4. BASIC RESPONSES

Jump raises - minors	1♣ 3♣ = 6+♣, 9-11 HCP; 1♦ 3♦ = 3+♦, 5-8 HCP
Jump raises - Majors	5-8 raise, generally 4 card support
Jump shifts after minor opening	natural invitational with 6 card suit, (9-11 HCP)
Jump shifts after Major opening	raise(1H-2S), else natural invitational with 6 card suit, (9-11HCP)
Responses to strong 2 suit open.	2♦ = waiting, 2♥/♠ = to play opp 20-21 HCP balanced, else TF
Responses to 2NT opening	mod Muppet Stayman, Transfer & Minor Suit Stayman

5. PLAY CONVENTIONS   Show priorities

	Versus **Suit** (or both)	Versus **NoTrump** (if different)
Leads Sequences:	A or Q for Attitude, K for Count	
Four or more with an honour	3rd (even) or low odd	4th
From 4 small	3rd	2nd
From 3 cards (no honour)	3rd	MUD
In partner's suit	3rd unless raised then attitude	3rd unless raised then attitude
Discards	low encourage	
Count	reverse present count	
Signal on partner's lead:	reverse attitude/count	
Signal on declarer's lead:	reverse present count/Smith Peter vs NT (see below)	
Notes	Smith Peter only applies against NT when declarer wins 3rd seat honour with 2	
above (eg may be hiding honour) by 3rd seat only		

6. SLAM CONVENTIONS

4NT:	Blackwood ☐	RKCB 3041	4♣ Gerber ☐	when?

Slam Notes Kickback KC & Exclusion KC, 1NT 2♣ 2M 4♣=KC, 4♦=Quantitative

Cue Bids	**X**	1st or 2nd round control; - after pre-empt & ECK => 0,1 ,1+Q ,2 , 2+Q, 3
Asking Bids	☐	5NT is generally choice of contract or looking for grand

7. OTHER CONVENTIONS

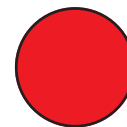|	
jump in 4th suit = Splinter partner's 1st suit	1♣ 1NT => Astro (see Def to 1NT)
1X 1NT 2Y 3NT = Splinter partner's 1st suit	1♦ 1NT = 2♣ majors
Rubensohl sequences when RHO bids	1♣ 2M 2NT = 5/4 minors, forcing
2NT in competition is seldom natural	Transfers after 1M -X (2M = weak raise)
Jump Fits in competition (not X)	Anti lead doubles at the 3 level.
	very aggressive overcalls (eg 4+ HCP) on 1 & 2 level
	Georgio to1 level overcall: 2♣=QRaise, Cue= good ♣s

AUSTRALIAN BRIDGE FEDERATION INC.

STANDARD SYSTEM CARD

ABF Nos.	398713	Leigh Gold
& Names:	94625	Joe Haffer

Basic System: 2/1, Variable NT, T/F to 1♣, Unusual 2 Openings in 1st/2nd seat non-vul

Brown Sticker ☐   Classification: Green ☐   Blue ☐   Red **X**   Yellow ☐

1. OPENING BIDS

Describe strength, minimum length, or specific meaning   Canape ☐

1♣ 1+, 9+ HCP if shapely (includes all 4441)	1♥ 5+, 9+ HCP if shapely
1♦ 5+, 9+HCP if shapely	1♠ 5+, 9+ HCP if shapely

1NT   1st-2nd N/V 9-13, else 14-16, (5-4, 6m, single pos, below)   may contain 5 card Major **X**

1NT Responses 2♣	modified Stayman, maybe no 4 card M over 2♦/♥/♠ = 2♠/3♣=GFRela
2♦ TF to ♥	2♠ TF to ♣ => shortage
2♥ TF to ♠	2NT TF to ♦ or weak both minors => short
other 3♣= Minors5+4+, 3♦=Puppet Stayman, 3♥/♠ = 4 other major, choice of Contract	

2♣ GF or 20-21 balanish (or very weak six spades 1st/2nd seat non-vulnerable)

2♦ n/v 1st/2nd 0-8HCP (4+/4+) ♦+♠, else Weak 2♦

2♥ n/v 1st/2nd 0-8HCP (4+/4+) ♥+♠, vul (5+4+) majors < opening, 3rd/4th weak 2;

2♠ n/v 1st/2nd 0-8HCP (4+4+) ♣+♠, else Weak 2♣

2NT 22-23 balanish	**3NT** 5♠ 6♥ less than Reverse (~9-13 HCP)

other   1NT with 4144 least likely, 1444 most likely & 44(14) in between (rebid issues)

