

## 4. BASIC RESPONSES

Jump raises - minors	1♦-3♦=To play
Jump raises - Majors	PRE
Jump shifts after minor opening	(1♦):2♥=5♠+/5♥+ non-INV, 2♠=5♠+/5♥+ INV > 2N enq, 3♦=FG
Jump shifts after Major opening	To play
Responses to strong 2 suit open.	N/A
Responses to 2NT opening	3m=to play, 3M=F1, 4m=RCKB in suit, 4M=to play, 4NT=S/T

## 5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	top	Underlead except STR K
Four or more with an honour	3rd/5th	attitude
From 4 small	3rd highest	2nd or 3rd (attitude)
From 3 cards (no honour)	Bottom	middle but small in partner's suit
In partner's suit	As above unless raised	3rd
<b>Discards</b>	O/E	SP, Odd=Encouraging
<b>Count</b>	Low-High = Odd when needed	Low-High = Odd when needed
<b>Signal</b> on partner's lead:	Suit Preference	Low Encourage
<b>Signal</b> on declarer's lead:	Mainly SP, REV Smith echo	
<b>Notes</b>	We give little count, mostly SP, also in trump suit	

## 6. SLAM CONVENTIONS

4NT: Blackwood	<input checked="" type="checkbox"/>	RCKB	1430 OR	NAT, QUANT, T/O OR cue, to play at 5-level
Asking Bids	<input checked="" type="checkbox"/>	Cue Bids	<input checked="" type="checkbox"/>	4C(D if clubs bid) is PRE BW>1st step="joke" when NV
If Vul: 0,1,1+,2,2+). These responses also to Exclusion (no "joke" step). 5C Gerber				

## 7. OTHER CONVENTIONS

2NT rarely natural	2-way Drury: Rebid suit is (sub)-min
TRF LEB: 1NT-(2M or natural 2D)	Bid suit 3 times=subminimum
Smolen (only used with 5422 shape)	Responder/advancer's relay dbl:1M-(3y)-x=
Retransfers	puppet to next step to place contract

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**AUSTRALIAN BRIDGE  
FEDERATION LTD.**

## STANDARD SYSTEM CARD



ABF Nos.	226963	Kate McCallum
& Names:	687693	Axel Johannsson

Basic System: ViKing club (1♣ is usually 15+), Variable NT, Short diamond, aggressive

Brown Sticker ☐ Classification: Green ☐ Blue ☒ Red ☐ Yellow ☐

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

1♣ ART STR -16+ if BAL 1♥ 9-14 5+

1♦ 9-14, usually 2+ but fewer poss if >3♣ 1♠ 9-14 5+

1NT NV 1&2:10-12, 3&4:10-15. VUL 1&2: 14-15, 3:15, 4th:<14 may contain 5 card Major ☒

1NT Responses 2♣ STAY

2♦ 5+♥ (but ART FG if WK NT) 2♠ Size ask or 6+♣ (but to play if WK NT)

2♥ 5+♠ (but to play if WK+NT) 2NT 6+♦ but INV+ with minor if WK NT, F1

(Dbl) 2y=5+or 2m may be scrmbles,XX=PEN other

2♣ 9-14 6+

2♦ 3-9, 5M (6 when VUL)

2♥ 5/4+ MM, NV: 3-9, VUL: 6-10

2♠ NV: 3-9 4♠ and 6+m, VUL: 6-10 5+♠ & 5+m

2NT 5+/5+ mm, ~5 loser hand 3NT PE in a minor including the Ace

other 4m=NAMYATS (2-under) 3.5 to 4.5 losers, 4NT=specific ace BW

## 2. PRE-ALERTS

STR club, short (0+) diamond, variable NT 1NT:10-12, 10-13, 10-15, 14-15 OR 15

HCP only a guide. Several ART (FG) relays many unusual double/rdbl,

Unusual carding, v aggressive style unusual openings from 2H-2NT and 3NT

## 3. COMPETITIVE BIDS / OVERCALLS

Doubles Support dbl/rdbl, lead directing, anti-lead, Negative DBL thru 4♥ not 3z

responsive. Relay and 4/1 dbl at 3-level Responsive DBL thru Same

Jump overcalls PRE, sound if UF. (1♦)-2M=Mich Unusual NT Lower 2 unbid suits

1NT overcall: (immediate) 15-17 BAL (re-opening) 10-14 (1♠: 11-16)

