

## 4. BASIC RESPONSES

Jump raises - minors	1♣-3♣=9-11HCP, 6+c♣, 1♦-3♦=7-9HCP, 4+c♦
Jump raises - Majors	Weak, 4+c M support, <7HCP
Jump shifts after minor opening	Strong at 2 level, varies at 3 level
Jump shifts after Major opening	Bergen and X-raises
Responses to strong 2 suit open.	-
Responses to 2NT opening	3♣=Puppet Stayman, 3♦/♥=Transfers to ♥/♠

## 5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit		
<b>Discards</b>	Odd=Encourage, Even=McKenney	
<b>Count</b>	Reverse count (L/H=even)	
<b>Signal</b> on partner's lead:	Reverse count	
<b>Signal</b> on declarer's lead:	Reverse count	
<b>Notes</b>		

## 6. SLAM CONVENTIONS

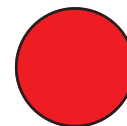
4NT: Blackwood <input type="checkbox"/>	RKCB 30/41/2/2+♣ 4♣ Gerber <input type="checkbox"/> when?
<b>Slam Notes</b>	
Cue Bids <input checked="" type="checkbox"/>	1st/2nd round controls
Asking Bids <input type="checkbox"/>	

## 7. OTHER CONVENTIONS

DOPI/ROPI (x=0, P=1, suits=2/2+Q)	
Jacobi 2NT over 1M	
Inverted minors, GF	
Minorwood	
Lightener/lead directing doubles	
<a href="http://www.abf.com.au">www.abf.com.au</a>	Swine: After 1NT-(X): P=0-5HCP ♣/M or ♦/♠, or
PDF Form Rev. 15F06 by RoL	6-9HCP bal, asks for XX for P or lower of non-touch suits
MyRev. 4.0, 8/10/2021	XX=transfer to 2♣ as P/C for weak suit
Copyright © ABF 2015	2♣/♦/♥=lower of two touching suits, P/C



# AUSTRALIAN BRIDGE FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	472778	Tony Marker
& Names:	02402	Bill Tutty
Basic System:	Polish Club	
Brown Sticker <input type="checkbox"/>	Classification:	Green <input type="checkbox"/> Blue <input type="checkbox"/> Red <input checked="" type="checkbox"/> Yellow <input type="checkbox"/>

## 1. OPENING BIDS

Describe strength, minimum length, or specific meaning		Canape <input type="checkbox"/>
1♣	12+HCP, 0+	1♥ 11-17HCP, 5+
1♦	11-17HCP, 4+	1♠ 11-17HCP, 5+
1NT	15-17HCP	may contain 5 card Major <input checked="" type="checkbox"/>
<b>1NT Responses</b> 2♣ Puppet Stayman		
2♦ 5+c♥		2♠ (5)6+c♣
2♥ 5+c♠		2NT (5)6+c♦
other		
2♣	11-14HCP, 5+c♣/4cM or 6+c♣	
2♦	4-9HCP, 4+c♥/4+c♠ (not 4/4 if 7-9HCP)	
2♥	6-9HCP, 6+c♥	
2♠	6-9HCP, 6+c♠	
2NT	23-24HCP, bal	3NT Gambling, solid 7+c minor
other		

## 2. PRE-ALERTS

[1♣=12-14HCP bal, 15-17HCP, 5+c♣, or 18+HCP any]	[1♣-1♦=0-6HCP any, 7-10HCP or 15+HCP, no 4c M]
TOXIC style over 1NT, 1♣, 2♣	1M-1NT, semi-forcing

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak
Responsive doubles through	4♥	Unusual NT	Michaels (♠ oriented)
1NT overcall - immediate	15-18HCP	Immediate cue of minor	6-10 or 17+HCP, 5/5+, ♠/oth
1NT overcall - re-opening	15-18HCP	Immediate cue of Major	6-10 or 17+HCP, 5/5+, oM/m
Over weak twos	X=16+HCP (Lebensohl)	Over opening threes	X
Over opponent's 1NT	Strong NT: X=♣ or ♦/♥, 2♣=♦ or ♥/♠, 2♦=♥ or ♠/♣, 2♥=♠ or ♣/♦, 2♠=♣ or ♦/♥, 2NT=non-touching		
Weak NT: X=14+HCP, others same			

