

4. BASIC RESPONSES

Jump raises - minors	Weak (4-9 HCP)
Jump raises - Majors	Weak (4-6 HCP)
Jump shifts after minor opening	1♣-2♦/1♦-3♣ = invitational raises; 2M = nat, 6cd, INV; SPL
Jump shifts after Major opening	Bergen raises; 1♥-2♠/1♠-♥ = nat, 6cd, INV; SPL
Responses to strong 2 suit open.	2♦ = waiting, 2♥=neg, 2♠/2N = good 5c ♠/♥, 3♣/3♦ = good 6c
Responses to 2NT opening	Simple Stayman & Smolen; Minor Stayman; 2-under TRF

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead (AQ=att, K=count)	Strong King (unblock or count)
Four or more with an honour	4th	
From 4 small	2nd	
From 3 cards (no honour)	3rd	attitude
In partner's suit	low from odd, 2nd from 4	low from 3; top of nothing
Discards	Low encourage	
Count	Reverse present count	
Signal on partner's lead:	Low encourage	
Signal on declarer's lead:	Reverse present count or SP	
Notes	SP on declarer play (NT), trumps (suit), dummy shortage; count if can't cover dummies J; Priorities: attitude, count, suit preference	

6. SLAM CONVENTIONS

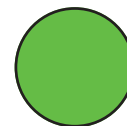
4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
Slam Notes	1. step Queen ask, 2. step King ask; 5N pick a slam	
Cue Bids <input checked="" type="checkbox"/>	1st/2nd round controls	
Asking Bids <input type="checkbox"/>	after trump Q ask 6y asks for 3rd round control	

7. OTHER CONVENTIONS

2-way checkback after 1N	Michaels, Leaping & NL Michaels
Bergen, Jacoby, Inverted Minors	Splinters, Exclusion Keycard
Simple and 5cd Stayman, Smolen	Transfers after 2N rebid
Fit Showing Jumps in competition	Lebensohl (Better Minor, Transfer)
Support doubles/redoubles (incl ♦)	Blackout
www.abf.com.au	Non-Serious 3N, Last Train
PDF Form Rev. 15F06 by RoL	Long-Suit Trials; General Game Tries
MyRev. 03Apr26	Walsh style (bypass 4+♦)
Copyright © ABF 2015	Kokish (flipped)



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	423394	Jodi Tutty
& Names:	534765	Dagmar Neumann
Basic System:	2/1 GF, Semi-forcing 1NT response to 1M	
Brown Sticker <input type="checkbox"/>	Classification:	Green <input checked="" type="checkbox"/> Blue <input type="checkbox"/> Red <input type="checkbox"/> Yellow <input type="checkbox"/>

1. OPENING BIDS

Describe strength, minimum length, or specific meaning		Canape <input type="checkbox"/>
1♣ 2+	1♥ 5+	
1♦ 4+	1♠ 5+	
1NT (14+) 15-17	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses	2♣ Simple Stayman, after 2♦: Garbage, Range Probe, Smolen	
2♦ ♥	2♠ Range Ask or ♣	
2♥ ♠	2NT ♦	
other 3♣ = 5cd Stayman, Two-under transfers; 3♦ = Minors; 3♥/♠ = 3/1(4/5)		
2♣	Game Force, or 22+ bal	
2♦ 5/6 <opening	2NT = enquiry	New suit = NF if opening can be 5, else F
2♥ 5/6 <opening	2NT = enquiry	New suit = NF if opening can be 5, else F
2♠ 5/6 <opening	2NT = enquiry	New suit = NF if opening can be 5, else F
2NT 20-21	3NT Gambling in 1st or 2nd	
other	Kokish (with flip)	

