

4. BASIC RESPONSES

Jump raises - minors	Inverted
Jump raises - Majors	Preempt 3 level = 4+ support
Jump shifts after minor opening	2♥/♠ = 4-7, 6 card suit; 3 level = Splinter
Jump shifts after Major opening	Modified Bergen Raises
Responses to strong 2 suit open.	
Responses to 2NT opening	see inside

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A-Attitude K-Count	Overlead, A-Attitude K-Count
Four or more with an honour	4th highest	4th highest
From 4 small	2nd highest	2nd highest
From 3 cards (no honour)	Middle	Top
In partner's suit	Overlead; 4th; Xx	Overlead; 4th; Xx
Discards	Odd/Even (first discard)	Odd/Even (first discard)
Count	Low-High = Even	Low-High = Even
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:	Reverse Count	
Notes	Lead of 9 or T promises 0 or 2 higher (against NT)	

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 3041 4♣ Gerber when? after NT opening

Slam Notes minorwood

Cue Bids 1st or 2nd below game

Asking Bids Below 3NT opener asks and responder shows

7. OTHER CONVENTIONS

Blackout after a Reverse by Opener	1m-1M-2M-2NT(ART) now:
Transfer Lebensol after interference of 1NT	3♣/3♦=3 card support (min/max)
	3♥/3♠=4 card support (min/max)

www.abf.com.au

PDF Form Rev. 15F06 by RoL

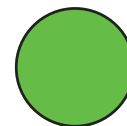
MyRev. 29/04/14

Copyright © ABF 2015

Abbreviation: ART = Artificial



**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	264873	Paul Hooykaas
& Names:	316911	Ralph Parker
Basic System:	2 over 1	
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

1♣	3+ 11+	1♥	5+ 11+
1♦	3+ 11+	1♠	5+ 11+
1NT	15-17	may contain 5 card Major <input type="checkbox"/>	

1NT Responses	2♣ Simple Stayman	3♣ = 5/5 minors invitational
2♦ TRF ♥ or Range Probe	2♠ TRF ♣	
2♥ TRF ♠	2NT TRF ♦	
other	3♦ = 5/5 minor FG; 3♥ = 5/5 Majors invitational; 3♠ = 5/5 Majors FG	

2♣	23+ Balanced or FG
2♦	6, 5-10; 2NT response = Shortage Ask
2♥	6, 5-10; 2NT response = Shortage Ask
2♠	6, 5-10; 2NT response = Shortage Ask
2NT	20-22
3NT	Specific Ace Ask - See Other Notes
other	4NT = ♣/♦

