

4. BASIC RESPONSES

Jump raises - minors	6-10
Jump raises - Majors	preemptive
Jump shifts after minor opening	2M: 6+ cards INV, 1♣-2♦, 1♦-3♣ = INV raise
Jump shifts after Major opening	3♣ = 6-9 w/4 3♦ = 10-12 w/4 oM: 3cd INV raise,
Responses to strong 2 suit open.	2♦ waiting, others = natural
Responses to 2NT opening	3♣ = simple stayman

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead all*	Underlead asks for unblock
Four or more with an honour	4th	
From 4 small	2nd	
From 3 cards (no honour)	MUD	top or MUD
In partner's suit	low from length, but att if raised	
Discards	low encourage	
Count	low-high = even	
Signal on partner's lead:	low encourage	
Signal on declarer's lead:	reverse original count	suit preference
Notes	Suit preference in trumps, if suit is clearly dead, if singleton/void in dummy	
	*K for count if at 5 level or higher, or after a pre-empter becomes declarer	

6. SLAM CONVENTIONS

4NT: Blackwood ☒	RKCB 1430	4♣ Gerber ☐ when?
Slam Notes	5NT or step king ask: bid K you have, or K don't have if you have 2	
Cue Bids ☒	1st or 2nd	
Asking Bids ☐	Responding to Queen ask: return to trumps = no	

7. OTHER CONVENTIONS

Equal level conversion doubles	Support X and XXs
Fit showing jumps in comp (not after 1M X)	Blackout after reverses: rebidding M is F1
Non serious 3♠/3NT	Help suit trials after 1M:2M
Exclusion (0, 1, 1wQ, 2)	After values XX, X = takeout
Below our trump suit P0D1, Above DOPE	

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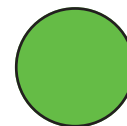
Passed Hand agreements: 2♣ = reverse drury

1x - 2NT = minors, fit-showing jumps

4th suit is F1, 1m-2m = 10+, altered 2-way checkback



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	711128	Shane Harrison
& Names:	720569	Jessica Brake
Basic System:	2/1 GF	1M - 1NT = not-forcing
Brown Sticker ☐	Classification:	Green ☒ Blue ☐ Red ☐ Yellow ☐

1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape ☐

1♣ 2+	1♥ 5+
1♦ 4+	1♠ 5+
1NT (14) 15-17	may contain 5 card Major ☒

1NT Responses 2♣ simple stayman, after 2♦: 2♥ weak both M 2♠ = invite, 3M Smolen
 2♦ 5+ ♥ 2♠ range ask or clubs
 2♥ 5+ ♠ 2NT diamonds or weak both m
 other 3♣ = puppet stayman, 3♦ = GF 5/5 minors, 3M = splinter

2♣	22+ bal or GF unbal. Kokish.
2♦ (5)6 <opening	2NT = shortage ask NLMH New suit = NF if fav
2♥ (5)6 <opening	2NT = shortage ask NLMH New suit = NF if fav
2♠ (5)6 <opening	2NT = shortage ask NLMH New suit = NF if fav
2NT 20-21	3NT Gambling, no outside A or K
other	4NT = specific ace ask. 5c = 0, 5NT = AC, 6C/6D/6H = 2 same colour, rank odd

2. PRE-ALERTS

1♣ - 1♦ usually natural, could be weak	leaping Michaels (GF)
that doesn't want to bid 1NT or 3♣	after preempt 4♣ = mini kc-except over 3♣
light openings vul/seat dependent	two-way checkback