2. PRE-ALERTS

All system on after a double; 2/1 off	
Fit Showing Jumps	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	Weak
Responsive doubles through	4♠	Unusual NT	Lowest unbid suits
1NT overcall - immediate	15-18	Immediate cue of minor	Both Majors; 1♣-2♣/♦ - 45/55
1NT overcall - re-opening	11-14	Immediate cue of Major	Michaels (5+/5+ oM/minor)
Over weak twos	x = t/o; Leaping Michaels	Over opening threes	x = t/o, non-leap Michaels
Over opponent's 1NT	2♣ = Majors, 2♦ = 1 Major; 2M = 5+ Major and 4+ minor		
vs. weak NT (up to 13-15) dbl = Pen.;	vs. strong NT dbl = 5+ minor and 4 Major		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ wk or GF, 4+♦	2♦ 5+♣, 10-12	3♦ spl
1♥ 4+♥	2♥ 6+♥, 9-11	3♥ spl
1♠ 4+♠	2♠ 6+♠, 9-11	3♠ spl
1NT no M, 6-9(10)	2NT <4♥/4♠, 10-12	3NT <4♥/4♠, 13-15 bal
2♣ 5+♣, GF	3♣ 5+♣, 4-9	4♣ pre-emptive
other 1m-2m: Jacoby style continuations; 1m-2M-2N shortage ask		
1♦ 1♥ 4+♥, 6+	2♥ 6+♥, 9-11	3♥ spl
1♠ 4+♠, 6+	2♠ 6+♠, 9-11	3♠ spl
1NT no M, 6-9(10)	2NT no M, 11-12	3NT no M, 13-15 bal
2♣ 4+♣, GF	3♣ 4+♦, 10-12	4♣ spl
2♦ 4+♦, GF	3♦ 4+♦, 4-9	4♦ preemptive
other 1m-2m: Jacoby style continuations; 1m-2M-2N shortage ask		
1♥ 1♠ 4+♠	2♥ 3♥, 6-9	3♦ 4+♥, 10-12
1NT <4♠, 6-12 Semi F	2♠ 6+♠, 9-11	3♥ 4+♥, 4-6
2♣ 2+♣, GF	2NT 4+♥, 12+	3♠ spl
2♦ 5+♦, GF	3♣ 4+♥, 7-9 / 3+♥, 10-12	3NT ♦ splinter
other 4♠ and 5♣/♦ to play; Jacoby, Bergen		
1♠ 1NT 6-12 Semi F	2♠ 3♠, 6-9	3♥ 6+♥, 9-11
2♣ 2+♣, GF	2NT 4+♠, 12+	3♠ 4+♠, 4-6
2♦ 5+♦, GF	3♣ 4+♠, 7-9 / 3+♠, 10-12	3NT ♥ splinter
2♥ 5+♥, GF	3♦ 4+♠, 10-12	4♣
other 4♥ and 5♣/♦ to play; Jacoby, Bergen		
1NT 3♣ 5cd Stayman	3♠ (1♠, 3♥)	4♦ Texas ♠ (play or KC)
3♦ (5+♣ & 5+♦, GF)	3NT to play	4♥ to play
3♥ (1♥, 3♠)	4♣ Texas ♥ (play or KC)	4♠ to play
other Smolen; 1N-2♣-2M-3oM = sets suit, S/T		
2♣ 2♦ Waiting	2NT 5+♥, 2/3, 8+HCP	3♥
2♥ Negative	3♣ 6+♣, 2/3, 8+HCP	3♠
2♠ 5+♠, 2/3, 8+HCP	3♦ 6+♦, 2/3, 8+HCP	3NT
other 2♣-2♦-2N = 22/23; Kokish relays with flip		
2♦ 2♥ nat, F1 vul	3♣ nat, F1 vul	3♠ nat, GF, 5+ suit NV
2♠ nat, F1 vul	3♦ to play	3NT to play
2NT inquiry	3♥ nat, GF, 5+ suit NV	4♣ nat, GF
other 4M to play; 2N: shortage or length and strength ask		

Notes

2♥ 2♠ nat, F1 vul	3♦ nat, F1 vul	3NT to play
2NT inquiry	3♥ to play	4♣ nat, GF
3♣ nat, F1 vul	3♠ 5+♠, game force	4♥ to play
other 4♠ to play; 2N: shortage or length and strength ask		
2♠ 2NT inquiry	3♥ nat, F1 vul	4♣ nat, GF
3♣ nat, F1 vul	3♠ to play	4♥ to play
3♦ nat, F1 vul	3NT to play	4♠ to play
other 4♥ to play; 2N: shortage or length and strength ask		
2NT 3♣ Simple Stayman	3♠ Minor suit stayman	4♦ 6+♠ suit
3♦ ♥ transfer	3NT to play	4♥ 6+♣ suit
3♥ ♠ transfer	4♣ 6+♥ suit	4♠ 6+♦ suit
other Smolen; 2N-3♣-3M-3/4oM = sets suit, S/T		

9. CONVENTIONS

Unusual NT: Lowest unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 2♣ trf ♦: to play or INV; 2♦: art GF; 2N: ♣ re-transfer

Defence to 3NT opening

Defence to Opening Twos Natural, x= t/o, leaping Michaels, better minor Lebensohl

Multi 2♦ x/x/x

RCO style 2-s x/x/x

Other 2-s 2N showing minors x/x/x

Defence x = majors, 1NT = minors

to Other bids preemptive

strong Pass, then bid 16+

♣

Over 1NT Interference System on if non-pen x and 2♣ (x=Stayman); or val & TO

Lebensohl - other uses overcall of 1N opening (transfer), weak 2's (better minor)

Take out of 4 level pre-empts 4♣/4♦ x = t/o

4♥ x = t/o; 4N = two places to play 4♠ x = t/o; 4N = two places to play

10. OTHER NOTES

Over transfer responses to 1♣: x = shows suit bid 5cd, bidding suit shown

is take/out; 2♣ is the other two suits (5+/5+)