2. PRE-ALERTS

3 level responses to 1NT	Modified Bergen responses to 1M opening
(non) Leaping Michaels	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	6(7) Weak; 11-14 Vul
Responsive doubles through	4♥	Unusual NT	5/5 - 2 lower unbid suits, unlimited
1NT overcall - immediate	15-18	Immediate cue of minor	♥/♠ 5/5 Unlimited
1NT overcall - re-opening	11-16 No Stop Req	Immediate cue of Major	OM/♦ 5/5 Unlimited
Over weak twos	X=T/O; Leb; Leaping Michaels	Over opening threes	X=T/O; 4m=nonLeaping Michaels
Over opponent's 1NT	X=Penalty; 2♣=Majors; 2♦=1 Major; 2M=5/4 either way M+minor;		
2NT=5/5	♣/♦		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+, 5+	2♦ 4-7 6♦	3♦ Splinter
1♥ 4+, 5+	2♥ 4-7 6♥	3♥ Splinter
1♠ 4+, 5+	2♠ 4-7 6♠	3♠ Splinter
1NT 6-10	2NT 10-12	3NT 13-15 full of quacks
2♣ 5+, 10+	3♣ 5+, 5-9	4♣ preemptive
other		
1♦ 1♥ 4+, 5+	2♥ 4-7 6♥	3♥ Splinter
1♠ 4+, 5+	2♠ 4-7 6♠	3♠ Splinter
1NT 6-9	2NT 10-(12)	3NT 13-15 full of quacks
2♣ 4+, 10+	3♣ Splinter	4♣ Splinter
2♦ 4+, 10+	3♦ 4+, 5-9	4♦ preemptive
other		
1♥ 1♠ 4+, 5+	2♥ 3, 6-10	3♦ 4+♥, 10-11
1NT 5-12, semi-forcing	2♠ 4+♥, invite, any shortage	3♥ 4+, 3-7
2♣ FG, ♣'s or balanced	2NT 4+♥, FG	3♠ 4+, any shortage, 7 loser
2♦ 5+, FG	3♣ 4+♥, 7-9	3NT 4+, ♠ shortage, 6 loser
other After 2♠ Step asks for shortage: response = L/M/H		
1♠ 1NT 5-12, semi-forcing	2♠ 3, 6-10	3♥ 4+♠, 10-12
2♣ FG, ♣'s or balanced	2NT 4+♠, invite, any shortage	3♠ 4+, 3-7
2♦ 5+, FG	3♣ 4+♠, FG	3NT 4+, any shortage, 7 loser
2♥ 5+, FG	3♦ 4+♠, 7-9	4♣ 4+, splinter, 6 loser
other After 2NT Step asks for shortage: response = L/M/H		
1NT 3♣ 5/5 minor invitational	3♠ 5/5 major FG	4♦ TRF ♥
3♦ 5/5 minor FG	3NT To Play	4♥ TRF ♠
3♥ 5/5 major invitational	4♣ Gerber (0/4,1,2,3)	4♠ To Play
other		
2♣ 2♦ ART - Waiting	2NT 4+/4+ minors (+ve)	3♥ Sets Suit
2♥ ART denies an A or K	3♣ 6+♣, 2/3 Honours	3♠ Sets Suit
2♠ 5+♠, 2/3 Honours	3♦ 6+♦, 2/3 Honours	3NT
other		
2♦ 2♥ Forcing	3♣ Forcing	3♠
2♠ Forcing	3♦ To Play	3NT To Play
2NT Shortage ask	3♥	4♣
other		

Notes After 2♣ - 2♦: 2♥ is Kokish

After 1M - 2M step is some short suit trial - step asks. So 1♥ - 2♥ - 2NT is spade trial

Abbreviations: ART = Artificial; FG = Game Force

2♥ 2♠ Forcing	3♦ Forcing	3NT To Play
2NT Shortage ask	3♥ To Play	4♣
3♣ Forcing	3♠	4♥ To Play
other 4♠ = RKC		
2♠ 2NT Shortage ask	3♥ Forcing	4♣
3♣ Forcing	3♠ To Play	4♥ To Play
3♦ Forcing	3NT To Play	4♠ To Play
other		
2NT 3♣ Puppet stayman (mod)	3♠ minor suit enquiry	4♦ TRF ♥; then 4♠=RKC
3♦ TRF ♥;	3NT 4H + 5S	4♥ TRF ♠; then 4NT=RKC
3♥ TRF ♠;	4♣ Gerber (0/4,1,2,3)	4♠ pick a minor
other After Puppet, 3♥ = no M and 3NT = 5H		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 2 Way Checkback; 2♣=Forces 2♦(P or INV) 2♦=ART FG

Defence to 3NT opening XXX

Defence to Opening Twos

Multi 2♦ X=TO of ♠; 2♥=TO of ♥; 2♠=minors - now 4m is minorwood

RCO style 2-s X=RCO(not clubs); 3♣=RCO(with clubs)

Other 2-s

Defence 1♣: X/2♣=Majors; 1♦/2♦=single suited M; 1M/2M= M+m;

to 1NT/2NT=minors; After (1♣) P (1♦) X = single suited M

strong 2♣:

♣

Over 1NT Interference Rubensohl

Lebensohl - other uses Weak 2's

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

4♥ X = T/O 4♠ X = Values; 4NT = 2 Suited T/O

10. OTHER NOTES

2NT rebid over 1Y is FG - either single suited or 18-19 balanced

Jump overcall of 3♣ = 5+/5+ in top and bottom unbid suits

3NT Specific Ace Ask: 4NT=0; 4♣/♦/♥/♠=Ace+possible 2nd higher ranking; 4♠=Spade Ace

5♣/♦/♥/♠=3 Aces (suit above = missing); 5NT=4 Aces

When they overcall 1NT: X=penalty; other bids are mostly transfers

Except when opening is 1m, when 2♣=both Majors; 2NT=both minors