

4. BASIC RESPONSES

Jump raises - minors	1♣ GF	1♦ not applicable
Jump raises - Majors	♥s / ♠s limit raise 10-11	
Jump shifts after minor opening	1♣ weak	1♦ not applicable
Jump shifts after Major opening	to play	
Responses to strong 2 suit open.	2♣ responses - refer item 8 - Responses to Opening Bids	
Responses to 2NT opening	best minor	

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead all	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	middle	
In partner's suit	as above	
Discards	Odd=Enc. Even=MackKenny	
Count	reverse count dummy's long suit	
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:	Trump Suit Preference	
Notes Suit preference on dummy's singleton		

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 14 30 2- 2+ 4♣ Gerber when? after NT was last bid

Slam Notes 5NT lowest King below trumps, Minorwood 1430, DOPI

Cue Bids Unassuming, Italian

Asking Bids Western, 4th Suit Forcing

7. OTHER CONVENTIONS

Split range NT	Garbage, Crawling and Puppet Staymans
1♣ Transfers	Splinters 4+support 10-11hcp
Quant NT 4NT=ask6NT 5NT=ask7NT	Lebensohl after 1NT interference
X of opps artificial bid is lead directing	Lebensohl after 1♣ 2 any interference
Unusual 2NT	DOPI after 1♦ 2♣ and 4NT interference

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Jacoby 2NT 3bid =shortage 4bid =2nd 5+carded suit

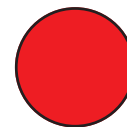
4th Suit Forcing - ask for stopper and game forcing

No Texas No Bergen No Inverted minors

No Checkback No Drury



**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	930903	Hans Van Weeren
& Names:	668699	Alex Cook
Basic System:	2/1	
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♣ 8+hcp	0+♣	1♥ 8+hcp	5+♥
1♦ 18-19hcp or 6+♦8+hcp or ♦+♣8+hcp	1♠ 8+hcp	5+♠	
1NT 14 -17 hcp *Balanced	may contain 5 card Major <input checked="" type="checkbox"/>		

1NT Responses	2♣ Garbage or Crawling Stayman
2♦ Transfer to ♥	2♠ Transfer to ♣
2♥ Transfer to ♠	2NT Transfer to ♦
other Quantative NT. 3♣=Puppet Stayman. 3♦,3♥, 3♠,4♣=Slam Interest then cue	

2♣ 22+hcp or < 4 losers	
2♦ 6 of Major <12 hcp or 20-21hcp balanced	
2♥ 5+♥ and 4+ minor < 12 hcp	
2♠ 5+♠ and 4+ minor < 12 hcp	
2NT Both ♣ and ♦ any strength	3NT Kabel Aces responses 0 1 1 1 2 1
other	

2. PRE-ALERTS

1♣ opening may have no clubs	1♦ 18-19hcp or 6+♦8+hcp or ♦+♣8+hcp
1♣ transfer responses - refer items 8 & 10	DOPI after 1♦ 2♣ and 4NT interference
X = suit takeout (not HCP)	*Balanced also includes semi balanced

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	weak
Responsive doubles through	4♥	Unusual NT	lowest 2 unbid suits
1NT overcall - immediate	14 -17 hcp	Immediate cue of minor	Michaels
1NT overcall - re-opening	11-14novul13-14vul	Immediate cue of Major	Michaels
Over weak twos	Double or Natural	Over opening threes	Double or Natural
Over opponent's 1NT	Strong NT X = long minor	2♣ = both majors	2♦ = relay to major
	2♥ = hearts + minor	2♠ = spades + minor	
WeakNT X = 15+	2♣ = both majors	2♦2♥2♠3♣ = 5+cards 8-14hcp	

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♥	2♦ <9hcp 6+♦	3♦ GF 6+♦
1♥ 4+♠	2♥ <9hcp 6+♥	3♥
1♠ FG* or 6-10 hcp <4♥ <4♠	2♠ <9hcp 6+♠	3♠
1NT 10-bad12hcp <4♥ <4♠	2NT 16+hcp <4♥ <4♠	3NT 12-15hcp <4♥ <4♠
2♣ <9hcp 6+♣	3♣ GF 6+♣	4♣ 4♣ 4♦ minorwood
other FG* in ♠s and/or ♦s	**1♣ Interference - see notes below!	