2. PRE-ALERTS

N/V openings & PASS in 1st/2nd seat	
P of n/v 1st/2nd 2♦/♥/♠ can be false pref	1NT X XX = 8+ balanced or 10+ unbalanced
n/v 1NT p p = 8-12 or weak 5+ minor now	over X forces opener XX (to play opp 8-12)

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	Intermediate (weak jumps via simple overcalls)
Responsive doubles through	4♠	Unusual NT	Highest & Lowest unbid suits, weak or strong
1NT overcall - immediate	15-18 HCP	Immediate cue of minor	majors, weak or strong
1NT overcall - re-opening	m=10-14,M=13-16	Immediate cue of Major	HUB, weak or strong
Over weak twos	T/Ox, Lebens., Leap Michaels	Over opening threes	T/Ox & non leap Michaels

Over opponent's 1NT   x= penalty (passed hand 6+ minor), ASTRO => 2C = ♥ & another

2♦ = ♠ & another, 2M = single suited, 2NT = TF to ♣, 3♣ = TF to ♦, 3 other = pre-empt

after 2♣/♦ step looks for 5 card suit (n/f), partner's major = 4+ or 3 plus shortage

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣	1♦	TF to ♥		2♦	6+♦s, 9-11 HCP		3♦	any solid suit
	1♥	TF to ♠		2♥	6+♥s, 9-11HCP		3♥	pre-emptive
	1♠	bal 5-16 HCP or clubs		2♠	6+♠s, 9-11 HCP		3♠	pre-emptive
	1NT	GF relay		2NT	5+5+ m, weak/strong		3NT	(12)13-15 HCP 3343
	2♣	TF to ♦ weak or strong		3♣	6+♣s, 9-11 HCP		4♣	pre-emptive
	other	2NT may only have 4 diamonds if GF

1♦	1♥	natural=>Transfers		2♥	6+♥s, 9-11 HCP		3♥	Spinter, 13-14 HCP
	1♠	natural=>Transfers		2♠	6+♠s, 9-11 HCP		3♠	Spinter, 13-14 HCP
	1NT	, 5-12 HCP		2NT	3+♦s, 9-10 HCP		3NT	(12)13-15 HCP 3334
	2♣	GF relay		3♣	6+♣, 9-11 HCP		4♣	GERBER!
	2♦	3+♦s, 11-16 HCP		3♦	3+♦s shapely, 5-8 HCP		4♦	pre-emptive
	other	Retransfers by opener after 1♥/♠ & Relay enquiry after 2♦, 1♦ 1NT 2♣ maybe 3

1♥	1♠	natural=>Transfers		2♥	3(+)♥s, 8-10 HCP		3♦	6+♦s, 9-11 HCP
	1NT	5-12 HCP=>Gazilli		2♠	a shortage (see below)		3♥	4+♥s, 5-8 HCP
	2♣	GF relay		2NT	4+♥s, 9-10 HCP, bal		3♠	any 8-10 HCP void raise
	2♦	3+♥s, 11-16 HCP (bel)		3♣	6♣s, 9-11 HCP		3NT	11-13 void spade raise
	other	4♣/♦ = 11-13 HCP void raise, 4♠ = to play

1♠	1NT	5-12 HCP=>Gazilli		2♠	3(+)♠s, 8-10 HCP		3♥	6+♥s, 9-11 HCP
	2♣	GF relay		2NT	a shortage (see below)		3♠	4+♠ s, 5-8 HCP
	2♦	TF to ♥ weak or strong		3♣	6♣s, 9-11 HCP		3NT	any 8-10 void
	2♥	3+♠, 11-16 HCP (bel)		3♦	6♦s, 9-11 HCP		4♣	11-13 HCP void raise
	other	4♦/♥ = 11-13 HCP void raise

1NT	3♣	Minors 5+/4+		3♠	4♥s, choice of contract		4♦	TF to ♠
	3♦	Puppet Stayman		3NT	to play		4♥	to play
	3♥	4♠s, choice of contract		4♣	TF to ♥		4♠	to play
	other	over 3♣ 3♦ = asks shortage, 3M = good 5 card suit, 3NT = good M stoppers

2♣	2♦	weak or waiting		2NT	positive, 5+ good ♠s		3♥	positive, 6+ good ♣s
	2♥	to play opp 20-21 bal		3♣	positive, 6+ good ♦s		3♠	not used
	2♠	to play opp 20-21 bal		3♦	positive, 5+ good ♥s		3NT	any solid suit
	other	nv1/2nd or 2♠=14-17game try; 3m=JF for ♠, 3♠=18-19 game try, 3NT=to play

