

## 4. BASIC RESPONSES

Jump raises - minors	1♣-ART	1♦-Weakish
Jump raises - Majors	Wide Range 3-9, 4+trumps	
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 seat: 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)
<b>Leads</b> 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
<b>Discards</b>	Low Encourage	Low Encourage
<b>Count</b>	Reverse Original	Reverse Original
<b>Signal</b> on partner's lead:	Low encourage, Count if required	Low encourage
<b>Signal</b> on declarer's lead:	Natural Suit Pref	
<b>Notes</b> 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 <input type="checkbox"/> RKCB 1430	4♣ Gerber <input type="checkbox"/> mostly all the time *
Asking Bids <input type="checkbox"/> Cue Bids <input checked="" type="checkbox"/> 4minor+1 is keycard gerber, 4♠ over ♥ is keycard gerber	
Mostly first round, Maybe K or Q in partner's suit, 3NT frivolous slam try	
2♣ over 1NT is an <b>Asking Bid</b> for four card Major suits.	

## 7. OTHER CONVENTIONS

Most jumps INV+ Fit Showing	2♦ Drury by a passed hand
Georgeout	Last Train (& X)
Davensohl	(Super) Giorgio non-cue Raises
Inversion after Major Tfrs after 1NT	

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**AUSTRALIAN BRIDGE  
FEDERATION LTD.**

## 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  Classification: Green  Blue  Red  Yellow

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

1♣ 15+NV/16+Vul Any hand (3rd/4th 2+♠) 1♥ (4)5+♥ (8)10 - 15 (3rd/4th 10 - 20)

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

1NT 8-12 NV, 10-12 All Vul 14-16 UnFav **(3rd/4th 15 - 17)** may contain 5 card Major

1NT Responses 2♣ Simple Stayman, can be weak, doesn't promise a Major  
2♦ → ♥ (Step Superaccepts, 2nd step = ♠) 2♠ → ♣ (3♣ Superaccept) then shortage  
2♥ → ♠ (Step Superaccepts, 2nd step = ♠) 2NT → ♦ or ♣/♦ weak  
(Dbl) XX, Bids to play (See 10). Pass = Run other

2♣ 5/6+♣ Unbalanced, (9)11-13 (3rd/4th FG with Kokish)

2♦ Weak 2 in ♦, 3-9(10) (3rd/4th Natural wide ranging, 4-15 / 9-15)

2♥ 4+♥ & 4+♠, 3-7(9) (3rd/4th Natural wide ranging, 4-15 / 9-15)

2♠ Weak 2 in ♠, 3-7(9) (3rd/4th Natural wide ranging, 4-15 / 9-15)

2NT 19-20(21) NV 20-21(22) Vul **3NT** Both Majors 5+♠, 6+♥ 8-13 (4m = M)

other

## 2. PRE-ALERTS

Strong Club, Short Diamond, Mini NT in 1st **All HCP Values are approximate**  
Standard Short Club w Tfrs in 3rd/4th **Bidding varies 1-2 HCP based on Seat/Vul**  
Many Transfers in Competition inc X/XX **3rd seat openings can be lead directing**