Immediate cue: (minor) (1♣)-2♣:5/4 MM, (1♦)-2♦:5♠/4♥ (Major) 5+ OM & 5+m, wide range

**Over:** Weak Twos X with LEB, 2NT=tricks Opening Threes Non-leaping Michaels

Opponent's transfers X=lead dir, bid of their shown suit=T/O but NAT if a jump

Opponent's 1NT STR(includes 16HCP); X=♣+♠ or ♦+♥, 2♣=♣+♥ or ♦+♠, 2♦=MM,2N=mm

WK: X=PEN, 2♣=MM, 2♦=6(5)M, 2M=5 and 4+m, 2N=mm, 3m=constructive, 3M=PRE

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ ART 0-7	2♦ ART BAL FG 8-10/14+	3♦ 11-13: 3-4-2-4
1♥ 4+♠ FG	2♥ Any 5332 11-13	3♥ 11-13: 4-2-4-3
1♠ 4+♥ FG	2♠ 11-13BAL ♠&♣ or♥&♦	3♠ 11-13: 2-4-3-4
1NT 5(4)+♣ FG	2NT 11-13BAL MM or mm	3NT 11-13: 4-3-4-2
2♣ 5+♦ FG	3♣ 11-13BAL 4333 w/4m	4♣ 8(7)♥ 1-4 hcp
other 1♣-2♠ could also be 4333 with 4 card M -- 1♣-4♦=8(7)♠ 1-4 hcp		
1♦ 1♥ usually 6+ HCP 4+♥	2♥ 5♠+/5♥+ non-INV	3♥ To play
1♠ usually 6+ HCP 4+♠	2♠ 5♠+/5♥+ INV	3♠ To play
1NT 6+HCP<24 comb HCP	2NT 0+HCP, bid longest m	3NT To play
2♣ 10+ 4(3)+♣	3♣ To play	4♣ To play
2♦ 10+ usually 4+♦	3♦ To play	4♦ To play
other 4NT=BW		
1♥ 1♠ 6+, F1, 4+♠	2♥ 3♥,<13HCP, ~8 losers	3♦ To play
1NT 6+, NF <4♠	2♠ To play	3♥ PRE
2♣ ART FG asking	2NT Mixed raise+	3♠ To play
2♦ relay,0+,to play 2♥ OR	3♣ To play	3NT Any 4333, NF
other 1♥-2♦: either to play in 2H or any INV hand. 4m=SPL, 4M=To play, 4NT=BW		
1♠ 1NT 6+, NF	2♠ 3♠,<13HCP, ~ 8 losers	3♥ To play
2♣ ART FG asking	2NT Mixed raise+	3♠ PRE
2♦ PUP 2♥, 0+HCP, 4+♥	3♣ To play	3NT Any 4333 NF
2♥ Any INV	3♦ To play	4♣ SPL
other 1♠-2♦-2♥-any: INV, 1♠-2♥-2♠-any INV. 4♦=SPL, 4♥=To pl (not PH), 4NT=BW		
1NT 3♣ TRF to ♦>3M=NAT FG	3♠ 4♠ & 6(5)+♣	4♦ mild S/T in S 4-5 CTRL
3♦ 4(5)♦ & 6(5)+♣	3NT To play	4♥ To play
3♥ 4♥ & 6(5)+♣	4♣ mild S/T in ♥ 4-5 CTR	4♠ To play
other Over WK NT:2♣ -2M-2NT is F1 w 5+m, INV or S/T, 3m=To play with 4OM		
2♣ 2♦ ART INV+ asks	2NT NAT INV	3♥ NAT S/T
2♥ 5+ NF constructive	3♣ NAT Not INV	3♠ NAT S/T
2♠ 5+ NF constructive	3♦ NAT S/T	3NT To play
other		
2♦ 2♥ P/C	3♣ How many ♥? 0/1,2..	3♠ P/C, not promising ♥
2♠ P/C, not promising ♥	3♦ How many ♠? 0/1,2	3NT To play
2NT INV+ asks	3♥ P/C	4♣ asks TRF to suit
other 4♦: asks bid suit, 4M=To play		