2♦	2♥	n/f, values n/v 1/2nd		3♣	n/f, values n/v 1/2nd		3♠	vul=forcing, n/v=to play
	2♠	n/f, values n/v 1/2nd		3♦	n/f, values n/v 1/2nd		3NT	to play
	2NT	Enquiry => 3♣ = min		3♥	natural & forcing		4♣	natural & forcing
	other	pass nv 1= weak or preference

Notes after n/v 2x 2NT => 3♣=min or off-shape, 3♦=5 lower suit, 3♥=5 spades, 3♠=5-5
3NT=4-4, 4♣/♦=(65); after n/v 2x-2NT-3♣-opener's suit=to play opp min, lowest suit =
Enquiry => 3NT=4-4 (4-3), step = 5 lower, step +1 = 5 higher, else 5-5

2♥	2♠	to play, val n/v 1/2nd		3♦	to play, val n/v 1/2nd		3NT	to play
	2NT	Enquiry => 3♣ = min		3♥	to play, val n/v 1/2nd		4♣	natural & forcing
	3♣	to play, val n/v 1/2nd		3♠	to play, val n/v 1/2nd		4♥	to play
	other	4♦ = natural & forcing; 4♠ = to play

2♠	2NT	Enquiry => 3♣ = min		3♥	to play, val n/v 1/2nd		4♣	natural & forcing
	3♣	to play, val n/v 1/2nd		3♠	to play, val n/v 1/2nd		4♥	to play
	3♦	to play, val n/v 1/2nd		3NT	to play		4♠	to play
	other	4♦ = natural & forcing

2NT	3♣	mod Muppett Stayman		3♠	Minor Suit Stayman		4♦	♥s weak or slam going
	3♦	TF => ♥		3NT	to play		4♥	♠s weak or slam going
	3♥	TF =>! S		4♣	♣s slam going		4♠	♦s slam invite
	other	4NT = Quantitative

9. CONVENTIONS

Unusual NT: Highest & Lowest Unbid, weak or strong

4th Suit Forcing One round ☐   Game force ☒

NT Checkback ☒   Priorities: xyz: 2♣ = Puppet => nat inv; else T/F = weak/strong

Defence to 3NT opening X = Values, 4m = T/O of this suit

Defence to Opening Twos T/Ox & Rubensohl vs an anchor suit

Multi 2♦   X=13-15 NT or 16+=>2NT=nat, 3M=?stopper; 2NT=16-18, 4m=LeapMichael

RCO style 2-s   X= 14-15+ => 2NT = nat; Cue = stopper Ask; 2NT = 16-18; LM; else nat;

Other 2-s

Defence	1♣ (incl 1♣ p 1♦): Twerb => bid shows TF to single suiter or 2 suits below,
to	NT shows ♠ & ♦ or ♥ & ♣ - level depends on playing strength
strong	2♣ (incl 2♣ p 2♦): as above
♣	1NT nat (anchor suit) 2♣/♦/♥/♠ =>T/Ox,Rubensohl, leap Michaels

Over 1NT Interference   2♣(M) = x=3+3+M, 2lev = nnf, 2NT = m, 3m = nat, 3M = Splinter

Lebensohl - other uses   1NT2♦(ssM)=>x=♥s,2♥=♠s,2♠=5+4+m,2NT=♣s,3♣=♦s,3♦=?, 3

Take out of 4 level pre-empts   4♣/4♦ T/Ox, 4♦=non leap Michaels   3M=Splint
4♥ T/Ox, 4NT= two suiter   4♠ T/Ox, 4NT= two suiter

10. OTHER NOTES

'Simple Raises': 1♦-2♦, 1♥-2♦/♥/♠, 1♠-2♥/♠/2NT as well as 1♣-1♦-2♥/♠, 1♣-1♥-2♠/NT
1♦-1♥-2♦/♥/2♠/3♣, 1♦-1♠-2♥/♠/NT/3♣/♥, now step (if not trump) is enquiry => 1st:
strength (min/max or 2 pt range), 2nd: step=4, then 3 & no/low/mid/high extra length
GF Relay: 2♦=unbal Single Suiter or M/m => 2♠=SS, 2NT/3♣=5-4, 3♦/♥=6-4, 3♠/NT=7-4
2♥=both M or m, 2♠=bal Single Suiter, 2NT=5+5+ with ♣/♥, 3♣=5+5+ with♦/♠, 3♦/♥/♠
1♥ 2♠ or 1♠ 2NT = 4♥/♠, any splinter, 7+HCP, now 3M = sign off, step = Enquiry
=> 7/8 or 11-14 void, 9/10, 11/12, 13/14, then 15+ showing LMH