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

<p>1♣ 1♦ 0-6 any, 7-10 or 15+ no M</p> <p>1♥ 7+HCP, 4+c♥, F1</p> <p>1♠ 7+HCP, 4+c♠, F1</p> <p>1NT 11-12HCP, no 4cM</p> <p>2♣ 13+HCP, 5+c♣, no 4cM</p> <p>other</p>	<p>2♦ 13+HCP, 5+c♦, no 4cM</p> <p>2♥ 16+HCP, 5+c♥</p> <p>2♠ 16+HCP, 5+c♠</p> <p>2NT 13-14HCP, no M guard</p> <p>3♣ 9-11HCP, 6+c♣</p> <p>3♦ 6-9HCP, 4+c♦</p> <p>3♥ 10-12HCP, 4+c♥, ♥ spl</p> <p>3♠ 10-12HCP, 4+c♠, ♠ spl</p> <p>3NT 13-15HCP, no 4cM</p> <p>4♣ 10-12HCP, 4+c♣, ♣ spl</p> <p>4♦ Pre-emptive</p>	<p>3♦ 9-11HCP, 6+c♦</p> <p>3♥ 13-14HCP, ♥ guard</p> <p>3♠ 13-14HCP, ♠ guard</p> <p>3NT 13-14HCP, ♥&amp;♠ guard</p> <p>4♣ -</p>
<p>1♥ 1♠ 5+HCP, 4+c♠</p> <p>1NT 7-12HCP, &lt;3c♥</p> <p>2♣ Strong 3-way bid</p> <p>2♦ 13+HCP, 5+c♦</p> <p>2♥ 11+HCP, 5+c♥</p> <p>other 4♦/♥ = 10-12HCP, 4+c♠, ♦/♥ splinters</p>	<p>2♥ 6-9HCP, 3+c♥</p> <p>2♠ 3-6HCP, 6+c♠</p> <p>2NT 13+HCP, 4+c♥ (16+/3)</p> <p>3♣ 11-12HCP, 4+c♣</p> <p>3♦ 7-10HCP, 4+c♠</p>	<p>3♦ 7-10HCP, 4+c♦</p> <p>3♥ &lt;7HCP, 4+c♥</p> <p>3♠ 10-12HCP, 4+c♠, ♠ spl</p> <p>3NT 13-15HCP, 3c♥, bal</p>
<p>1♠ 1NT 7-12HCP, &lt;3c♠</p> <p>2♣ Strong 3-way bid</p> <p>2♦ 13+HCP, 5+c♦</p> <p>2♥ 11+HCP, 5+c♥</p> <p>other 4♦/♥ = 10-12HCP, 4+c♠, ♦/♥ splinters</p>	<p>2♠ 6-9HCP, 3+c♠</p> <p>2NT 13+HCP, 4+c♠ (16+/3)</p> <p>3♣ 11-12HCP, 4+c♣</p> <p>3♦ 7-10HCP, 4+c♠</p>	<p>3♥ 3-6HCP, 6+c♥</p> <p>3♠ &lt;7HCP, 4+c♠</p> <p>3NT 13-15HCP, 3c♠, bal</p> <p>4♣ 10-12HCP, 4+c♣, ♣ spl</p>
<p>1NT 3♣ GF, 6+c♣, SI (3NT=neq)</p> <p>3♦ GF, 6+c♦, SI (3NT=neq)</p> <p>3♥ GF, 6+c♥, SI (3NT=neq)</p> <p>other</p>	<p>3♠ GF, 6+c♠, SI (3NT=neq)</p> <p>3NT To play</p> <p>4♣</p>	<p>4♦ To play</p> <p>4♥ To play</p> <p>4♠ To play</p>
<p>2♣ 2♦ 11+HCP, 4cM or GF</p> <p>2♥ 8-10HCP, 5+c♥</p> <p>2♠ 8-10HCP, 5+c♠</p> <p>other 2NT=0-9HCP, 4+c♣ or GF 5/5+ not ♣ (relay to 3♣)</p>	<p>2NT 0-9HCP/4+c♣ or GF 5/5+</p> <p>3♣ 10-12HCP, 3+c♣, no 4c</p> <p>3♦ 15-17HCP, 5+c♦, GF</p>	<p>3♥ 15-17HCP, 5+c♥, GF</p> <p>3♠ 15-17HCP, 5+c♠, GF</p> <p>3NT 13-17HCP, &lt;4c♣, no 4c</p>
<p>2♦ 2♥ 0-16HCP, better M</p> <p>2♠ 0-16HCP, better M</p> <p>2NT 17+HCP, asking, 3cM</p> <p>other</p>	<p>3♣ 12-16HCP, &lt;3cM</p> <p>3♦ 13-16HCP, 3+c♥/3+c♠</p> <p>3♥ &lt;9HCP, 4+c♥, pre-empt</p>	<p>3♠ &lt;9HCP, 4+c♠, pre-empt</p> <p>3NT 19-21HCP, &lt;3cM</p> <p>4♣</p>

