

4. BASIC RESPONSES

Jump raises - minors	Weak, 5+ crd support
Jump raises - Majors	Weak, 4+ crd support
Jump shifts after minor opening	1m - jom is invite, 5+ crd m; 2M is weak, e.g. QJTxxx, no side card
Jump shifts after Major opening	Bergen
Responses to strong 2 suit open.	Over 2♣: 2♦ is GF, waiting; 2♥ is less than one K or two Qs
Responses to 2NT opening	Puppet Stayman; transfers to ♥/♠

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Top except K for count	Same; K also for unblock
Four or more with an honour	4th	
From 4 small	2nd	
From 3 cards (no honour)	2nd	
In partner's suit	Same	
Discards	Low encourage	
Count	Low even	
Signal on partner's lead:	Low encourage	
Signal on declarer's lead:	Low even	
Notes	McKenney suit preferences in any "obvious" situation	

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/>	when?
Slam Notes	We're not very good at slams. Really, we're not.		
Cue Bids <input checked="" type="checkbox"/>	1st and 2nd		
Asking Bids <input checked="" type="checkbox"/>	Next step after RKCB is Q ask; 5NT is grand slam try		

7. OTHER CONVENTIONS

4th suit GF, except at 1-level (natural)	Fit-jumps after our overcalls
Two-way check-back	Weak jumps after your overcalls
Support (re-)dbl up to our 2-level	
"Un-dbl" - see pre-alerts	
After overcalls, cues invitational or better	

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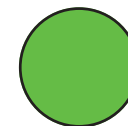
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	620688	Maurits van der Vlugt
& Names:	901423	Andre Korenhof
Basic System:	Two-over-one GF unless responder rebids their suit; 5-crd M; 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+♦	1♠ 11+ HCP, 5+♠
1NT 15-17 balanced, 5M or (occasionally) 6m possible	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses	2♣ Simple Stayman
2♦ Transfer to ♥	2♠ Transfer to ♣
2♥ Transfer to ♠	2NT Transfer to ♦
other 3-level responses show shortness; supperaccepts over transfers; 4♣/4♦ transfer	

2♣ Strongest opening bid; includes 22+ balanced	
2♦ Weak, at least 4-4 in ♥-♠	
2♥ Weak two, 5+♥ (generally 6+ vulnerable)	
2♠ Weak two, 5+♠ (generally 6+ vulnerable)	
2NT 20-21 balanced, 5M or 6m possible	3NT Gambling (minors only)
other	

