

4. BASIC RESPONSES

Jump raises - minors	1♦-3♦=To play
Jump raises - Majors	PRE
Jump shifts after minor opening	1♦:2♥=5♠+/5♥+ non-INV, 2♠=5♠+/5+♥ INV, 3♣ & 3♦ to play
Jump shifts after Major opening	To play, 4♣ & 4♦=serious SPL
Responses to strong 2 suit open.	N/A
Responses to 2NT opening	3♣=asking M, 3M=F1, 4♣=PRKC in ♦, 4M=to play, 4NT=SABW

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	top	Underld from 4+ except STR K
Four or more with an honour	3rd/5th	attitude
From 4 small	3rd highest	2nd or 3rd (attitude)
From 3 cards (no honour)	Bottom	middle but small in partner's suit
In partner's suit	As above unless raised	3rd
Discards	O/E first then ATT, SP	O/E first then ATT, SP
Count	Low-High = Odd when needed	Low-High = Odd when needed
Signal on partner's lead:	Suit Preference	Low Encourage
Signal on declarer's lead:	Mainly SP	REV Smith echo
Notes	We give very little count, mostly SP (also in trump suit)	
	Vs suits from interior sequences we lead 3rd from even 2nd from odd.	
	Leads and carding may be deceptive	

6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/> RKC	1430 OR NAT, QUANT, T/O OR cue, to play at 5-level
Asking Bids <input checked="" type="checkbox"/> Cue Bids <input checked="" type="checkbox"/> 4♣(♦ if clubs bid) is PRKC>1st step="joke" when NV	
If Vul: 0,1,1+,2,2+). These responses also to Exclusion (no "joke" step).	
5♣ Gerber when 4NT is NAT	

7. OTHER CONVENTIONS

2NT rarely natural in competition	2-way Drury: Rebid suit is (sub)-min
TRF LEB: 1NT-(2M or natural 2D)	Bid suit 3 times=subminimum
Smolen (only used with 5422 shape)	Responder/advancer's relay dbl:1M-(3y)-x=
Retransfers	puppet to next step to place contract
Many relays & TRFs	1♣/D/NT-3z): TRFs inc Dbl

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**AUSTRALIAN BRIDGE
FEDERATION LTD.**

STANDARD SYSTEM CARD



ABF Nos.	226963	Kate McCallum
& Names:	687693	Axel Johannsson

Basic System: ViKing club (1♣ is usually 15+), Variable NT, Short diamond, aggressive

Brown Sticker ☐ Classification: Green ☐ Blue ☒ Red ☐ Yellow ☐

1. OPENING BIDS

1♣ ART STR -15+ (16+ if BAL)	1♥ 9-14 5+
1♦ 9-14, usually 2+ (0-1 possible)	1♠ 9-14 5+
1NT NV 1&2:10-12, 3&4:10-15. VUL 1&2: 14-15, 3:15, 4th:<14	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ STAY	
2♦ 5+♥ (but ART FG if WK NT)	2♠ Size ask or 6+♣ (but to play if WK NT)
2♥ 5+♠ (but to play if WK NT)	2NT 6+♦ (but INV+ w minor if WK NT, F1
(Dbl) 2y=5+(2m may be scrmlble),XX=PEN	other See inside

2♣ 9-14 6+ ♣	
2♦ 3-9, 5M (6 when VUL)	
2♥ 5/4+ MM, NV: 3-9, VUL: 6-10	
2♠ NV: 3-9 4♠ and 6+m, VUL: 6-10 5+♠ & 5+m	
2NT 4M & 6+♦ good PRE	3NT PRE in a minor including the Ace
other 4m=solid M, 3.5 to 4.5 losers, 4NT=SABW	

2. PRE-ALERTS

STR club, short (0+) diamond, variable NT	1NT:10-12, 10-13, 10-15, 14-15 OR 15
HCP only a guide, v aggr O/C, open & resp	many unusual double/rdbl,
Unusual carding, Several ART (FG) relays	unusual openings from 2H-2NT and 3NT

