

4. BASIC RESPONSES

Jump raises - minors	6-9 HCP; 5+
Jump raises - Majors	Weak, 4+ support, 0-6 HCP
Jump shifts after minor opening	2♥/♠ = 6+ suit, 4-7 HCP
Jump shifts after Major opening	Bergen raises
Responses to strong 2 suit open.	
Responses to 2NT opening	

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	A/Q = att, K = count,	K asks rev count or unblock
Four or more with an honour	4th highest	4th Highest
From 4 small	2nd (or top of eg 8732)	Top
From 3 cards (no honour)	MUD	Top
In partner's suit	(unsupp) xxx (supp) Hxx / xxx(x)	Same
Discards	Low Encourage	Same
Count	Reverse (Low = even)	Same
Signal on partner's lead:	Reverse (Low = encourage)	Same
Signal on declarer's lead:	Count or suit pref	
Notes		

6. SLAM CONVENTIONS

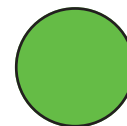
4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?	Never
Slam Notes	4NT, 6# = 2KC + # void; Q ask - with Q show side K or NT with 2		
Cue Bids <input checked="" type="checkbox"/>	1st round control		
Asking Bids <input type="checkbox"/>	Splinters		

7. OTHER CONVENTIONS

1Ma, 2NT = Jacoby GF ask	Negative Free Bids upto 2S
Help suit Trials in major suit game invite	DRURY (in 3rd & 4th seat)
Cue Raise	
PUPPET 3C over 2NTs	
4th suit = GF	Fast arrival principle
www.abf.com.au	DOPI / ROPI
PDF Form Rev. 15F06 by RoL	Support X to 2H 1S,(2H),2S,(3H); X = Invite
MyRev. 27 July 2024	Cue raises in competition = invite/GF in partner's suit
Copyright © ABF 2015	Lebensohl incl over their weak 2s and our Double



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	747572	Pravin Nahar
& Names:	840785	James Leitch
Basic System:	2 over 1 GF	
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♣ 3+♣, 11+ HCP	1♥ 5+♥ 11+ HCP	
1♦ 3+♦, 11+ HCP	1♠ 5+♠, 11+ HCP	
1NT 15-17 HCP	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses 2♣ Extended Stayman		
2♦ Transfer to 2♥ (super-accept option)		2♠ Range probe (invite or GF)
2♥ Transfer to 2♠ (super-accept option)		2NT Transfer to 3♣ (to play or 3♦ or GF)
other 3 Suit = 6+ Suit GF, Slam Interest		
2♣ 20-22 HCP NT or 17-22 HCP Single suited hand (8/9 tricks)		
2♦ Weak 2 in Ma, 6 card 6-10 or 23-24 NT or any unbal GF		
2♥ Weak, 5+♥ & 4/5 Minor; 2NT enquiry		
2♠ Weak, 5+♠ & 4/5 Minor; 2NT enquiry		
2NT Weak, Both Minors		3NT Gambling
other Open 4NT = specific ace ask; 5♣ = No Ace, 5♦/5♥/5♠/6♣ = specific ace, 5NT = 2Aces		