2. PRE-ALERTS

2♦ opening - weak, both majors	
"Un-dbl" - if you cue a suit we have bid,	
dbl suggests to <u>not</u> lead that suit	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak, natural
Responsive doubles through	4♥	Unusual NT	Lowest unbid suits
1NT overcall - immediate	15-18 balanced	Immediate cue of minor	Both majors
1NT overcall - re-opening	11-14, balanced	Immediate cue of Major	Other major + minor
Over weak twos	2NT 16-18; Lebensohl	Over opening threes	
Over opponent's 1NT	2♣ is both majors (at least 5-4); 2♦ is one major; 2M is M + minor		
"System on" after 1NT overcall (both immediate and re-opening)			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ HCP, 4+♦	2♦ 5+♣, invite, unbal.	3♦ Splinter
1♥ 6(5)+HCP, 4+♥	2♥ Weak, natural	3♥ Splinter
1♠ 6(5)+HCP, 4+♠	2♠ Weak, natural	3♠ Splinter
1NT 6-11 HCP, no other bid	2NT Natural, no other bid	3NT To play
2♣ 4+♣, GF, no 4-crd M	3♣ Weak, 5+♣	4♣ Weak, natural
other After 1♣ - 2♣, new suits at the 2-level show stoppers; 2NT shows 12-14, 3♣		
1♦ 1♥ 6(5)+HCP, 4+♥	2♥ Weak, natural	3♥ Splinter
1♠ 6(5)+HCP, 4+♠	2♠ Weak, natural	3♠ Splinter
1NT 6-11 HCP, no 4-crd M	2NT Natural, no other bid	3NT To play
2♣ 4+♣, "almost GF"	3♣ 5+♦, invite, unbal.	4♣ Splinter
2♦ 4+♦, GF, no 4-crd M	3♦ Weak, 5+♦	4♦ Weak, natural
other After 1♦ - 2♦, new suits at the 2-level show stoppers; 2NT shows 12-14, 3♦		
1♥ 1♠ 6+HCP, 4+♠	2♥ 6-9(10) HCP, 3♥	3♦ 10-12 HCP, 4+♥
1NT 6-11 HCP, no 4-crd ♠	2♠ Invitational, 3♥	3♥ Weak
2♣ 4+♣, "almost GF"	2NT GF, 4+♥	3♠ Splinter
2♦ 4+♦, "almost GF"	3♣ 6-9 HCP, 4+♥	3NT 13-15, 3♥, NF
other 1♥ - 2NT - 3x is shortness		
1♠ 1NT 6-11 HCP, no other bid	2♠ 6-9(10) HCP, 3♠	3♥ Invitational, 3♠
2♣ 4+♣, "almost GF"	2NT GF, 4+♠	3♠ Weak
2♦ 4+♦, "almost GF"	3♣ 6-9 HCP, 4+♠	3NT 13-15, 3♠, NF
2♥ 5+♥, "almost GF"	3♦ 10-12 HCP, 4+♠	4♣ Splinter
other 1♠ - 2NT - 3x is shortness		
1NT 3♣ Short ♣, 4-3 or 4-4 M	3♠ Short ♠, 3♥	4♦ Transfer to ♠
3♦ Short ♦, 4-3 or 4-4 M	3NT To play	4♥ To play
3♥ Short ♥, 3-4♠	4♣ Transfer to ♥	4♠ To play
other Superaccepts over transfers; without superaccept 4N is quantitative		
2♣ 2♦ GF relay, no other bid	2NT 9+ HCP, balanced	3♥ 9+ HCP, good ♥ suit
2♥ Less than 1K, 2Qs	3♣ 9+ HCP, good ♣ suit	3♠
2♠ 9+ HCP, good ♠ suit	3♦ 9+ HCP, good ♦ suit	3NT
other After a 2♥ response, non-jump rebids are not strictly forcing		
2♦ 2♥ To play	3♣ Natural, F1R	3♠ To play
2♠ To play	3♦ Natural, F1R	3NT To play
2NT Relay, see below	3♥ To play	4♣
other 2♦ - 2NT: 3♣ is 4-4, min; 3♦ is long ♥; 3♥ is long ♠; 3♠ is 5-5; 3NT = 4-4, max		

Notes 1NT responses are not forcing, but "stretched" by the nature of two-over-one bids
 1x - 1M - 2M - 2NT is invitational+ and asks for 3 or 4 card support

2♥ 2♠ F1R	3♦ F1R	3NT To play
2NT Relay, see below	3♥ Barrage	4♣
3♣ F1R	3♠	4♥ To play
other After 2NT: 3♣ is bad hand/bad suit; 3♦ bad/good; 3♥ good/bad; 3♠ good/good		
2♠ 2NT Relay, see below	3♥ F1R	4♣
3♣ F1R	3♠ Barrage	4♥ To play
3♦ F1R	3NT To play	4♠ To play
other After 2NT: 3♣ is bad hand/bad suit; 3♦ bad/good; 3♥ good/bad; 3♠ good/good		
2NT 3♣ Puppet Stayman	3♠ Slam-going, ♣ + ♦	4♦ Natural, slam-going
3♦ Transfer to ♥	3NT To play	4♥ To play
3♥ Transfer to ♠	4♣ Natural, slam-going	4♠ To play
other After transfers, 4NT is quantitative		

9. CONVENTIONS

Unusual NT: Lowest unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: Two-way; up the line over 2♦

Defence to 3NT opening

Defence to Opening Twos 2NT 16-18; Lebensohl

Multi 2♦ 2NT 16-18; Lebensohl

RCO style 2-s Natural

Other 2-s

Defence (1♣) : 1♦ is majors; 1NT is minors; dbl is 16+ HCP

to

strong (2♣) :

1♣ / 2♣

Over 1NT Interference Take-out dbl; Lebensohl

Lebensohl - other uses After any first-opportunity dbl over 2-level bids

Take out of 4 level pre-empts 4♣/4♦

4♥ 4♠

10. OTHER NOTES

HCP range, suit length subject to judgement, mainly based on position, vulnerability
 and level of desperation

Two-over-one GF unless responder rebids their suit

Two-over-one F1R after overcalls

After our 2♦ opening or 2♣/♦ overcall of 1N and a dbl showing values or penalty interest,
 p indicates length in the suit that was doubled

When you overcall our 1m opening, our 1M bid shows 4+M; dbl shows both other suits