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	weak
Responsive doubles through	4♥	Unusual NT	5+/5+ lowest unbid suits
1NT overcall - immediate	15-18	Immediate cue of minor	5+/5+ MM
1NT overcall - re-opening	11-14(m) 14-16(M)	Immediate cue of Major	5+/5+ oM/m
Over weak twos	X: t/o with trf lebensohl	Over opening threes	X: t/o
Over opponent's 1NT	2♣: Majors, 2♦: single suit M, 2M: 5+M & 4+m, 2NT = minors		
	X = penalties, XXX applies		
If our NT is doubled in direct seat, XX = values, 2x = natural, pass asks partner to run			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♦, or 2+♦ wk clubs	2♦ 5+♣, 11-12	3♦ SPL, 15+ HCP
1♥ 4+♥	2♥ 6+♥, INV	3♥ SPL, 15+ HCP
1♠ 4+♠,	2♠ 6+♠, INV	3♠ SPL, 15+ HCP
1NT 8-10	2NT 11-12 then 3x=shortage	3NT 13-15, to play
2♣ 5+♣, GF	3♣ 5+♣, 6-9	4♣ preemptive
other 4♥/4♠ to play; 1♣: 2♣ continuations same as Jacoby (Swap 2NT)		
1♦ 1♥ 4+♥	2♥ 6+♥, INV	3♥ SPL, 15+ HCP
1♠ 4+♠	2♠ 6+♠, INV	3♠ SPL, 15+ HCP
1NT 6-10	2NT 11-12, then 3x = short	3NT 13-15, no 4cd M
2♣ 4+♣, GF, then 2♦ = 5+	3♣ 5+♦, 11-12	4♣ SPL 15+ HCP
2♦ 4(5)♦, GF	3♦ 5+♦, 6-10	4♦ preemptive
other 4♥/4♠ to play; 1♦ 2♦ continuations same as Jacoby (Swap 2NT)		
1♥ 1♠ 4+♠	2♥ 3(4)♥, 6-10	3♦ 4+♥, 10-12
1NT 5-12	2♠ 3c♥ raise, 11-12	3♥ 4+♥, 0-6
2♣ 3+♣, GF	2NT 4+♥, GF	3♠ SPL, 9-12
2♦ (4)5+♦, GF	3♣ 4+♥, 6-9	3NT 4333 shape, 12-15
other 4♠ and 5m to play		
1♠ 1NT 5-12	2♠ 3(4)♠, 6-10	3♥ 3c♠ raise, 11-12
2♣ 3+♣, GF	2NT 4+♠, GF	3♠ 4+♠, 0-6
2♦ (4)5+♦, GF	3♣ 4+♠, 6-9	3NT ♥ SPL 9-12
2♥ 5+♥, GF	3♦ 4+♠, 10-12	4♣ SPL 9-12
other 4♥ and 5m to play		
1NT 3♣ Puppet Stayman	3♠ 0-1♠, 3♥	4♦ trf to ♠ to play or KC
3♦ 5+♣ & 5+♦, GF	3NT to play	4♥ to play
3♥ 0-1♥, 3♠	4♣ trf to ♥, to play or KC	4♠ to play
other 1NT 2♣ 2♥ 2♠: nat inv; 1NT-3♣-3♦ = no 5c M		
2♣ 2♦ waiting	2NT	3♥
2♥ 7+, good 5+ suit	3♣ 7+, good (5)6+ suit	3♠
2♠ 7+, good 5+ suit	3♦ 7+, good (5)6+ suit	3NT
other 2♣-2♦-2NT: 22-23 2♣-2♦-2♥-2♠-2NT: 24+		
2♦ 2♥ Nat, F1	3♣ Nat, F1	3♠
2♠ Nat, F1	3♦ to play	3NT to play
2NT shortage inquiry	3♥	4♣ mini keycard
other 4M to play; 2NT resp: 3♣= SPL 3♥ & 3♠ non-min SPL; 3♦ min; 3NT max, no spl		

Notes After 1m-1M-2M- 2NT: Invite+ inquiry, 3 min, 3 max, 4 min, 4 max, 4x = SPL max 4
Jacoby responses: 3♣ = min, 3♦ = non min no SPL, 3♥/3♠/3NT = LMH shortage

2♥ 2♠ Nat, F1	3♦ Nat, F1	3NT to play
2NT shortage inquiry	3♥ to play	4♣ mini keycard
3♣ Nat, F1	3♠	4♥ to play
other 4♠: to play		
2♠ 2NT shortage inquiry	3♥ Nat, F1	4♣ mini keycard
3♣ Nat, F1	3♠ to play	4♥ to play
3♦ Nat, F1	3NT to play	4♠ to play
other		
2NT 3♣ simple stayman	3♠ minor suit stayman	4♦ trf ♠ to play or KC
3♦ 5+♥, accept = 3+	3NT to play	4♥ trf ♣ slam try
3♥ 5+♠, accept = 3+	4♣ trf ♥ to play or KC	4♠ trf ♦ slam try
other after mss, 4♥ = KC for ♣, 4♠ = KC for ♦; 2NT- 4M - 4NT = to play		

9. CONVENTIONS

Unusual NT: two lowest unbid suits

4th Suit Forcing

One round ☐

Game force ☒

NT Checkback ☒

Priorities: 2♣ trf ♦: to play or INV; 2♦: ART GF

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦

1st double = values, double once their suit has been found = takeout

RCO style 2-s

! <then further doubles = pen

Other 2-s

Defence 1♣ or 2♣ : X majors, NT minors

to

others = natural

strong

Over precision 1♦: 2♦ = natural, 2♥ = Majors NF, 3♦ = Majors forcing

♣

Over strong club, if partner overcalls, 1NT is a cue raise

Over 1NT Interference

Lebensohl - other uses

after 1NT, weak 2s, 1m (2jump)

Take out of 4 level pre-empts

4♣/4♦ x = T/O

4♥ x T/O; 4NT: two places to play

4♠ x= values , 4NT=t/o

10. OTHER NOTES

transfer lebensohl

1♣ 1♦ 1♥ 1♠ = 4SF

1m (X) 2m: 6-9; 1m (X) jump om: limit+ 1m (X) 2NT = 0-6 with 5+m

1X 1Y 2NT 3♣ = forces 3D, 3D = checkback