## 3. COMPETITIVE BIDS / OVERCALLS

1NT (balancing): 11-15 system on

Doubles Negative DBL thru 4♥

Responsive DBL thru 4♥

Jump overcalls Weak (Vulnerability sensitive) Unusual NT 5+/5+ Lowest Unbid

1NT overcall: (immediate) (15)16-18(19) (re-opening) Clubs, longer than ♦

Immediate cue: (minor) 5+/5+ Majors (1♣)2♣ NAT (Major) BESTEM 5+/5+ Other and ♦

**Over:** Weak Twos X & Leb. Leaping Michaels Opening Threes X T/O Non-Leaping Michaels (F)

Opponent's transfers

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) 3rd seat X = Pen**

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ <b>ART, GF</b>	2♦ 6+♥ 5-8	3♦ Tfr ♥, min GF
1♥ <b>ART, 5-8 Many</b>	2♥ 6+♠ 5-8	3♥ Tfr ♠, min GF
1♠ <b>ART 0-4 Any</b>	2♠ (6)7+♣ 5-8	3♠
1NT 5+/5+ ♥ & another 5-8	2NT 5+/5+ minors < 8	3NT
2♣ 5+/5+ ♠ & another 5-8	3♣ (6)7+♦ 5-8	4♣ 6+♥ 5+♠
other 4♦: 6+♠, 5+♥		
1♦ 1♥ 4+♥ F1	2♥ 6♥ 3 - 6	3♥ 7♥ nonF
1♠ 4+♠ F1	2♠ 6♠ 3 - 6	3♠ 7♠ nonF
1NT (4) 6 - 9 (10)	2NT INV	3NT Hand Hog
2♣ (2)3+♣, 10+	3♣ 6-7♣ 6 - 9	4♣
2♦ 4+♦, 10+	3♦ 6-7♦ 6 - 9	4♦
other		
1♥ 1♠ 4+♠, F1	2♥ 6 - 10	3♦ 6♦ INV
1NT (4) 6 - 12 nonF	2♠ 6♠ 3 - 6	3♥ 4♥, 4 - 9
2♣ <b>ART INV+</b>	2NT 4+♥ INV+	3♠ <b>Undisclosed SPL</b>
2♦ 5+♦ GF	3♣ 6♣ INV	3NT ♠ <b>SPL</b>
other 1M-2♣: INV with M fit, or GF ♣, or GF Bal		4♣/4♦: ♣/♦ <b>SPL</b>
1♠ 1NT (4) 6 - 12 nonF	2♠ (4) 6 - 10	3♥ <b>Undisclosed SPL</b>
2♣ <b>ART INV+</b>	2NT 4+♠ INV+	3♠ 4♠, 4 - 9
2♦ <b>5+♥, INV+</b>	3♣ 6♣ INV	3NT ♥ <b>SPL</b>
2♥ <b>5+♦ GF</b>	3♦ 6♦ INV	4♣ ♣ <b>SPL</b>
other 1M-1NT can include sub minimum hands with a fit		4♦: ♦ <b>SPL</b>
1NT 3♣ <b>Low Info Puppet</b>	3♠ (1♠ or 3♠) (31)(45)	4♦ Tfr ♠
3♦ 5/5+ minors GF	3NT really really strong	4♥ To Play
3♥ (1♥ or 3♥) (31)(45)	4♣ Tfr ♥	4♠ To Play
other		
2♣ 2♦ Tfr ♥, any range	2NT GF ♣, asks shortage	3♥ 6+♥ GF
2♥ Tfr ♠, any range	3♣ not INV raise	3♠ 6+♠ GF
2♠ <b>ART, INV ♣ or GF</b>	3♦ (5)6+♦ GF	3NT
other 2♠ (2NT min, 3♣ MAX) can be GF with a 4 or 5 card Major		
2♦ 2♥ 5+♥, Constructive, NF	3♣ Puppet to 3♦ INV+	3♠ (5)6+♠ GF
2♠ 5+♠, Constructive, NF	3♦ Not INV	3NT Optimistic
2NT Puppet to 3♣	3♥ (5)6+♥ GF	4♣
other		

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

2♦/♥/♠ - 2NT is a puppet to 3♣ (Weak or Strong with ♣) or GF with a suit shown next

2♦/♥/♠ - 3♣ is a puppet to 3♦ (Weak or Strong with ♦) or INV with a suit shown next

2♥ 2♠ To Play	3♦ INV with Both Majors	3NT GL
2NT Puppet to 3♣	3♥ not INV	4♣ Tfr ME to your best
3♣ Puppet to 3♦	3♠ not INV	4♥ To Play
other PASS: Can have Spade preference		4♦: Bid Your Best 4♠: To Play
2♠ 2NT Puppet to 3♣	3♥ INV with Spades	4♣
3♣ Puppet to 3♦	3♠ not INV	4♥
3♦ Tfr to Hearts	3NT risky	4♠
other		
2NT 3♣ Simple Stayman	3♠ Minors GF	4♦ Tfr ♠
3♦ Tfr to ♥ (accept =3)	3NT To Play	4♥ Tfr to ♣ GF+
3♥ Tfr to ♠ (3NT <3)	4♣ Tfr ♥	4♠ Tfr to ♦ GF+
other 2NT-4M- 4NT and 5m are to play, other bid is Superaccept		

## 9. CONVENTIONS

**Unusual NT:** BESTEM - 5/5 Lowest & highest // 3♣ Lowest 2 // Cue highest 2

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

**NT Checkback**  Priorities: 2-Way Checkback **Puppet then 3M & 3NT is choice of game**

**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

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

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♣)

1♣ / 2♣

**Over 1NT Interference** Rubensohl

**Lebensohl - other uses** Davensohl in some 2level Double situations

**Take out of 4 level pre-empts** 4♣/4♦ X=T/O (4♣)4♦ = ♦ & a major

4♥ X=T/O 4NT = 2 suits

4♠ 4NT = 2 suits

## 10. OTHER NOTES

1NT (X) XX to play // Pass scrambling (Opener bids 5+, or XX) // 2NT big 2 suiter

Bids are "To Play whilst undoubled" but might not be a long suit (can be any 1,2,3 suits)

If Responder bids again, it is non-cooperative, and "To Play whilst undoubled" as above

If Responder XX it is running cooperatively, and tends to deny the bid suit

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

eg. (1NT) 2♦ (X) Pass = ♦, 2M = Natural, XX = Bid your suit