

4. BASIC RESPONSES

Jump raises - minors	Weak, 5+ crd
Jump raises - Majors	Weak, 4+ crd
Jump shifts after minor opening	2M is 6crd M, invite; 3-level jump is splinter, GF
Jump shifts after Major opening	Bergen
Responses to strong 2 suit open.	
Responses to 2NT opening	Simple Stayman; Smolen; transfers to ♥/♠

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Generally overlead - see notes	May underlead to ask "unblock"
Four or more with an honour	4 <sup>th</sup>	
From 4 small	2 <sup>nd</sup>	
From 3 cards (no honour)	2 <sup>nd</sup>	
In partner's suit	Low from honour, or highest	
Discards	UDCA	
Count	UDCA	
Signal on partner's lead:	UDCA	
Signal on declarer's lead:	UDCA	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood	<input type="checkbox"/>	RKCB	1430
Asking Bids	<input type="checkbox"/>	Cue Bids	<input checked="" type="checkbox"/>
If ♥ agreed, then 4♠ is RKCB			
Splinters (1♠-3NT is ♥ splinter)			

7. OTHER CONVENTIONS

2-way checkback	Bergen, with 3♣ including 3-crd invite
After inverted minor or 1M - 2NT Jacoby:	1M - 1NT - 2NT is GF, usually 5/4
Step responses (11-13, 14-16, 17+), then	
shortage ask (next step) / show (other)	

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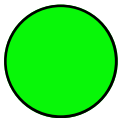
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Over our 1NT opening: 4♣/♦ shows ♥/♠; 3M=3(1M)54  
2NT - transfer - accept = 2; step 2 = 3; step 3 = 4  
When they overcall 1NT over 1m, 2♣ shows 5/4 majors



AUSTRALIAN BRIDGE  
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos.	3727	Dave Beauchamp
& Names:	904023	Andre Korenhof

Basic System: 2/1 GF										
Brown Sticker	<input type="checkbox"/>	<u>Classification:</u>	Green	<input checked="" type="checkbox"/>	Blue	<input type="checkbox"/>	Red	<input type="checkbox"/>	Yellow	<input type="checkbox"/>

1. OPENING BIDS Describe strength, min.length, or specific meaning Canapé ☐

1♣ 3+♣	1♥ 5+♥
1♦ 3+♦	1♠ 5+♠
1NT 15-17	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses	2♣ Simple Stayman; 3♣ is Puppet Stayman
2♦ Transfer ♥	2♠ Transfer ♣ (3♣ shows fit)
2♥ Transfer ♠	2NT Transfer ♦ (3♦ shows fit)
(Dbl) System on; XX asks for 2♣	other Smolen; 1N-2♣-2M-3OM is fit, slam-inv

2♣	23+ BAL or any game force	
2♦	Weak, 6♦	
2♥	Weak, 6(5)♥	
2♠	Weak, 6(5)♠	
2NT	20-22 balanced	3NT Gambling (minors only)
other		

2. PRE-ALERTS


3. COMPETITIVE BIDS / OVERCALLS

Doubles Support Dbl/Rdbl	Negative DBL thru	4♥
	Responsive DBL thru	4♥
Jump overcalls Weak	Unusual NT	Lower 2 unbid suits
1NT overcall: (immediate)	15-18, system on	(re-opening) 14-16, system on
Immediate cue: (minor)	Michaels (both majors)	(Major) Michaels (other M plus minor)
Over: Weak Twos	Opening Threes	
Opponent's transfers	Over 1♣ bidding "their" suit is natural; dbl is take-out of "their" suit	
Opponent's 1NT	2♣ is majors, other natural	

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 1♥ 1♠ 1NT 2♣ GF, 4+♣ other	2♦ 5crd ♣, inv 2♥ 6crd ♥, invite 2♠ 6crd ♠, invite 2NT 3♣ Weak	3♦ Splinter, GF 3♥ Splinter, GF 3♠ Splinter, GF 3NT 4♣
1♦ 1♥ 1♠ 1NT 2♣ 2♦ GF, 4+♦ other	2♥ 6crd♥, invite 2♠ 6crd♠, invite 2NT 3♣ 5crd ♦, inv 3♦ Weak	3♥ Splinter, GF 3♠ Splinter, GF 3NT 4♣ 4♦
1♥ 1♠ 1NT 2♣ 2♦ other 4m is splinter, 10-12	2♥ 2♠ 6crd♠, inv 2NT GF, 4+♥ 3♣ 6-9, 4+♥ or 3♥, inv	3♦ 10-12, 4+♥ 3♥ Preemptive 3♠ Splinter (10-12) 3NT
1♠ 1NT 2♣ 2♦ 2♥ other 4m is splinter, 10-12	2♠ 2NT GF, 4+♠ 3♣ 6-9, 4+♠ or 3♠, inv 3♦ 10-12, 4+♠	3♥ 6crd ♥, inv 3♠ Weak 3NT ♥ splinter 4♣
1NT 3♣ Puppet Stayman 3♦ 3♥ other	3♠ 3NT 4♣ Transfer to ♥	4♦ Transfer to ♠ 4♥ 4♠
2♣ 2♦ Relay 2♥ 2♠ other	2NT 3♣ 3♦	3♥ 3♠ 3NT
2♦ 2♥ Natural, forcing 2♠ Natural, forcing 2NT Asks shortage other	3♣ Natural, forcing 3♦ 3♥	3♠ 3NT 4♣

Notes

2♥ 2♠ Natural, forcing 2NT Asks shortage 3♣ Natural, forcing other	3♦ Natural, forcing 3♥ 3♠	3NT 4♣ 4♥
2♠ 2NT Asks shortage 3♣ Natural, forcing 3♦ Natural, forcing other	3♥ Natural, forcing 3♠ 3NT	4♣ 4♥ 4♠
2NT 3♣ Simple Stayman 3♦ Transfer to ♥ 3♥ Transfer to ♠ other Smolen; 2NT - 3♣ - 3M - 3/4OM is fit in M, slam interest	3♠ Both minors 3NT 4♣ Natural, slam interest	4♦ Natural, slam interest 4♥ 4♠

## 9. CONVENTIONS

Unusual NT:

4th Suit Forcing One round ☐ Game force ☒

NT Checkback ☒ Priorities: Two-way, up the line. 1m - 1M - 2NT - 3om is checkback

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦

RCO style 2-s

Other 2-s

Defence (1♣) :

to

strong (2♣) :

1♣ / 2♣

Over 1NT Interference Dbl is TO (1 suit) / values (2 suits); Lebensohl

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦

4♥

4♠

## 10. OTHER NOTES

After overcall, 2/1 is forcing to responder's 3-level

After overcall over 1M, cue is inv+, 3crd fit and 2NT is inv+, 4crd fit

Against suit, overlead except K asks for count at 5-level or when opener preempted