

4. BASIC RESPONSES

Jump raises - minors	Various	Other: 1♦:2♦ = 10+ Nat, 1♦:3♦ = 6 - 9
Jump raises - Majors	Wide Range	Other: Non Invite, usually some shape 4Maj, not nec Weak
Jump shifts after minor opening	Mostly Weak over 1♦ Weak or ART over 1♣	
Jump shifts after Major opening	3♣/♦ Natural (Constructive - Invitational)	
Responses to strong 2 suit open.	(3rd/4th: 2♦ Negative plus Kokish Relay)	
Responses to 2NT opening	Simple Stayman, Transfers, 3♠ minors, 4♣/♦=♥/♠, 4♥/♠=♣/♦	

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads	Sequences: K: Count AQJ: Attitude	K asks Unblock/Count
Four or more with an honour	3rd from even, low from odd	4th highest
From 4 small	3rd	2nd highest
From 3 cards (no honour)	3rd	Top / Middle
In partner's suit	High from even, low from odd	High from even, low from odd
Discards	Low Encourage	Low Encourage
Count	Reverse Original	Reverse Original
Signal on partner's lead:	Low encourage, Count if required	Low encourage
Signal on declarer's lead:	Reverse Smith Peters at trick 2 vs NT. Occasional Count in trumps	
Notes	If Dummy wins the trick with J or lower then Reverse Count	
	Singleton in Dummy vs Suit then Suit Pref	
	Where suit length is already known, usually Attitude leads.	

6. SLAM CONVENTIONS

4NT: Blackwood ☐ RKCB 1430 4♣ Gerber ☐ when? mostly all the time *

Slam Notes 4minor+1 is keycard gerber, 4♠ over ♥ is keycard gerber

Cue Bids ☒ Mostly first round, Maybe K or Q in partner's suit, 3NT frivolous slam try

Asking Bids ☐ 2♣ over 1NT is an **Asking Bid** for four card Major suits.

7. OTHER CONVENTIONS

♥s : 4♠ kickback	2♦ Drury by a passed hand
4minor+1 = kickback	Most jumps splinters
Georgeout	Last Train (& X)
Davensohl	Last Train X
Inversion after Major Tfrs after 1NT	

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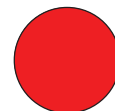
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**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	599964	Will Jenner-O'Shea
& Names:	607630	Mike Doecke
Basic System:	Minsk (1st/2nd seat) Standard, Short Club w Transfers (3rd/4th seat)	
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♣ 16+ Any hand (1st/2nd) (3rd/4th 2+♣)	1♥ (4)5+♥ 10 - 15 (3rd/4th 10 - 20)
1♦ (1)2+♦ 10 - 15 (1st/2nd) (3rd/4th 3+♦)	1♠ (4)5+♠ 10 - 15 (3rd/4th 10 - 20)
1NT 8-12 NV, 10-12 Vul (3rd/4th 15 - 17)	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses		2♣ Simple Stayman	Other: Can be pre-running	
2♦ → ♥ (Step Superaccepts, 2nd step = 5♥)	2♠ → ♣ (3♣ Superaccept) then shortage			
2♥ → ♠ (Step Superaccepts, 2nd step = 5♠)	2NT → ♦ or ♣/♦ weak			
other	3♣:mSS	3♦:5cM Stayman	3♥:4♥	3♠:4♠
			4♣:→♥	4♦:→♠
			4♥:♥	4♠:♠

2♣ 5/6+♣ Unbalanced, 11-13 (3rd/4th FG with Kokish)	
2♦ Weak 2 in ♦, 3-9 (3rd/4th Natural wide ranging, 4-15 / 9-15)	
2♥ 4+♥ & 4+♠, 3-9 (3rd/4th Natural wide ranging, 4-15 / 9-15)	
2♠ Weak 2 in ♠, 3-9 (3rd/4th Natural wide ranging, 4-15 / 9-15)	
2NT 20-21(22)	3NT Both Majors 5+♠, 6+♥ 8-13 (4m = M)
other	

2. PRE-ALERTS

Strong Club, Short Diamond, Mini NT in 1st/2nd	All HCP Values are approximate
Standard in 3rd/4th	Bidding varies 1-2 HCP based on Seat/Vul
Some Transfers in Competition	3rd seat openings can be lead directing

