 4+♥, SPL; 4♥=PRE; 4NT=Simple Blackwood	2♥ 5/6-10, 3♥ 2♠ 3+♥, 10-12 2NT GF, 4+♥ (Jacoby) 3♣ 6-8, 4+♥ (Bergen) 3♦ 9-11, 4+♥ (Bergen)	3♦ 9-11, 4+♥ (Bergen) 3♥ 3-6, 4+♥ 3♠ 6 loser SPL any suit 3NT 10-14, 4+♥, ♠ SPL
1♠ 1NT 0-12, semi-forcing 2♣ GF, 2+♣ (Clubs or BAL) 2♦ GF, (4)5+♦ 2♥ GF, 5+♥ other 4♦/4♥=10-14, 4+♠, SPL; 4♠=PRE; 4NT=Simple Blackwood	2♠ 5/6-10, 3+♠ 2NT GF, 4+♠ (Jacoby) 3♣ 6-8, 4+♠ (Bergen) 3♦ 9-11, 4+♠ (Bergen)	3♥ 3+♠, 10-12 3♠ 3-6, 4+♠ 3NT 6 loser SPL any suit 4♣ 10-14, 4+♠, SPL
1NT 3♣ GF, Simplified Puppet 3♦ GF, Minors (xx55) 3♥ GF, 31(54) other 4NT Quantitative	3♠ GF, 13(54) 3NT To play 4♣ Gerber	4♦ TRF♥ 4♥ TRF♠ 4♠ pick a minor
2♣ 2♦ Waiting 2♥ 6♥ one loser suit 2♠ 6♠ one loser suit other	2NT 10+BAL, Q+ all suits 3♣ 6+♣ one loser suit 3♦ 6+♦ one loser suit	3♥ 7♥ one loser suit 3♠ 7♠ one loser suit 3NT Any solid suit
2♦ 2♥ Pass/Correct but NF 2♠ To play 2NT Strong (20-22 BAL) other where.	3♣ GF enquiry 3♦ NAT, NF 3♥ NAT, NF	3♠ To play 3NT To play 4♣

Notes

2♥ 2♠ Natural constructive 2NT Enquiry 3♣ F1, NAT other	3♦ F1, NAT 3♥ To play 3♠ F1, NAT	3NT To play 4♣ RKC (01122) 4♥ To play
2♠ 2NT Enquiry 3♣ F1, NAT 3♦ F1, NAT other 4NT=RKCB♠	3♥ F1, NAT 3♠ To play 3NT To play	4♣ RKC (01122) 4♥ To play 4♠ To play
2NT 3♣ Muppet 3♦ TRF♥ 3♥ TRF♠ other 4NT Quantitative	3♠ Forces 3NT (Minors) 3NT To play 4♣ Gerber	4♦ TRF♥ 4♥ TRF♠ 4♠ minors, to play in 5m

9. CONVENTIONS

Unusual NT: Lower two unbid suits

4th Suit Forcing One round ☐ Game force ☒

NT Checkback ☒ Priorities: 2♣ forces 2♦, 2♦ GF; Show 3 card support

Defence to 3NT opening 4♣=Both Majors

Defence to Opening Twos X=T/O, Leaping Michaels (bid minor+♥ if suit unknown)

Multi 2♦ Direct seat will take action with opening values.

RCO style 2-s X=15+

Other 2-s

Defence X=Good hand; TWERB/Suction.

to ♠=non touching; Suit=suit above or the 2 below; NT=♣ or ♥+♦; (all levels)

strong applies after (1♣)-P-(1♦)-?

♣

Over 1NT Interference Rubensohl

Lebensohl - other uses Over X of weak two bid

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X=takeout, 4NT=minors 4♠ X=takeout 4NT=2 suited

10. OTHER NOTES

Point ranges are indicative

2♦ Opening

2♦-2NT then simple puppet and transfers

2♦-3♣ then 3♦=H; 3♥=C; 3♠=D 4x4x; 3NT=D 5x4x but note min lengths base don vulnerability

2♦-(DBL)-? then Pass= D tolerance; XX lets play else

2♦-(Bid)-DBL =takeout at two level otherwise penalties