2. PRE-ALERTS

2♦, 2NT = "Ogust"	Support X and XX	Neg free bids to 2♠
Bergen raises		

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak (to intermediate opp passed partner)
Responsive doubles through	4♥	Unusual NT	2 touching suits, <10 HCP or <5 losers
1NT overcall - immediate	15 - 18 HCP	Immediate cue of minor	S + other minor, weak
1NT overcall - re-opening	10 - 14 HCP	Immediate cue of Major	Other Ma + Distant Mi, weak
Over weak twos	2NT = 17-20, X = T/O 15+	Over opening threes	X=T/O, Suit nat excl over 3NT
Over opponent's 1NT			
Strong: BROZEL X = single suit, 2♣/♦ = ♣/♦+♥, 2♥ = ♥+♠, 2♠ = ♠+Mi, 2NT = ♣+♦			
Weak: (Mod Cap) X = penalties, 2♣ = ♥+♠, 2♦ = ♥ or ♠, 2♥/♠ = ♥/♠+Mi, 2NT = ♣+♦			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ HCP, 4+♦	2♦ 4-7 HCP, 6+♦	3♦ GF, splinter
1♥ 6+ HCP, 4+♥	2♥ 4-7 HCP, 6+♥	3♥ GF, splinter
1♠ 6+ HCP, 4+♠	2♠ 4-7 HCP, 6+♠	3♠ GF, splinter
1NT 6-10 HCP, no 4+ Ma	2NT 11-12 HCP, no 4+ Ma	3NT 13-15 Bal, no 4Ma
2♣ 10-12 TP, 4+♣	3♣ 6-9 HCP, 5+♣	4♣ Preemptive
other Inverted minor applicable after opposition double or after	1-level suit overcall	
1♦ 1♥ 6+ HCP, 4+♥	2♥ 4-7 HCP, 6+♥	3♥ GF, splinter
1♠ 6+ HCP, 4+♠	2♠ 4-7 HCP, 6+♠	3♠ GF, splinter
1NT 6-10 HCP, no 4+ Ma	2NT 11-12 HCP, no 4+ Ma	3NT 13-15 Bal, no 4Ma
2♣ 13+, 4+♣, GF(1/2 seat)	3♣ 10-12 HCP, 6+♣	4♣ GF, splinter
2♦ 10-12 TP, 4+♦	3♦ 6-9 HCP, 5+♦	4♦ Preemptive
other Inverted minor applicable after opposition double or after	1-level suit overcall	
1♥ 1♠ 6+ HCP, 4+♠	2♥ 5-9, usually 3♥	3♦ Bergen: 10-12+, 4+♥
1NT 6-12(SF)(1/2 seat)	2♠ Invite+ with 3♥	3♥ Bergen: 0-6, 4+♥
2♣ 13+, 4+♣, GF(1/2 seat)	2NT Jacoby , GF in ♥	3♠ GF, Splinter
2♦ 13+, 4+♦, GF(1/2 seat)	3♣ Bergen: 5-9, 4+♥	3NT 13-15
other 4♣/♦ = GF, Splinter	Bergen applies over opp double but not after o'call	
1♠ 1NT 6-12(SF)(1/2 seat)	2♠ 5-9, usually 3♠	3♥ Invite+ with 3♠
2♣ 13+, 4+♣, GF(1/2 seat)	2NT Jacoby , GF in ♠	3♠ Bergen: 0-6, 4+♠
2♦ 13+, 4+♦, GF(1/2 seat)	3♣ Bergen: 5-9, 4+♠	3NT 13-15
2♥ 13+, 4+♥, GF(1/2 seat)	3♦ Bergen: 10-12+, 4+♥	4♣ GF, Splinter
other 4♦/4♥ = GF, Splinter	Bergen applies over opp double but not after o'call	
1NT 3♣ 6+♣ GF, slam interest	3♠ 6+♠ GF, slam interest	4♦
3♦ 6+♦ GF, slam interest	3NT To play	4♥ To play
3♥ 6+♥ GF, slam interest	4♣	4♠ To play
other 1NT, 4NT Quantitative		
2♣ 2♦ Waiting	2NT 8-10 HCP; Balanced	3♥
2♥ 5+♥, 7+ HCP	3♣	3♠
2♠ 5+♠, 7+ HCP	3♦ 6+♦, 7+ HCP	3NT
other Over 2♣, 2 any; 2NT, 3♣ = 5 card Stayman (Puppet)		
2♦ 2♥ Pass or correct	3♣	3♠
2♠ Pass or invite 3♥/4♥	3♦	3NT
2NT Ogust type ask	3♥	4♣
other Over 2♦, 2 any; 2NT, 3♣ = 5 card Stayman		

Notes 1♣/♦, 2♣ (GF); 2NT = 18-19 HCP and 3NT = 11-14 HCP (**fast arrival**)

1♦, 1Ma; 1NT/2♣/2♦, 3Ma = GF

Rescue action over our 1NT, (X), XX for 2C, otherwise system ON

2♥ 2♠	3♦ Invite in ♥	3NT To play
2NT Strong Enquiry	3♥ Pre-emptive	4♣ Pass or correct
3♣ Pass or correct to ♦	3♠ 6+ suit - to play (rare)	4♥ To play
other		
2♠ 2NT Strong enquiry	3♥ 6+ suit - to play (rare)	4♣ Pass or correct
3♣ Pass or correct	3♠ Preemptive	4♥ To play (rare)
3♦ Invite in Spades	3NT To play	4♠ To play
other		
2NT 3♣ Preference	3♠ 6+♠, forcing 1 round	4♦ To Play
3♦ Preference	3NT To play	4♥ To play
3♥ 6+♥, forcing 1 round	4♣ To Play	4♠ To play
other 5♣/♦ = To Play		

9. CONVENTIONS

Unusual NT: 2 touching suits other than opp suit; eg 1♦, 2NT = ♣+♥ or ♥+♠

4th Suit Forcing One round Game force

NT Checkback Priorities: 3-card M support / 4-card unbid M / 2NT; 3 level = Max

Defence to 3NT opening 4♣/♦ = T/O to Ma with pref for ♥/♠ 4♥/♠ = 5/6+ suit

Defence to Opening Twos X = 15+; 2NT = 17-20 HCP; Any suit = good 5+, 10-14 HCP

Multi 2♦ As above

RCO style 2-s As above

Other 2-s As above

Defence Simple Overcalls = natural

to **BROZEL Style:** X = single suit (stronger than simple overcall)

strong 2♣/♦ = ♣/♦+♥, 2♥ = ♥+♠, 2♠ = ♠+Mi, 2NT = Both Minors

♣ Jump Overcalls = Pre-emptive

Over 1NT Interference Lebensohl over suit interference, System on over a double

Lebensohl - other uses Over opps weak and multi 2's, X;

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ 4NT = 2 suiter; X = Penalties

10. OTHER NOTES

Raising partner's suit in competitive auction (not invitational). Cue bid to invite.

1D opening in 3rd/4th seat or over interference: 1NT=6-10, 2C=10+ natural

Opposition interference with 1NT over our 1m opening - 2 of other minor shows both major