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak (Vulnerability sensitive)
Responsive doubles through	4♥	Unusual NT	5+/5+ Lowest Unbid
1NT overcall - immediate	(15)16-18(19)	Immediate cue of minor	5+/5+ Majors
1NT overcall - re-opening	(10)11-14	Immediate cue of Major	5+/5+ Other and ♦
Over weak twos	X & Leb. Leaping Michaels (F)	Over opening threes	X T/O Non-Leaping Michaels (F)
Over opponent's 1NT	X = Pen, 2♣ = Majors, 2♦ = one Major, 2♥ = ♥ & minor, 2♠ = ♠ & minor		
2NT = Both minors, 3♣/♦ Natural			Default: Woolsey
By agreement & passed hand: X = 4Major & 5+ minor (Woolsey) Over third seat X = Pen			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 8+ Any GF	2♦ 5-7 5+♥ + minor	3♦ 0-3, 7♦
1♥ 5 - 7 most hands	2♥ 5-7 5+♠ + minor	3♥ 0-3, 7♥
1♠ 0 - 4 Any	2♠ 5-7 6+♣	3♠ 0-3, 7♠
1NT 5-7, 5+/4+ ♥ + ♠	2NT 0-3, 6+/5+minors	3NT Hand hog
2♣ 5-7, 6+ Major	3♣ 5-7 6+♦	4♣
other		
1♦ 1♥ 4+♥, F1	2♥ 6♥, Weak	3♥ 3-6, 7♥
1♠ 4+♠, F1	2♠ 6♠, Weak	3♠ 3-6, 7♠
1NT (4) 6 - 9	2NT 10 - 12	3NT Whatever
2♣ 3+♣, 10+, F1	3♣ 6-9, 6/7♣	4♣ Pre-empt
2♦ (4)5+♦, 10+, F1	3♦ 6-9, 6/7♦	4♦ Pre-empt
other 1♦ : 2♣ might be a balanced game force hand that wants partner to bid the NT		
1♥ 1♠ 4+♠, F1	2♥ (4) 6 - 9, 3(4)♥	3♦ 6♦, INV
1NT (4) 6 - 11/12 semi F	2♠ 6♠, Weak	3♥ (4) 6 - 9, 4+♥ shape
2♣ ART	2NT 4+♥, GF	3♠ ANY SPL
2♦ 5+♦, GF	3♣ 6♣, INV	3NT ♠ VOID
other 2♣= INV ♥ raise or Bal GF or ♣ GF 1♥ : 4♠ = To Play 1♥:4minor = VOID		
1♠ 1NT (4) 6 - 11/12 semi F	2♠ (4) 6 - 9, 3(4)♠	3♥ ♥ VOID
2♣ ART	2NT 4+♠, GF	3♠ (4) 6 - 9, 4+♠ shape
2♦ ART 5+♥ INV+	3♣ 6♣, INV	3NT ANY SPL
2♥ ART 5+♦, GF	3♦ 6♦, INV	4♣ ♣ VOID
other 2♣= INV ♠ raise or Bal GF or ♣ GF 1♠:4♥ To Play 4♦; ♦ VOID		
1NT 3♣ Minor Suit Stayman	3♠ 4♠, GF	4♦ →♠ (To Play or Slam)
3♦ 5c Major Stayman	3NT really really strong	4♥ To Play
3♥ 4♥, GF	4♣ →♥ (To Play or Slam)	4♠ To Play
other		
2♣ 2♦ →♥ Any strength	2NT Shortage Ask	3♥ (5)6+♥, GF
2♥ →♠ Any strength	3♣ Pre-emptive	3♠ (5)6+♠, GF
2♠ ART Range probe	3♦ 5+♦, GF	3NT To Play
other		
2♦ 2♥ 5+♥, Constructive, NF	3♣ Inv ♦	3♠ 6+♠, Forcing
2♠ 5+♠, Constructive, NF	3♦ Pre-emptive	3NT To Play
2NT Puppet to 3♣	3♥ 6+♥, Forcing	4♣
other 2NT Puppet to 3♣ then 3♦ GF, 3M Nat 5+ Forcing.		

Notes 2♦ : 3♣ Puppet to 3♦ (Sets Diamonds) then 3♥ = suit qual ASK, 3♠ = Shortage ASK

2♥ 2♠ To Play	3♦ Asks Longer	3NT To Pay
2NT Puppet to 3♣	3♥ Pre-emptive	4♣
3♣ Puppet to 3♦	3♠ Pre-emptive	4♥
other 2NT Puppet to 3♣ then 3M GF, 3♦ Asks longer // 3♣ Puppet to 3♦ Weak, or INV M		
2♠ 2NT Puppet to 3♣	3♥ INV ♠	4♣ & 4♦ : SPL
3♣ →♦ or ♦ Game try in ♠	3♠ Pre-emptive	4♥ To Play
3♦ →♥ or ♥ Game try in ♠	3NT To Play	4♠ To Play
other 2NT Puppet to 3♣ then 3♠ GF, 3♦ Suit Quality ask		
2NT 3♣ Simple Stayman	3♠ Both Minors	4♦ →♠
3♦ →♥ (3NT:<3♥)	3NT To Play	4♥ →♣
3♥ →♠ (3NT:<3♠)	4♣ →♥	4♠ →♦
other Simple Stayman (3NT:5♥), other Major sets Major, new minor is Natural (usually not fit)		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round ☐ Game force ☒

NT Checkback ☒ Priorities: 2-Way Checkback Puppet then 3NT is choice of contract

Defence to 3NT opening Treat it as Weak NT *not Woolsey*

Defence to Opening Twos X=T/O, Davenport, Cue=Stopper Ask, 4minor = Leaping Michaels F

Multi 2♦ X=Overcall in a Major (or v strong), 2♥ = 15-18 Bal, 2♠/NT=♣/♦, 3♣/♦=weaker

RCO style 2-s X=16+, 2nd X T/O, 3rd X Pen (some Leb or scrambling)

Other 2-s

Defence (1♣): X = Majors, 1NT: Minors, 2NT more minors, 3NT something

to

strong (2♣)

♣

Over 1NT Interference rubensohl X=T/O of Nat, Values of ART, 2NT+ Tfrs

Lebensohl - other uses Davenport in some 2level Double situations

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ 4NT

10. OTHER NOTES

1NT (X) XX to play, pass scrambling, 2NT big 2 suiter

Artificial sequence gets (X), maximum number of ways to play / run

eg (1NT) 2♦* (X) now XX=bid your Major pass = 6♦, 2M=Nat