

4. BASIC RESPONSES

Jump raises - minors	Various	Other: 1♦:2♦ = 10+ Nat, 1♦:3♦ = 6 - 9
Jump raises - Majors	Wide Range	Other: Non Invite, usually some shape 4Maj, not nec Weak
Jump shifts after minor opening	Mostly Weak over 1♦ Weak or ART over 1♣	
Jump shifts after Major opening	3♣/♦ Natural (Constructive - Invitational)	
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	K asks Unblock/Count
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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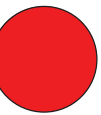
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**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	599964	Will Jenner-O'Shea
& Names:	607630	Mike Doecke
Basic System:	Minsk (1st/2nd seat) Standard, 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♣ 16+ Any hand (1st/2nd) (3rd/4th 2+♣) 1♥ (4)5+♥ 10 - 15 (3rd/4th 8 - 20)

1♦ (1)2+♦ 10 - 15 (1st/2nd) (3rd/4th 3+♦) 1♠ (4)5+♠ 10 - 15 (3rd/4th 8 - 20)

1NT 8-12 NV, 10-12 Vul (3rd/4th 15 - 17) may contain 5 card Major

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♣: Puppet Stayman	3♦/3♥/3♠: Both Minors	4♣: → ♥ 4♦: → ♠ 4♥: ♥ 4♠: ♠

2♣ 5/6+♣ Unbalanced, 11-13 (3rd/4th FG with Kokish)

2♦ Weak 2 in ♦, 3-9 (3rd/4th Natural wide ranging, 4-15 / 9-15)

2♥ 4+♥ & 4+♠, 3-9 (3rd/4th Natural wide ranging, 4-15 / 9-15)

2♠ Weak 2 in ♠, 3-9 (3rd/4th Natural wide ranging, 4-15 / 9-15)

2NT 19-20 nv 20-21 vul 3NT Both Majors 5+♠, 6+♥ 8-13 (4m = M)

other

2. PRE-ALERTS

Strong Club, Short Diamond, Mini NT in 1st/2nd	All HCP Values are approximate
Standard in 3rd/4th	Bidding varies 1-2 HCP based on Seat/Vul
Many Transfer Responses (inc X and XX)	3rd seat openings can be lead directing

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
1NT overcall - re-opening	(11)12-15(16)	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			Default: Woolsey

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♦ 8+ Any GF	2♦ 4-8 6+♥	3♦ minGF 0-1KC 7♥
1♥ 5-7 most hands	2♥ 4-8 6+♠	3♥ minGF 0-1KC 7♠
1♠ 0-4 Any	2♠ 4-8 (6)7+♣	3♠ 0-3, 7♠
1NT 4-8, 5+/5+♥ + another	2NT (0-7), (5)6+/5+minors	3NT Hand hog
2♣ 4-8, 5+/5+♠ + another	3♣ 4-8 (6)7+♦	4♣ minGF 6♥ 5♠
other 4♦: minGF 5♥ 6♠	4♥/4♠: Hand hog	
1♦ 1♥ 4+♥, F1	2♥ 6♥, Weak	3♥ 3-6, 7♥
1♠ 4+♠, F1	2♠ 6♠, Weak	3♠ 3-6, 7♠
1NT (4) 6-9	2NT 10-12	3NT Whatever
2♣ 3+♣, 10+, F1	3♣ 6-9, 6/7♣	4♣ Pre-empt
2♦ (4)5+♦, 10+, F1	3♦ 6-9, 6/7♦	4♦ Pre-empt
other 1♦: 2♣ might be a balanced game force hand that wants partner to bid the NT		
1♥ 1♠ 4+♠, F1	2♥ (4) 6-9, 3(4)♥	3♦ 6♦, INV
1NT (4) 6-11/12 semi F	2♠ 6♠, Weak	3♥ (4) 6-9, 4+♥ shape
2♣ ART	2NT 4+♥, GF	3♠ ANY (1) SPL
2♦ 5+♦, GF	3♣ 6♣, INV	3NT ♠ VOID
other 2♣= INV ♥ raise or Bal GF or ♣ GF 1♥: 4♠ = To Play 1♥: 4minor = VOID		
1♠ 1NT (4) 6-11/12 semi F	2♠ (4) 6-9, 3(4)♠	3♥ ♥ VOID
2♣ ART	2NT 4+♠, GF	3♠ (4) 6-9, 4+♠ shape
2♦ ART 5+♥ INV+	3♣ 6♣, INV	3NT ANY (1) SPL
2♥ ART 5+♦, GF	3♦ 6♦, INV	4♣ ♣ VOID
other 2♣= INV ♠ raise or Bal GF or ♣ GF 1♠: 4♥ To Play 4♦; ♦ VOID		
1NT 3♣ Puppet Stayman*	3♠ Both Minors (0-1♥)	4♦ →♠ (To Play or Slam)
3♦ Both Minors (can show ♣)	3NT really really strong	4♥ To Play
3♥ Both Minors (0-1♠)	4♣ →♥ (To Play or Slam)	4♠ To Play
other 3♣: 3♦ a 4cMajor, 3♥/♠ 5cMajor (can be the 'other') 3NT no 4or5c Major (rightside)		
2♣ 2♦ →♥ Any strength	2NT Shortage Ask	3♥ (5)6+♥, GF
2♥ →♠ Any strength	3♣ Pre-emptive	3♠ (5)6+♠, GF
2♠ ART Range probe	3♦ 5+♦, GF	3NT To Play
other		
2♦ 2♥ 5+♥, Constructive, NF	3♣ Inv ♦	3♠ 6+♠, Forcing
2♠ 5+♠, Constructive, NF	3♦ Pre-emptive	3NT To Play
2NT Puppet to 3♣	3♥ 6+♥, Forcing	4♣
other 2NT Puppet to 3♣ then 3♦ GF, 3M Nat 5+ Forcing.		

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

2♥ 2♠ To Play	3♦ Asks Longer	3NT To Play
2NT Puppet to 3♣	3♥ Pre-emptive	4♣
3♣ Puppet to 3♦	3♠ Pre-emptive	4♥
other 2NT Puppet to 3♣ then 3M GF, 3♦ Asks longer // 3♣ Puppet to 3♦ Weak, or INV M		
2♠ 2NT Puppet to 3♣	3♥ INV ♠	4♣ & 4♦: SPL
3♣ →♦ or ♦ Game try in ♠	3♠ Pre-emptive	4♥ To Play
3♦ →♥ or ♥ Game try in ♠	3NT To Play	4♠ To Play
other 2NT Puppet to 3♣ then 3♠ GF, 3♦ Suit Quality ask		
2NT 3♣ Simple Stayman	3♠ Both Minors	4♦ →♠
3♦ →♥ (3NT:<3♥)	3NT To Play	4♥ →♣
3♥ →♠ (3NT:<3♠)	4♣ →♥	4♠ →♦
other Simple Stayman (3NT:5♥), 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 Michaels 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: ♠ and a minor, 2NT ♥ and a minor, 3NT minors?

to

strong (2♣): X = Majors, 2NT: minors

♣

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

Lebensohl - other uses Davensohl in some 2level Double situations

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