**Notes**

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<p>2♥ 2♠ 14-17HCP, 6c♠, NF</p> <p>2NT 13+HCP, Ogust, F1, P<sub>+</sub></p> <p>3♣ 14-17HCP, 6+c♣, NF</p> <p>other</p>	<p>3♦ 14-17HCP, 6+c♦, NF</p> <p>3♥ 0-12HCP, 3+c♥</p> <p>3♠ 17+HCP, 5+c♠, GF</p> <p>3♥ 14-17HCP, 6+c♥, GF</p> <p>3♠ 0-12HCP, 3+c♠</p> <p>3NT 18-20HCP, &lt;3c♠</p> <p>3♣ 0+HCP, Puppet Staym</p> <p>3♦ 0+HCP, 5+c♥, F1</p> <p>3♥ 0+HCP, 5+c♠, F1</p>	<p>3NT 18-20HCP, &lt;3c♥</p> <p>4♣</p> <p>4♥ 0-12HCP, 4+c♥</p> <p>4♣</p> <p>4♥</p> <p>4♠ 0-12HCP, 4+c♠</p> <p>4♦ 8+HCP, 5+c♦, GF</p> <p>4♥</p> <p>4♠</p>
<p>2♠ 2NT 13+HCP, Ogust, F1, P<sub>+</sub></p> <p>3♣ 14-17HCP, 6+c♣, NF</p> <p>3♦ 14-17HCP, 6+c♦, NF</p> <p>other</p>	<p>3♥ 14-17HCP, 6+c♥, GF</p> <p>3♠ 0-12HCP, 3+c♠</p> <p>3NT 18-20HCP, &lt;3c♠</p> <p>3♣ 0+HCP, 4+cm, m Staym</p> <p>3NT 2-7HCP, to play</p> <p>4♣ 8+HCP, 5+c♣, GF</p>	<p>4♣</p> <p>4♥</p> <p>4♠ 0-12HCP, 4+c♠</p> <p>4♦ 8+HCP, 5+c♦, GF</p> <p>4♥</p> <p>4♠</p>
<p>2NT 3♣ 0+HCP, Puppet Staym</p> <p>3♦ 0+HCP, 5+c♥, F1</p> <p>3♥ 0+HCP, 5+c♠, F1</p> <p>other</p>	<p>3♠ 0+HCP, 4+cm, m Staym</p> <p>3NT 2-7HCP, to play</p> <p>4♣ 8+HCP, 5+c♣, GF</p>	<p>4♦ 8+HCP, 5+c♦, GF</p> <p>4♥</p> <p>4♠</p>

## 9. CONVENTIONS

<b>Unusual NT:</b>	Lower 2 un-bid suits (part of Michaels)
<b>4th Suit Forcing</b>	One round <input type="checkbox"/> Game force <input checked="" type="checkbox"/>
<b>NT Checkback</b>	<input type="checkbox"/> Priorities:
<b>Defence to 3NT opening</b>	X
<b>Defence to Opening Twos</b>	X=16+HCP, 2NT=16-18HCP
Multi 2♦	
RCO style 2-s	
Other 2-s	
<b>Defence to</b>	1♣ : TOXIC; X=♦ or ♥/♠; 1♦=♥ or ♠/♣; 1♥=♠ or ♣/♦; 1♠=♣ or ♦/♥;
<b>strong</b>	1NT=5/5+ non-touching
<b>♣</b>	2♣ : TOXIC; X=♦ or ♥/♠; 2♦=♥ or ♠/♣; 2♥=♠ or ♣/♦; 2♠=♣ or ♦/♥;
	2NT=5/5+ non-touching

<b>Over 1NT Interference</b>	1NT-(2Z)-2NT asks opener to bid 3♣
<b>Lebensohl - other uses</b>	After (2Z)-X-(P)-2NT, (1Z)-X-(2Z)-2NT
<b>Take out of 4 level pre-empts</b>	4♣/4♦ X
	4♥ X 4♠ 4NT, promises 2 suits

## 10. OTHER NOTES

1Z-(X)-XX=10+HCP, penalty oriented, usually denies primary support

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Criss-Cross raises: 1♦-3♣=10-12HCP, 4+c♦

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Strong 3-way bids: 1M-2♣=10-12HCP, 3cM or 13+HCP, 5+c♣ or 13+HCP bal

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