1♦ 1♥ ♥s or waiting	2♥	3♥
1♠	2♠	3♠
1NT	2NT	3NT
2♣	3♣	4♣
2♦	3♦	4♦ minorwood
other after interference DOPI	X=Zero aces Pass=1 Ace Step=2 Aces	

1♥ 1♠ 6+hcp 4+♠ ^notes	2♥ 3+♥ 0+hcp	3♦ 7+♦ weak to play
1NT 6-11hcp <3♥	2♠ FG	3♥ 10-11hcp 3+♥
2♣ FG	2NT 12+hcp 4+♥ Jacoby	3♠ Splinter*
2♦ FG	3♣ 7+♣ weak to play	3NT
other *Splinter bids of 3♠, 4♣, 4♦ = 10-11hcp 4+♥ and singleton/void in bid suit		

1♠ 1NT 6-11hcp <3♠	2♠ 3+♠ 0+hcp	3♥ 7+♥ weak to play
2♣ GF	2NT 12+hcp 4+♠ Jacoby	3♠ 10-11hcp 3+♠
2♦ GF	3♣ 7+♣ weak to play	3NT
2♥ GF	3♦ 7+♦ weak to play	4♣ Splinter*
other *Splinter bids of 4♣, 4♦, 4♥ = 10-11hcp 4+♠ and singleton/void in bid suit		

1NT 3♣ *puppet stayman	3♠ slam interest ♠	4♦
3♦ slam interest ♦	3NT 10-15hcp <3♥ <3♠	4♥
3♥ slam interest ♥	4♣ slam interest ♣	4♠
other *puppet rebids by opener - 3♥/3♠=5 carded suit 3♦ = 1or2 4 carded major		

2♣ 2♦ 0+	2NT	3♥
2♥ 5+ 8+hcp	3♣ 6+ 8+hcp	3♠
2♠ 5+ 8+hcp	3♦ 6+ 8+hcp	3NT
other after interference DOPI	X=Zero aces Pass=1 Ace Step=2 Aces	

2♦ 2♥ Pass or Correct	3♣	3♠
2♠ Pass or FG*	3♦	3NT
2NT 14+vul 16+non vul	3♥	4♣
other *FG if opener's hand is a weak 6+♥		

Notes

2♥ 2♠	to play	3♦ to play	3NT to play
2NT	14+vul 16+non vul	3♥ preempt to play	4♣
3♣	Pass or Correct	3♠ to play	4♥ to play
other			

2♠ 2NT	14+vul 16+non vul	3♥ to play	4♣
3♣	Pass or Correct	3♠ preempt to play	4♥ to play
3♦ to play		3NT to play	4♠ to play
other			

2NT 3♣	better minor	3♠ to play	4♦ minorwood
3♦ better minor		3NT to play	4♥ to play
3♥ to play		4♣ minorwood	4♠ to play
other			

9. CONVENTIONS

Unusual NT: lowest 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities:

Defence to 3NT opening X = penalty

Defence to Opening Twos cue opps=16+hcp X=13-15 suit=8+ unusual NT

Multi 2♦ X=13-15 bal or 17+unb or 5M 5+11-15; 2♥=♣ 2♠=♦ stronger than 3♣♦ 8-11 6+

RCO style 2-s cue opps=16+hcp X=13-15 suit=8+ unusual NT

Other 2-s cue opps=16+hcp X=13-15 suit=8+ unusual NT

Defence 1♣ : X = lead directing other = natural	
to	
strong 2♣ : X = lead directing other = natural	
♣	

Over 1NT Interference Priority 1. Puppet 2. Lebensohl

Lebensohl - other uses

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

4♥ X = take out 4♠ X = penalty 4NT = take out

10. OTHER NOTES

**1♣ Interference - 1♣:1♦ system on with 6+hcp, that is X = ♥s 1♥ = ♠s 1NT=10-11

1♣:1♥: 1♠ = 5+♠ or X = negative double

1♣:1♠: X = negative double

1♣:1♥ or 1♠ Pass = 0-9 1NT=10-11

1♣: 2any Lebensohl

1♣: 3/4any responder has a negative (non forcing) free bid