

#### 4. BASIC RESPONSES

Jump raises - minors	Preempt	Other:
Jump raises - Majors	Preempt	Other:
Jump shifts after minor opening	See inside; 2M=8-11 6+M; 3M=splinter	
Jump shifts after Major opening	See inside; 3X=splinter	
Responses to strong 2 suit open.		
Responses to 2NT opening	3♣=puppet stayman; 3♦/♥=♥/♠; 3♠=minors	

#### 5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead, A-Attitude K-Count	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	Low from 3+ small if didn't raise	
<b>Discards</b>	Low Encourage	
<b>Count</b>	Low-High = Even	
<b>Signal</b> on partner's lead:	Reverse count & attitude (context)	
<b>Signal</b> on declarer's lead:	Reverse count & natural suit preference (context-dependent)	
<b>Notes</b>		

#### 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 3041	4♣ Gerber <input type="checkbox"/>	when?
<b>Slam Notes</b>	3NT non-serious with major agreed		
Cue Bids <input checked="" type="checkbox"/>	Cue 1st/2nd equally		
Asking Bids <input type="checkbox"/>			

#### 7. OTHER CONVENTIONS

Reverse Gazzilli	
Support X & XX (if we can still play 2M)	
Blackout	
XYZ (incl after 1♣-1♦/♥-1♥/♠)	

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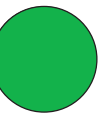
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AUSTRALIAN BRIDGE  
FEDERATION INC.



#### STANDARD SYSTEM CARD

ABF Nos.	762571	Nick Jacob
& Names:	239224	Ben Thompson
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♣ 2+	1♥ 5+	
1♦ 4+	1♠ 5+	
1NT 15-17	may contain 5 card Major <input checked="" type="checkbox"/>	
<b>1NT Responses</b>	2♣ Simple Stayman	Other:
2♦ ♥	2♠ ♣	
2♥ ♠	2NT ♦	
other Superaccept M with any4+ support; Accept m with support		
2♣	Near GF	
2♦	Weak (5)6♦	
2♥	Weak (5)6♥	
2♠	Weak (5)6♠	
2NT 20-22	3NT 5♠ 6♥ 10-13	
other		

#### 2. PRE-ALERTS

Transfers after 1♣ opening (inc comp to 1♥)	

#### 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	Weak
Responsive doubles through	4♠	Unusual NT	2 lowest unbid
1NT overcall - immediate	15-18	Immediate cue of minor	Majors
1NT overcall - re-opening	11-14	Immediate cue of Major	Other major + minor
Over weak twos	T/O X	Over opening threes	T/O X
Over opponent's 1NT	2♣ = majors (then 2♦ asks for longer); 2♦ = 1 major		
2♥/♠ = suit + minor; 2NT = minors			

