

4. BASIC RESPONSES

Jump raises - minors	Preempt	Other: 3rd/4th Shape based (4)6-9
Jump raises - Majors	Wide Range	Other: Non Invite, usually some shape 4Maj, not nec Weak
Jump shifts after minor opening	3rd/4th Weak, 6+	
Jump shifts after Major opening	3rd/4th Invitational Splinters	
Responses to strong 2 suit open.	3rd/4th 2♦ Negative plus Kokish Relay	
Responses to 2NT opening	Simple Stayman, Transfers, 3♠ minors, 4♣/♦=♥/♠, 4♥/♠=♣/♦	

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	K: Count AQJ: Attitude	Overlead All
Four or more with an honour	3rd from even, low from odd	Low Encourage
From 4 small	3rd	High Discourage
From 3 cards (no honour)	3rd	High Discourage
In partner's suit	High from even, low from odd	High from even, low from odd
Discards	Low Encourage	Low Encourage
Count	Reverse Original	Reverse Original
Signal on partner's lead:	Low encourage, Count if required	Low encourage
Signal on declarer's lead:	Reverse Smith Peters at trick 2 vs NT. Occasional Count in trumps	
Notes If Dummy wins the trick with J or lower then Reverse Count		
Singleton in Dummy vs Suit then Suit Pref		
Where suit length is already known, usually Attitude leads.		

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 1430 4♣ Gerber when? mostly all the time *

Slam Notes 4minor+1 is keycard gerber, 4♠ over ♥ is keycard gerber

Cue Bids Mostly first round, Maybe K or Q in partner's suit, 3NT frivolous slam try

Asking Bids 2♣ over 1NT is an **Asking Bid** for four card Major suits.

7. OTHER CONVENTIONS

♥s : 4♠ kickback	2♦ Drury by a passed hand
4minor+1 = kickback	Most jumps splinters
Georgeout	Last Train (& X)
Davensohl	Last Train X
Inversion after Major Tfrs after 1NT	

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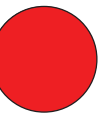
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**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	599964	Will Jenner-O'Shea
& Names:	607630	Mike Doecke
Basic System:	Short Club w Transfers (3rd/4th seat)	
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

1♣ 3rd/4th 2+♣ all balanced hands	1♥ 3rd/4th (4)5+♥
1♦ 3rd/4th (3)4+♦, unbalanced mostly	1♠ 3rd/4th (4)5+♠
1NT 3rd/4th 15 - 17	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ Simple Stayman	Other: Can be pre-running
2♦ → ♥ (Step Superaccepts, 2nd step = 5♥)	2♠ → ♣ (3♣ Superaccept) then shortage
2♥ → ♠ (Step Superaccepts, 2nd step = 5♠)	2NT → ♦ or ♣/♦ weak
other 3♣:mSS 3♦:5cM Stayman 3♥:4♥ 3♠:4♠ 4♣:→♥ 4♦:→♠ 4♥:♥ 4♠:♠	

2♣ 3rd/4th FG with Kokish)

2♦ 3rd/4th 5+ Natural wide ranging

2♥ 3rd/4th 5+ Natural wide ranging

2♠ 3rd/4th 5+ Natural wide ranging

2NT 3rd/4th 20 - 21 (22)

3NT 'to play'

other

2. PRE-ALERTS

Strong Club, Short Diamond, Mini NT in 1st/2nd

Standard in 3rd/4th

Some Transfers in Competition

Default: nonWoolsey & (1♣) 2♣ Michaels

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4♥ Jump overcalls Weak (Vulnerability sensitive)

Responsive doubles through 4♥ Unusual NT 5+/5+ Lowest Unbid

1NT overcall - immediate (15)16-18(19) Immediate cue of minor 5+/5+ Majors (2♣: might be Nat)

1NT overcall - re-opening (10)11-14 Immediate cue of Major 5+/5+ Other and ♦

Over weak twos X & Leb. Leaping Michaels (F) Over opening threes X T/O Non-Leaping Michaels (F)

Over opponent's 1NT X = Pen, 2♣ = Majors, 2♦ = one Major, 2♥ = ♥ & minor, 2♠ = ♠ & minor

2NT = Both minors, 3♣/♦ Natural

By agreement & passed hand: X = 4Major & 5+ minor (Woolsey) Over third seat X = Pen

