

4. BASIC RESPONSES

Jump raises - minors	Value 4-5 tr no shortage 7-11
Jump raises - Majors	Value 4-5 tr no shortage 7-11
Jump shifts after minor opening	SPL
Jump shifts after Major opening	SPL
Responses to strong 2 suit open.	Step = negative or waiting
Responses to 2NT opening	3♣ = puppet; TRFs; 3♠ = both minors

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead all	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit		
Discards	Mostly count	
Count	Natural	
Signal on partner's lead:	High ENC / Mostly count	
Signal on declarer's lead:	Mostly count; McKenny if the count is known	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 0314 4♣ Gerber when? Over 1NT

Slam Notes

Cue Bids

Asking Bids

7. OTHER CONVENTIONS

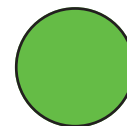
www.abf.com.au

PDF Form Rev. 15F06 by RoL MyRev.

Copyright © ABF 2015



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos. 149497 Robbie VAN RIEL
 & Names: 68111 Paul WYER
 Basic System: Goren: 4-card suits, Strong NT
 Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 4+♣, 12+ HCP if flat 1♥ 4+♥
 1♦ 4+♦ 1♠ 4+♠
 1NT "15-17" may contain 5 card Major

1NT Responses 2♣ Simple Stayman
 2♦ TRF ♥ 2♠ TRF ♣
 2♥ TRF ♠ 2NT TRF ♦
 other 3X = S/T in X

2♣ Flat or clubs any GF [2NT & 3♣ rebids droppable]
 2♦ Diamonds, forcing [2♥ response negative, then 3♦ only droppable rebid]
 2♥ Hearts, forcing
 2♠ Spades, forcing
 2NT "20-22" 3NT Solid minor only
 other

2. PRE-ALERTS

All single jumps opposite a bidder are SPL Change of suit opposite overcall is NF
 Low-level cue-bids only agree partner's Step negatives over all two openings
 suit if a negative double is available

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4♠ Jump overcalls Weak
 Responsive doubles through 4♠ Unusual NT Minors always
 1NT overcall - immediate "16-18" Immediate cue of minor Michaels
 1NT overcall - re-opening Typically 10-13 Immediate cue of Major Michaels
 Over weak twos T/O X Over opening threes T/O X
 Over opponent's 1NT 2♣ = majors; 2♦ = single-suited M; 2M = M & m

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ Usually 5+♦ & strong	2♦ SPL	3♦ NAT NF
1♥ 4+♥	2♥ SPL	3♥ NAT NF
1♠ 4+♠	2♠ SPL	3♠ NAT NF
1NT 4+♦ NF	2NT Flat GF, usly no 4M	3NT some gamble*
2♣ 3-4♣, 6-11 HCP	3♣ 4-5♣, 7-11	4♣
other *eg Qx Kx Jxx Qxxxxx; 4 bids = NAT used freely [dbl next = QTrs]		
1♦ 1♥ 4+♥	2♥ SPL	3♥ NAT weak
1♠ 4+♠	2♠ SPL	3♠ NAT weak
1NT 4+♣ NF	2NT Flat GF	3NT some gamble
2♣ 5+♣, F; 3♣ rebid NF	3♣ SPL	4♣ Gerber
2♦ 3-D♦, 6-11 HCP	3♦ 4-5♦, 7-11 HCP	4♦ NAT NF
other 4M = To play		
1♥ 1♠ 4+♠	2♥ 3-card raise, 7-11	3♦ SPL
1NT NAT NF	2♠ SPL	3♥ Value raise
2♣ NAT F; 3♣ rebid NF	2NT Flat GF	3♠ NAT
2♦ NAT F; 3♦ rebid NF	3♣ GF raise, 15+	3NT Some gamble
other		
1♠ 1NT NAT NF	2♠ 3-card raise, 7-11	3♥ SPL
2♣ NAT F; 3♣ rebid NF	2NT Flat GF	3♠ Value raise
2♦ NAT F; 3♦ rebid NF	3♣ GF raise, 15+	3NT
2♥ NAT F	3♦ SPL	4♣ NAT
other		
1NT 3♣ NAT S/T	3♠ NAT S/T	4♦ 55M no slam
3♦ NAT S/T	3NT To play	4♥ To play
3♥ NAT S/T	4♣ Gerber	4♠ To play
other		
2♣ 2♦ Negative or waiting	2NT	3♥
2♥ 2/3 top H or wild shp	3♣	3♠
2♠ 2/3 top H or wild shp	3♦	3NT
other		
2♦ 2♥ Negative	3♣ 2/3 top H or wild shp	3♠ SPL less than +
2♠ 2/3 top H or wild shp	3♦ raise Hxx+	3NT Unlikely
2NT A, K or Q in all side s	3♥ SPL less than +	4♣
other		

Notes

2♥ 2♠ Negative	3♦ 2/3 top H or wild shp	3NT
2NT A, K or Q in all side s	3♥ raise Hxx+	4♣ SPL
3♣ 2/3 top H or wild shp	3♠	4♥ raise no A/K/sing/void
other		
2♠ 2NT Negative	3♥ 2/3 top H or wild shp	4♣ SPL
3♣ 2/3 top H or wild shp	3♠ raise Hxx+	4♥ SPL
3♦ 2/3 top H or wild shp	3NT	4♠ raise no A/K/sing/void
other		
2NT 3♣ Puppet	3♠ Both m S/T	4♦ ♣ S/T [4NT declines]
3♦ TRF ♥	3NT To play	4♥ To play
3♥ TRF ♠	4♣ ♦ S/T [4NT declines]	4♠ To play
other 4NT = Quantitative; 5NT = Baron		

9. CONVENTIONS

Unusual NT: Minors

4th Suit Forcing One round Game force

NT Checkback Priorities:

Defence to 3NT opening 4♣ = ♥ & another; 4♦ = ♠ & m

Defence to Opening Twos

Multi 2♦ First two doubles T/O

RCO style 2-s First two doubles T/O

Other 2-s First two doubles T/O

Defence 1♣ : 2-level same as over 1NT; 1NT 2NT minors

to

strong

♣

Over 1NT Interference Lebensohl

Lebensohl - other uses No

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ X

10. OTHER NOTES

Good Luck