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+, 4+♥	2♦ 7-9 5+♣	3♦ splinter
1♥ 5+, 4+♠	2♥ 8-11 6+♥	3♥ splinter
1♠ 5+, 4+♦	2♠ 8-11 6+♠	3♠ splinter
1NT 5-9, no major	2NT GF 5+♣ (usually BAL)	3NT to play
2♣ 10+ 5+♣	3♣ Preemptive	4♣ Preemptive
other		
1♦ 1♥ 5+, 4+♥	2♥ 8-11 6+♥	3♥ splinter
1♠ 5+, 4+♠	2♠ 8-11 6+♠	3♠ splinter
1NT 5-9 nat	2NT nat inv	3NT to play
2♣ GF nat	3♣ 7-9 raise	4♣ splinter
2♦ 10+ raise	3♦ Preemptive	4♦ Preemptive
other		
1♥ 1♠ 5+, 4+♠	2♥ 5-9 nat	3♦ splinter
1NT Semi forcing	2♠ 8-11 6+♠	3♥ Preemptive
2♣ Nat GF or INV 3♥	2NT 4+ raise, INV+	3♠ splinter
2♦ GF nat	3♣ splinter	3NT 12-14 bal 4+ raise
other		
1♠ 1NT Semi forcing	2♠ 5-9 nat	3♥ splinter
2♣ Nat GF or INV 3♠	2NT 4+ raise, INV+	3♠ Preemptive
2♦ GF nat	3♣ splinter	3NT 12-14 bal 4+ raise
2♥ GF nat	3♦ splinter	4♣ splinter
other		
1NT 3♣ ask for 5M	3♠ 31(54) gf	4♦ transfer to ♠
3♦ gf 55/64m	3NT to play	4♥ to play
3♥ 13(54) gf	4♣ transfer to ♥	4♠ to play
other		
2♣ 2♦ neg or waiting	2NT sound +ve, 6+♣ or 55m	3♥ 6+♠, 1-loser suit
2♥ nat, loose +ve	3♣ sound +ve, 6+♦	3♠ 6+♣, 1-loser suit
2♠ nat, loose +ve	3♦ 6+♥, 1-loser suit	3NT 6+♦, 1-loser suit
other		
2♦ 2♥ nat constructive	3♣ nat forcing	3♠ nat forcing
2♠ nat constructive	3♦ weak	3NT to play
2NT shortage ask	3♥ nat forcing	4♣ splinter
other		

**Notes** Single jump splinters are inv to game or slam; double jumps are gf only

After 2NT jump rebid: 3♣ = art gf

Bid shortage after 1NT-2♠/NT-bid

2♥ 2♠ nat constructive	3♦ nat forcing	3NT to play
2NT shortage ask	3♥ weak	4♣ splinter
3♣ nat forcing	3♠ nat forcing	4♥ to play
other		
2♠ 2NT shortage ask	3♥ nat forcing	4♣ splinter
3♣ nat forcing	3♠ weak	4♥ to play
3♦ nat forcing	3NT to play	4♠ to play
other		
2NT 3♣ puppet stayman	3♠ 54+ minors	4♦ transfer to ♥
3♦ ♥	3NT To play	4♥ transfer to ♠
3♥ ♠	4♣ Control ask (4♦=<7)	4♠ rkc in ♣
other		

## 9. CONVENTIONS

**Unusual NT:** Lower 2 unbid suits

**4th Suit Forcing** One round  Game force

**NT Checkback**  Priorities: 2♣=force 2♦ then nat inv; 2♦ = gf; 2NT=force 3♣ then nat 5-5

**Defence to 3NT opening**

**Defence to Opening Twos** 1-2-3 of art 2s; t/o x of (mostly) nat 2s

Multi 2♦ 1-2-3

RCO style 2-s

Other 2-s

**Defence** 1♣ : X=majors; 1♦=1 major; 1M=M+minor; 1NT=minors

**to** after 1♣-1♦: X=majors; 1NT=minors

**strong** 2♣ : X=majors; 2♦=1 major; 2M=M+minor; 2NT=minors

**♣** after 2♣-2♦: X=majors; 2NT=minors

**Over 1NT Interference**

2NT+ = inv+ transfer

**Lebensohl - other uses** none

**Take out of 4 level pre-empts**

4♣/4♦ t/o x

4♥ t/o x

4♠ t/o x

## 10. OTHER NOTES

In competition, if partner has shown (or implied) a major, 2NT is an inv raise and cue is GF

In auctions like (1♠) X (2♠): 2NT is 2 places to play OR weakish with ♥ (inv with ♥ bids direct)

After 1m-2NT: 3♣=15+ no shortage; 3NT=weak NT; 3X=shortage

After 1M-2♣: 2♦=negative (then 2M=inv hand); 2M=6M

After 1M-2NT: 3♣=11-14(15) any; 3♦=15+ no shortage; 3♥/♠/NT=15+ ♣/♦/OM shortage

1X-1Y-1NT-2NT-3♣-3Y=5-5 Y+♣

After 1X-2M-2NT/wk 2-2NT: 3X=shortage; repeat suit = weak no shortage; 3NT=good no shortage