

4. BASIC RESPONSES

Jump raises - minors	Inverted 1m - 3m = 5-9 HCP
Jump raises - Majors	Preemptive 1M-3M=0-6 HCP
Jump shifts after minor opening	1♣-2♦ & 1♦-3♣=INV raise. Jump shift in M = <7; 6 card suit
Jump shifts after Major opening	1♥ - 2♠ = <7 6♠; 1♠-3♥=3♠ INV; Others Mod. Bergen Raises
Responses to strong 2 suit open.	2♦=Waiting; 2♥/2♠=5+; 3♣/3♦=6+. Decent Suits
Responses to 2NT opening	3♣=PupStayman; 3♦/3♥=TRF; 3♠=MSS; 4♣/♦/♥/♠=Slam try in +2suit

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A-Att K-Rev Count	Q may be for unblock
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle; 3rd in partner's suit	Top
In partner's suit	Overlead; 4th; Xx	count card
Discards	Low Encourage	
Count	High-Low = Odd	
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:	Reverse Count	
Notes	Suit preference where obvious	

6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 0314	4♣ Gerber <input type="checkbox"/> when? Minorwood where obvious
Slam Notes	4♠=RKCB for ♥s. King Ask - Show Specific; Q ask-Trump suit no Q	
Cue Bids <input checked="" type="checkbox"/>	1st or 2nd below game	
Asking Bids <input checked="" type="checkbox"/>	5 level raise of trump suit asks for 1st or 2nd round control in Opp's suit	

7. OTHER CONVENTIONS

Blackout after a Reverse by Opener	2NT Rebid: Ch/back = 3♣ (5M or 5/4 M/M)
Rubensol 2NT over interference of 1NT opening	1m-1♥, 2NT-3♠=4♥/4♠, 1m-1♠, 2NT-3♥=5♥/5♠
Lebensol 2NT over X of weak 2	Leaping Michaels over weak 2 openings
DOPI over interference of RKCB. Ignore Xs	If open 1NT/2NT then show 5M, oM sets M
1M - 1NT; 2NT=GF bal, 5/4 or s/suited	2 way checkback over Opener's 1NT rebid

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Blackout: Rebid of responder's suit is F1 and 5+.

Otherwise, cheaper of 2NT or 4th suit promises only 4 in first bid suit and a minimum hand



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	264873	Paul Hooykaas
& Names:	264997	Pele Rankin
Basic System:	2 over 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♣ 2+ 11+	1♥ 5+ 11+
1♦ 4+ 11+	1♠ 5+ 11+
1NT (14) 15-17	may contain 5 card Major <input checked="" type="checkbox"/>
1NT Responses 2♣ Stayman (Smolen); 3♣=Mod. Pup Stayman 2♦ TRF ♥ (3♥=4♥ min, 2NT=4♥ max) 2♠ Range Probe or ♣s (2NT=min, 3♣=max) 2♥ TRF ♠ (3♠=4♠ min, 2NT=4♠ max) 2NT TRF ♦ (3♦ = Superaccept) other 3♦=5/5 ♣/♦ FG; 3M=Singleton (31)(54), 4♣/♦=TRF ♥/♠, 4NT=Quantitative	
2♣ 23+ Balanced or FG	
2♦ 6♦ 5-10 }	
2♥ 6♥ 5-10 }	2NT response = Shortage ask
2♠ 6♠ 5-10 }	4th seat = 10-13
2NT 20-22	3NT ♣/♦ AKQxxxx
other	