3. COMPETITIVE BIDS / OVERCALLS

Doubles Support dbl/rdbl, lead directing, anti-lead,	Negative DBL thru 2♠ + 3♠
responsive. Relay/TRF or 4/1 dbl at 3-level	Responsive DBL thru 2♠ + 3♠
Jump overcalls PRE but 1♣-2♦ & 1♦-2M=Mich	Unusual NT Lowest 2 unbid suits
1NT overcall: (immediate) 15-17 BAL	(re-opening) 10-14 (1♠: 11-16)
Immediate cue: (minor) (1♣)-2♣:5/4 MM,(1♦)-2♦:5♠/4♥ (Major) 5+ OM & 5+m, wide range	
Over: Weak Twos X with LEB, 2NT=15-17	Opening Threes Non-leaping Michaels
Opponent's transfers X=lead dir, bid of their shown suit=T/O (but NAT if a jump)	
Opponent's 1NT STR(includes 16HCP); X=♣+♠ or ♦+♥, 2♣=♣+♥ or ♦+♠, 2♦=MM,2N=mm	
WK: X=PEN, 2♣=MM, 2♦=6M, 2M=5 and 4+m, 2N=mm, 3m=constructive, 3M=PRE	

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ ART 0-7	2♦ ART BAL FG 8-10/14+	3♦ 11-13: 3-4-2-4
1♥ 4+♠ FG	2♥ Any 5332 8-10	3♥ 11-13: 4-2-4-3
1♠ 4+♥ FG	2♠ 11-13BAL 4333 OR...	3♠ 11-13: 2-4-3-4
1NT 5(4)+♣ FG	2NT 11-13BAL MM or mm	3NT 11-13: 4-3-4-2
2♣ 5+♦ FG	3♣ 11-13BAL 4333 w/4m	4♣ 8(7)♥ 1-4 hcp
other 1♣-4♦/♥/♠=8(7) TRF 1-4 hcp		
1♦ 1♥ usually 6+ HCP 4+♥	2♥ 5♠+/4♥+ non-INV	3♥ To play
1♠ usually 6+ HCP 4+♠	2♠ 5♠+/4♥+ INV	3♠ To play
1NT <11 HCP	2NT pick a minor	3NT To play
2♣ usually 10+ 4(3)+♣	3♣ To play	4♣ To play
2♦ usually 10+ 5+♦	3♦ To play	4♦ To play
other Responses may be light. 4M=To play, 4NT=Aces?		
1♥ 1♠ usually 6+, F1, 4+♠	2♥ 3♥, 8.5+ losers	3♦ To play
1NT usually 6+, NF <4♠	2♠ To play	3♥ PRE
2♣ ART FG asking	2NT 4♥ INV+	3♠ To play
2♦ pup to 2♥, any INV	3♣ To play	3NT Any 4333, NF
other Responses may be light. 4m=SPL, 4M=To play, 4NT=Aces?		
1♠ 1NT 6+, NF	2♠ 3♠, 8.5+ losers	3♥ To play
2♣ ART FG asking	2NT 4♠+ INV+	3♠ PRE
2♦ PUP 2♥, usly 6+, 4+♥	3♣ To play	3NT Any 4333 NF
2♥ Any INV, F1	3♦ To play	4♣ SPL
other Responses may be light. 4m=SPL, 4M=To play, 4NT=Aces?		
1NT 3♣ TRF to ♦>3M=NAT FG	3♠ 4♠ & 6(5)+♣, FG	4♦ mild S/T in ♠ 4-5 CTRL
3♦ 4(5)♦ & 6(5)+♣, FG	3NT To play	4♥ To play
3♥ 4♥ & 6(5)+♣, FG	4♣ mild S/T in ♥ 4-5 CTR	4♠ To play
other Over WK NT: 2♦=ART GF, 2♥, 2♠, 3♠ & 3♦=to play, 3M=INV		
2♣ 2♦ ART INV+ asks	2NT NAT INV	3♥ NAT S/T
2♥ 5+ NF constructive	3♣ NAT less than INV	3♠ NAT S/T
2♠ 5+ NF constructive	3♦ NAT S/T	3NT To play
other		
2♦ 2♥ P/C	3♣ How many ♥? 0/1,2..	3♠ P/C, not promising ♥
2♠ P/C, not promising ♥	3♦ How many ♠? 0/1,2	3NT To play
2NT INV+ asks	3♥ P/C not promising ♠	4♣ asks TRF to suit
other 4♦: asks to bid suit, 4M=To play		