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♥, any	2♦ Sub Weak Two	3♦ 0-3, 7♦
1♥ 4+♠, any	2♥ Sub Weak Two	3♥ 0-3, 7♥
1♠ no Major, you play	2♠ Sub Weak Two	3♠ 0-3, 7♠
1NT no Major, I play	2NT Best Club Raise	3NT Hand hog
2♣ 5+♣	3♣ 6+♣	4♣
other		
1♦ 1♥ 4+♥	2♥ Sub Weak Two	3♥ 3-6, 7♥
1♠ 4+♠	2♠ Sub Weak Two	3♠ 3-6, 7♠
1NT (4) 6 - 9	2NT Best ♦ raise	3NT Whatever
2♣ Clubs	3♣ Sub Weak Two	4♣ Pre-empt
2♦ (4)5+♦	3♦ 5+♦	4♦ Pre-empt
other 1♦ : 2♣ might be a balanced game force hand that wants partner to bid the NT		
1♥ 1♠ 4+♠	2♥ 4 - 9, 3(4)♥	3♦ Inv SPL
1NT usually not 4♠	2♠ 6♠, Weak	3♥ (4) 6 - 9, 4+♥ shape
2♣ Clubs	2NT Best ♥ raise	3♠ SPL
2♦ Drury	3♣ Inv SPL	3NT 3♥ Bal GF
other 2♣= INV ♥ raise or Bal GF or ♣ GF 1♥:4minor = SPL 1♥ : 4♠ = To Play		
1♠ 1NT (4) 6 - 9	2♠ 4 - 9, 3(4)♠	3♥ SPL
2♣ Clubs	2NT Best ♠ Raise	3♠ (4) 6 - 9, 4+♠ shape
2♦ Drury	3♣ Inv SPL	3NT 3♠ Bal GF
2♥ Hearts	3♦ Inv SPL	4♣ SPL
other 2♣= INV ♠ raise or Bal GF or ♣ GF 1♠:4♥ To Play		
1NT 3♣ Minor Suit Stayman	3♠ 4♠, GF	4♦ →♠ (To Play or Slam)
3♦ 5c Major Stayman	3NT really really strong	4♥ To Play
3♥ 4♥, GF	4♣ →♥ (To Play or Slam)	4♠ To Play
other		
2♣ 2♦ Most hands	2NT Shortage Ask	3♥ (5)6+♥, GF
2♥ 5+♥ Great	3♣ 5+♣ Great	3♠ (5)6+♠, GF
2♠ 5+♠ Great	3♦ 5+♦ Great	3NT To Play
other		
2♦ 2♥ 5+♥, NF	3♣ 5+♣, NF	3♠ 6+♠, Foricng
2♠ 5+♠, NF	3♦ Pre-emptive	3NT To Play
2NT Best ♦ raise	3♥ 6+♥, Forcing	4♣
other 2NT Puppet to 3♣ then 3♦ INV, 3M Nat 5+ Forcing		

Notes 2♦ : 3♣ Puppet to 3♦ then 3♥ = suit qual ASK , 3♠ = Shortage ASK

2♥ 2♠ 5+♠, NF	3♦ 5+♦ Forcing	3NT To Pay
2NT Best ♥ raise	3♥ Fit	4♣
3♣ Puppet to 3♦	3♠ Pre-emptive	4♥
other 2NT Puppet to 3♣ then 3M INV, 3♦ Asks longer // 3♣ Puppet to 3♦ Weak, or GF M		
2♠ 2NT Best ♠ Raise	3♥ Suit Quality Ask	4♣ & 4♦ : SPL
3♣ →♦ or ♦ Game try in ♠	3♠ Fit	4♥ To Play
3♦ →♥ or ♥ Game try in ♠	3NT To Play	4♠ To Play
other 2NT Puppet to 3♣ then 3♠ INV		
2NT 3♣ Stayman	3♠ ♣ & ♦	4♦ ♠s
3♦ ♥s	3NT To play	4♥ ♣s
3♥ ♠s	4♣ ♠s	4♠ ♦s
other Simple Stayman, other Major sets Major, new minor is Natural (usually not fit)		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 2-Way Checkback Puppet then 3NT is choice of contract

Defence to 3NT opening Treat it as Weak NT *not Woolsey*

Defence to Opening Twos X=T/O, Davensohl, Cue=Stopper Ask, 4minor = Leaping Micheals F

Multi 2♦ X=Overcall in a Major (or v strong), 2♥ = 15-18 Bal, 2♠/NT=♣/♦, 3♣/♦=weaker

RCO style 2-s X=16+, 2nd X T/O, 3rd X Pen (some Leb or scrambling)

Other 2-s

Defence (1♣): X = Majors, 1NT: Minors, 2NT more minors, 3NT something

to

strong (2♣)

♣

Over 1NT Interference rubinsohl X=T/O of Nat, Values of ART, 2NT+ Tfrs

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ 4NT

10. OTHER NOTES

1NT (X) XX to play, pass scrambling, 2NT big 2 suiter

Artificial sequence gets (X), maximum number of ways to play / run

eg (1NT) 2♦* (X) now XX=bid your Major pass = 6♦, 2M=Nat