**Notes** 14+ NT:1N-2♠-2N/3♣-3♦/♥/♠=clubs with short ♠,♥ or ♦ in that order

1N-2N-3♣/♦-3Z=coded shortage with diamonds but 1N-3♣-3♦-3M=NATand 3N=4♣ NF

1N-2♣-2Z-3♣=3-card raise of Z, 3♦=short Z

2♥ 2♠ To play	3♦ To play	3NT To play
2NT INV+ asks	3♥ To play	4♣ PEKC in ♥
3♣ To play	3♠ To play	4♥ To play
other 4♠/4♦=PEKC in ♥/♠		
2♠ 2NT asks>3♥=max w ♣	3♥ NAT NF	4♣ P/C
3♣ P/C	3♠ PRE	4♥ To play
3♦ To play	3NT To play	4♠ To play
other 4♦=P/C. Same responses VUL and NV		
2NT 3♣ To play	3♠ NAT F1	4♦ RKCB in ♦
3♦ To play	3NT To play	4♥ To play
3♥ NAT F1	4♣ RKCB in ♣	4♠ To play
other		

## 9. CONVENTIONS

**Unusual NT:** Lowest unbid wide range

**4th Suit Forcing** One round ☒ Game force ☐

**NT Checkback** ☒ Priorities: 2♣=puppet to 2♦ (but to play by PH), 2♦=FG relay

**Defence to 3NT opening** 4♣=TO, 4♦=ART S/T, 4♥♠/5♣/♦=To play, 4NT=SAB

**Defence to Opening Twos** X=TO > Normal Lebensohl

Multi 2♦ Dbl=Defensive hand>PEN dbls, 2NT=Nat with source of tricks, 2M=Short

RCO style 2-s x-x-x

Other 2-s Bid of opponents known suit=TO

**Defence** (1♣):CRO and TWERB:2♣=2♦/MM,2♦=♥/♠+♣,2♥=♠ or mm,2♠=♣ or ♥+♦, to 2N=non-touch. (1♣)-no-(1♦): dbl=col,1N=rank, 2♠=oth, similar at 3-level  
**strong** (2♣): CRO, 2M=NAT, 2NT=non-touching and higher bids=TWERB  
 1♣/2♣ (2C)-no-(2D): dbl=col, 2N=rank, 3♣=other, higher=TWERB

**Over 1NT Interference** (2♣/♦ART):SYSON,2Z(NAT):X=T/O,2NT=Leb,3♣/♦/♥=TRF INV+

**Lebensohl - other uses** Yes e.g. WK 2 and (1M)-X-(2M), also if our PEN dbl is pulled

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

4♥ X=TO

4♠ X=PEN

## 10. OTHER NOTES

1♣/1♦/NT: (3♣): dbl=♦, 3♦=♥, 3♥=♠, 3♠=neg dbl, 4♣=Mich, 4♦/♥=Texas, 4NT=SAB

(3♦): dbl=♥, 3H=♠, 3♠=neg dbl, 4♣=Mich, 4♦/♥=Texas, 4♠=♣ (S/T), 4NT=SAB

(3♥): dbl=♠, 3♠=neg dbl, 4♣=♦, 4♦=♠ (S/T), 4♥=♠ (no S/T), 4♠=♣ (S/T), 4NT=SAB

(3♠): dbl=neg dbl, 4♣=♦, 4DH (S/T), 4♥=To play, 4♠=♣ (S/T), 4NT=SAB

(4♣): dbl=negative, 4D=♥, 4H=♠

We overcall 3NT: 4♣=puppet to 4♦ for sign-off, 4♦/♥/♠/NT=TF S/T, 5C=BW