Notes 14+ NT: coded shortness after TRFs & STAY: 1N-2♠-2N/3♣-3♦/♥/♠=clubs with short ♠, ♥ or ♦ in that order 1N-2N-3♣/♦-3Z=coded shortage with diamonds but 1N-3♣-3♦-3M=NAT and 3N=4♣ NF 1N-2♣-2Z-3♣=3-card raise of Z, 3♦=short Z

2♥ 2♠ To play	3♦ To play	3NT To play
2NT INV+ asks	3♥ To play	4♣ PRKC in ♥
3♣ To play	3♠ To play	4♥ To play
other 4♦=PRKC in/♠		
2♠ 2NT asks>3♥=max w ♣	3♥ NAT NF	4♣ P/C
3♣ P/C	3♠ PRE	4♥ To play
3♦ To play	3NT To play	4♠ To play
other 4♦=P/C. Same responses VUL and NV		
2NT 3♣ Asking for M	3♠ NAT F1	4♦ PRE
3♦ To play	3NT To play	4♥ To play
3♥ NAT F1	4♣ PRKC in ♦	4♠ To play
other		

9. CONVENTIONS

Unusual NT: Lowest unbid, wide range

4th Suit Forcing One round ☒ Game force ☐

NT Checkback ☒ Priorities: 2♣=puppet to 2♦ (but to play by PH), 2♦=FG relay

Defence to 3NT opening 4♣=TO, 4♦=ART S/T, 4♥♠/5♣/♦=To play, 4NT=SAB

Defence to Opening Twos X=TO > Normal Lebensohl

Multi 2♦ Dbl=Defensive hand>PEN dbls, 2NT=Nat with source of tricks, 2M=Short

RCO style 2-s x-x-x

Other 2-s Bid of opponents known suit=TO. Dbl of specific 2's=preference for defence

Defence	(1♣):CRO and TWERB:2♣=2♦/MM,2♦=♥/♠+♣,2♥=♠/mm,2♠=♣/♥+♦,
to	2N=non-touch. (1♣)-no-(1♦): dbl=col,1N=non-touch, 2♠=rank, similar at 3-lvl
strong	(2♣): CRO, 2M=NAT, 2NT=non-touching and higher bids=TWERB
1♣/2♣	(2C)-no-(2D): dbl=col, 2N=non-touch, 3♣=rank, higher=TWERB

Over 1NT Interference (2♣/2♦-1M):SYSON,2Z(NAT):X=T/O,2NT=Leb,3♣/♦/♥=TRF INV+

Lebensohl - other uses Many e.g. WK 2 and (1M)-X-(2M), also if our PEN dbl is pulled

Take out of 4 level pre-empts 4♣/4♦ X=T/O

4♥ X=TO

4♠ X=PEN

10. OTHER NOTES

1♣/1♦/NT: (3♣): dbl=♦, 3♦=♥, 3♥=♠, 3♠=neg dbl, 4♣=Mich, 4♦/♥=Texas, 4NT=Aces

(3♦): dbl=♥, 3H=♠, 3♠=neg dbl, 4♣=Mich, 4♦/♥=Texas, 4♠=♣ (S/T), 4NT=Aces?

(3♥): dbl=♠, 3♠=neg dbl, 4♣=♦, 4♦=♠ (S/T), 4♥=♠ (no S/T), 4♠=♣ (S/T), 4NT=Aces?

(3♠): dbl=neg dbl, 4♣=♦, 4♦=♥ (S/T), 4♥=To play, 4♠=♣ (S/T), 4NT=Aces?

(4♣): dbl=negative, 4♦=♥, 4H=♠

We overcall 3NT: 4♣=puppet to 4♦ for sign-off, 4♦/♥/♠/NT=TRF S/T, 5♣=Aces?