

#### 4. BASIC RESPONSES

Jump raises - minors	limit, inverted minor raises
Jump raises - Majors	forcing
Jump shifts after minor opening	weak in major, fit showing jump in minor
Jump shifts after Major opening	weak in major (1♠ 3♥ = splinter) fit showing jump in minor
Responses to strong 2 suit open.	CAB to 2♣, 3any = good 6+ suit, 3NT = any very good suit
Responses to 2NT opening	(equiv) 3♣=4/5 Stayman, 3♦ => 3♥, 3♥ => 3♠, 3♠ = 5♠+4♥

#### 5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	2nd highest (Overlead v slams)	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	middle	
In partner's suit	overlead, low from Hxx	
<b>Discards</b>	low encourage	
<b>Count</b>	reverse	
<b>Signal</b> on partner's lead:	low encourage	
<b>Signal</b> on declarer's lead:	count if thought appropriate	
<b>Notes</b>		

#### 6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 3041	4♣ Gerber <input type="checkbox"/>	when?	never
<b>Slam Notes</b>	Minorwood			
Cue Bids <input checked="" type="checkbox"/>				
Asking Bids <input type="checkbox"/>				

#### 7. OTHER CONVENTIONS

Splinters	POD1 and POR1
Support X's & XX's	Fit showing jumps
Cue raises of overcalls	

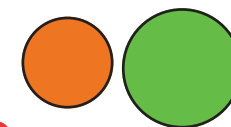
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**AUSTRALIAN BRIDGE  
FEDERATION INC.**



#### STANDARD SYSTEM CARD

ABF Nos.	55141	Marcia Scudder
& Names:	16721	Inez Glanger
Basic System:	2 over 1 game force	
Brown Sticker <input checked="" 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( 12+)	1♥ 5 (12+)
1♦	3 (12+)	1♠ 5 (12+)
1NT	14-17	may contain 5 card Major <input checked="" type="checkbox"/>
<b>1NT Responses</b> 2♣ 5 card Major and strength enquiry		
2♦ => 2♥		2♠ => 3♣
2♥ => 2♠		2NT => 3♦
other 3any requests RKCB resp with supp, else 3NT; 4♣/♦ => 4♥/♠		
2♣	Game force (control responses)	
2♦	weak 2♥ or 2♠ or 20-22 hcp or ACOL 2 in any suit	
2♥	5+/5+ in ♥/♠ or ♣/♦ <opening/~8 PT	
2♠	5+/5+ in ♥/♦ or ♣/♠ <opening/~8 PT	
2NT	5+/5+ in ♥/♣ or ♠/♦ <opening/~8 PT	3NT gambling set up minor < A outside
other		

#### 2. PRE-ALERTS

Opening 2's	
1NT may contain 5 card major or 6 card m	

#### 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	3♠	Jump overcalls	weak in major
Responsive doubles through	3♠	Unusual NT	lower unbid suits
1NT overcall - immediate	14-18	Immediate cue of minor	Ghestem (if C>2) note 10.1
1NT overcall - re-opening	10-12	Immediate cue of Major	Ghestem note 10.1
Over weak twos	X	Over opening threes	X
Over opponent's 1NT			
Weak: Mod DONT X = pen, 2♣ = single suiter, others 2 suiters			
Strong: DONT X = single suiter, others 2 suiters			

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ HCP, 4+♦	2♦ fit showing 4+♦	3♦ splinter	
1♥ 6+ HCP, 4+♥	2♥ weak 6+♥	3♥ splinter	
1♠ 6+ HCP, 4+♠	2♠ weak 6+♠	3♠ splinter	
1NT 6-9 HCP, denies 4M	2NT 12-15 bal F	3NT 16-17 any 4333	
2♣ 10+ unless P or comp	3♣ 5-9 unless P or comp	4♣ Minorwood	
other			
1♦ 1♥ 6+ HCP, 4+♥	2♥ weak 6+♥	3♥ splinter	
1♠ 6+ HCP, 4+♠	2♠ weak 6+♠	3♠ splinter	
1NT 6-9 HCP, denies 4M	2NT 12-15 bal F	3NT 16-17 any 4333	
2♣ natural GF	3♣ fit showing 4+♣	4♣	
2♦ 10+ unless P or comp	3♦ 5-9 unless P or comp	4♦ Minorwood	
other			
1♥ 1♠ 6+ HCP, 4+♠	2♥ 7-9 3+♥	3♦ fit showing 4+♦	
1NT 0-11 F	2♠ weak 6+♠	3♥ F asks for cue	
2♣ natural GF	2NT 12-15 bal F	3♠ splinter	
2♦ natural GF	3♣ fit showing 4+♣	3NT 16-17 4333 not 4♥	
other			
1♠ 1NT 0-11 F	2♠ 7-9 3+♠	3♥ splinter	
2♣ natural GF	2NT 12-15 bal F	3♠ F asks for cue	
2♦ natural GF	3♣ fit showing 4+♣	3NT 16-17 4333 not 4♠	
2♥ natural GF	3♦ fit showing 4+♦	4♣ splinter	
other			
1NT 3♣ 6+♣ RKCB with supp	3♠ 6+♠ RKCB with supp	4♦ => 4♠	
3♦ 6+♦ RKCB with supp	3NT to play	4♥ to play	
3♥ 6+♥ RKCB with supp	4♣ => 4♥	4♠ to play	
other			
2♣ 2♦ 0 or 1 control A=2, K=1	2NT 4+ controls A=2, K=1	3♥ 5 trick suit	
2♥ 2 controls A=2, K=1	3♣ 5 trick suit	3♠ 5 trick suit	
2♠ 3 controls A=2, K=1	3♦ 5 trick suit	3NT solid 6 trick suit	
other			
2♦ 2♥ P/C	3♣	3♠ P/C	
2♠ P/C prefer ♥	3♦	3NT	
2NT enquiry	3♥ P/C	4♣	
other			

Notes

2♥ 2♠ P/C	3♦ P/C	3NT to play
2NT enquiry	3♥ P/C	4♣ P/C
3♣ P/C	3♠ P/C	4♥ P/C
other		
2♠ 2NT enquiry	3♥ P/C	4♣ P/C
3♣ P/C	3♠ P/C	4♥ P/C
3♦ P/C	3NT to play	4♠ P/C
other		
2NT 3♣ enquiry	3♠ P/C	4♦ P/C
3♦ P/C	3NT to play	4♥ P/C
3♥ P/C	4♣ P/C	4♠ P/C
other		

## 9. CONVENTIONS

**Unusual NT:** note 10.1

**4th Suit Forcing** One round  at 1 level Game force

**NT Checkback**  Priorities: lowest of 4 other major, or 3 card support

**Defence to 3NT opening** natural

**Defence to Opening Twos** X = 12+ if weak 2

Multi 2♦ X = 16+, 2NT = 15-18 bal

RCO style 2-s X = 16+, 2NT = 15-18 bal

Other 2-s

**Defence** 1♣ : 2♣ = colour, 2♦ = rank, 2NT = other - at least 4-4

**to** in response to 1 level overcall, 1NT is forcing

**strong** 1♣ X = 16+

♣

**Over 1NT Interference** lebensohl over M, x over 2♣ is enq. X over 2♦ is Stayman

**Lebensohl - other uses**

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

4♥ X 4♠ 4NT

## 10. OTHER NOTES

10.1 Cue = extreme suits, jump NT = lower unbid suits,

1♣ 2♦ = both majors, 1M 3♣ = other 2 suits