2. PRE-ALERTS

Support X/XX to 2M	System on over oppo's Xs
2♣/2♦=Drury 3/4M to 3rd/4th seat M opening	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	6(7), Vul = 10-(13)
Responsive doubles through	4♥	Unusual NT	5/5 - 2 lower unbid suits, unlimited
1NT overcall - immediate	15-18 sys on	Immediate cue of minor	♥/♠ 5/5 Unlimited
1NT overcall - re-opening	14-16 sys on	Immediate cue of Major	oM/m 5/5 Unlimited
Over weak twos	X=T/O; Lebensol 2NT	Over opening threes	X=T/O,(3NT:4♣ Baron,4♦/♥/♠=Tfr)
Over opponent's 1NT	X=Penalty, 2♣=♥/♠ 5/4 either way; 2♦=1M; 2M=5M/4+m; 2NT=♣/♦		
1NT s/wich position=16-18 sys on. 1NT [2♣=M/M] X=8+XXX, 2♥/2♠=Both ms 5/4 NF/F			
[2♣]=other, X=S/man, sys on. 1NT-[X]-XX=Bid 2♣, may correct to ♦s. Other=sys on			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+, 5+	2♦ 5+♣, INV, P/H	3♦ SPL, GF
1♥ 4+, 5+	2♥ 6♥ 0-6	3♥ SPL, GF
1♠ 4+, 5+	2♠ 6♠ 0-6	3♠ SPL, GF
1NT 6-(10)	2NT (10-12)	3NT 13-15
2♣ 5+♣, 12+, P/H 5-9	3♣ 5+♣, 5-9, P/H shape	4♣ MW
other 4♥/4♠/5♦=To Play 1♣-2♣ GF Steps=strength; then step shortage ask - LMH 2NT=NO		
1♦ 1♥ 4+, 5+	2♥ 6♥ 0-6	3♥ SPL, GF
1♠ 4+, 5+	2♠ 6♠ 0-6	3♠ SPL, GF
1NT 6-(10)	2NT (10-12)	3NT 13-15
2♣ 4+♣, FG	3♣ 4+♦, INV, P/H	4♣ SPL, GF
2♦ 4+♦, 12+, P/H 5-9	3♦ 4+♦, 5-9, P/H shape	4♦ MW
other 4♥/4♠/5♣=To Play 1♦-2♦ GF Steps=strength; then step shortage ask - LMH 2NT=NO		
1♥ 1♠ 4+, 5+	2♥ 3, 6-9	3♦ 4+♥, 10-11
1NT 5-11 < 3♥	2♠ 6♠ 0-6	3♥ 4+♥, 0-5
2♣ ♣'s or bal, FG. P/H=Max3♥	2NT 4+♥, FG	3♠ SPL 10-12
2♦ 5+♦+, FG. P/H=Max4♥	3♣ 4+♥, 7-9 or 10-11 3♥	3NT 3♥, 12-14 bal
other 4♣/4♦=10-12 SPL, 4♠/5♣/5♦=To Play. Jacoby=Strength:step=shortage?NLMH		
1♠ 1NT 5-11 < 3♠	2♠ 3♠, 6-9	3♥ Nat, Inv
2♣ ♣'s or bal, FG. P/H=Max3♠	2NT 4+♠, FG	3♠ 4+♠, 0-5
2♦ 5+♦, FG. P/H=Max4♠	3♣ 4+♠, 7-9 or 10-11 3♠	3NT 3♠, 12-14 bal
2♥ 5+, FG	3♦ 4+♠, 10-11	4♣ /4♦/4♥ SPL 10-12
other 5♣/5♦=To Play. Jacoby=Strength then step=shortage ask NLMH		
1NT 3♣ 5 Card Major ask	3♠ Singleton 13(54)	4♦ TRF ♠, to play or RKCB
3♦ 5/5 ♣/♦ GF	3NT To Play	4♥
3♥ Singleton 31(54)	4♣ TRF ♥, to play or RKCB	4♠
other 4NT=INV		
2♣ 2♦ Waiting	2NT 5/5 ♣/♦	3♥
2♥ 5+♥, good suit	3♣ 6+♣, good suit	3♠
2♠ 5+♠, good suit	3♦ 6+♦, good suit	3NT
other (Kokish)		
2♦ 2♥ Nat, F1	3♣ Nat, F1	3♠ Nat, GF
2♠ Nat, F1	3♦ To play	3NT To Play
2NT Shortage ask**	3♥ Nat, GF	4♣
other **3♦=any min; other=shorage, max; 3NT=no shortage, max		

Notes 1♣ - 1♦ - 1♥ - 1♠ = Forth suit forcing to game

1♣- 1♦ - 2♥/2♠ = Natural and FG as with 1♣- 1♥ - 2♠ = Natural, FG

2♥ 2♠ Nat, F1	3♦ Nat, F1	3NT To Play
2NT Shortage ask**	3♥ To Play	4♣
3♣ Nat, F1	3♠ Nat, GF	4♥ /4♠ To Play
other **3♥=any min; other=shorage, max; 3NT=no shortage, max		
2♠ 2NT Shortage ask**	3♥ Nat, F1	4♣
3♣ Nat, F1	3♠ To Play	4♥ To Play
3♦ Nat, F1	3NT To Play	4♠ To Play
other **3♠=any min; other=shorage, max; 3NT=no shortage, max		
2NT 3♣ Puppet Stayman	3♠ Minor Suit Stayman	4♦ ♠ Slam Int Step likes
3♦ TRF♥. 3♥=2♥s, 3♠=3♥s...	3NT To play	4♥ ♣ SlamInt 4♠=xx 5♦=MW
3♥ TRF♠. 3♠=2♠s, 3NT=3♠s...	4♣ ♥ Slam Int Step likes	4♠ ♦ SlamInt 4NT=xx 5♣=MW
other M tfr - Opener step bids = Step=2M, step 2=3M, etc. Re-tfr. 4♥/4♠ = ♣/♦ slam try, step=disc		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round ☐ Game force ☒

NT Checkback ☐ Priorities: 2 Way Checkback; 2♣=Forces 2♦ or INV. 2♦=ART FG

Defence to 3NT opening

Defence to Opening Twos Natural weak 2 - X=T/O (Lebensohl)

Multi 2♦ 1st X=13+ - XXX

RCO style 2-s 1st X=13+ - XXX

Other 2-s X = Take out of natural suit shown

Defence [1♣] - Twerb = Suit bid = suit above or the 2 below

to NT = 2 non-touching suits.

strong Applies over [1♣] - P - [1♦] - here

♣ [2♣] X=M/M or ♦; other = Twerb

Over 1NT Interference Rubensohl

Lebensohl - other uses X of Natural weak 2

Take out of 4 level pre-empts 4♣/4♦ X = T/O

4♥ X = T/O 4♠ X = Values; 4NT = 2 Suited T/O

10. OTHER NOTES

System on over X of opener's 1 level opening but off after simple overcall

[1 any] - P - [P] - 2NT = 19-21ish

Defence to 2NT or 2♠ showing 5♣/5♦: X=T/O; 3♣=♥/♠ longer ♥; 3♦=♥/♠ longer ♠

[1♣]-P-[1♥] transfer - X=T/O of ♠ and 1♠=Natural

1NT - [2♦/♥/♠] - X = Take out, next X = T/O. 1 any - [X] - XX = 10+, all Xs penalty