

#### 4. BASIC RESPONSES

Jump raises - minors	Inverted
Jump raises - Majors	Limit 10-12
Jump shifts after minor opening	majors = natural strong, minors = raises
Jump shifts after Major opening	natural strong
Responses to strong 2 suit open.	2♦ = waiting, 2♥/2♠/3♣/3♦ = good 5+ card suit with 8+ HCP
Responses to 2NT opening	Stayman, Transfers to Majors

#### 5. PLAY CONVENTIONS Show priorities

	Versus <b>Suit</b> (or both)	Versus <b>NoTrump</b> (if different)
<b>Leads</b> Sequences:	Overlead all except AK stiff	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	Top
In partner's suit	Overlead; 4th; Xx	
<b>Discards</b>	Low Encourage	
<b>Count</b>	Low-High = Even	
<b>Signal</b> on partner's lead:	Low Encourage	
<b>Signal</b> on declarer's lead:	Reverse Count	
<b>Notes</b>		

#### 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 3041	4♣ Gerber <input type="checkbox"/> when?
<b>Slam Notes</b>		
Cue Bids <input checked="" type="checkbox"/>	1st and 2nd Round Controls	
Asking Bids <input type="checkbox"/>		

#### 7. OTHER CONVENTIONS

4th Suit Forcing	Splinters
Cue Raise / Cue Bid / Unassuming Cue Bid	Ogust
Jacoby 2NT	
Support Xs / XXs	
Lebensohl	

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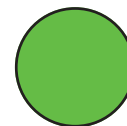
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**AUSTRALIAN BRIDGE  
FEDERATION INC.**



#### STANDARD SYSTEM CARD

ABF Nos.	767085	Andrew Gosney
& Names:	684791	Chris Larter
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 <input type="checkbox"/>
1♣ 11+, 2+	1♥ 11+, 5+	
1♦ 11+, 4+	1♠ 11+, 5+	
1NT (14) 15-17	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses 2♣ Simple Stayman		
2♦ TRF ♥	2♠ TRF ♣	
2♥ TRF ♠	2NT TRF ♦	
other super-accepts		
2♣ 23+ BAL or any game force		
2♦ Weak, 6-10 HCP, both majors (4-4, 5-4, 4-5 or 5-5)		
2♥ Weak, 6-10 HCP, 6♥		
2♠ Weak, 6-10 HCP, 6♠		
2NT 20-22 balanced	3NT No Agreement	
other		

#### 2. PRE-ALERTS

2♦ opening (& 2NT responder bid)	1♥/1♠: 1NT = 7+, forcing
Inverted minors	Transfer responses to 1♣

#### 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	weak
Responsive doubles through	4♥	Unusual NT	Lower 2 unbid suits
1NT overcall - immediate	15-17	Immediate cue of minor	5-5, ♥ & ♠
1NT overcall - re-opening	11-14	Immediate cue of Major	5-5, other major & a minor
Over weak twos X=T/O, 2NT=15-17, O/C=NF	Over opening threes X=T/O, 3NT=NAT		
Over opponent's 1NT X = penalty, 2♣ = both majors, 2♦ = single major, 2♥ = ♥ & a minor	2♠ = ♠ & a minor, 2NT = both minors		

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+ ♥, 6+	2♦ ♣ limit raise (9-11)	3♦ splinter raise
1♥ 4+ ♠, 6+	2♥ natural game force	3♥ splinter raise
1♠ no major, 6+	2♠ natural game force	3♠ splinter raise
1NT 7-10 balanced	2NT 11-12 balanced	3NT 13-15 balanced
2♣ game force, 4+ ♣	3♣ weak raise	4♣ No Agreement
other		
1♦ 1♥ 4+ ♥, 6+	2♥ natural game force	3♥ splinter raise
1♠ 4+ ♠, 6+	2♠ natural game force	3♠ splinter raise
1NT 7-10 balanced	2NT 11-12 balanced	3NT 13-15 balanced
2♣ natural game force	3♣ ♦ limit raise (9-11)	4♣ splinter raise
2♦ game force, 4+ ♦	3♦ weak raise	4♦ No Agreement
other		
1♥ 1♠ 4+ ♠, 6+	2♥ 3+ ♥, 6-9	3♦ natural GF (good suit)
1NT 7+ forcing	2♠ natural GF (good suit)	3♥ 4+ card raise (10-12)
2♣ natural (3+) GF	2NT 13+, 4 card support	3♠ splinter, 4+ ♥
2♦ natural (3+) GF	3♣ natural GF (good suit)	3NT 13-15 balanced
2♥ natural (5+) GF	3♦ natural GF (good suit)	4♣ splinter, 4+ ♠
other 4♣/4♦ = splinter, 4+ ♥		
1♠ 1NT 7+ forcing	2♠ 3+ ♠, 6-9	3♥ natural GF (good suit)
2♣ natural (3+) GF	2NT 13+, 4 card support	3♠ 4+ card raise (10-12)
2♦ natural (3+) GF	3♣ natural GF (good suit)	3NT 13-15 balanced
2♥ natural (5+) GF	3♦ natural GF (good suit)	4♣ splinter, 4+ ♠
other 4♦/4♥ = splinter, 4+ ♠		
1NT 3♣ puppet stayman	3♠ 1♠ & 3♥, game force	4♦ No Agreement
3♦ 5-5 minors, GF	3NT to play	4♥ to play
3♥ 1♥ & 3♠, game force	4♣ No Agreement	4♠ to play
other		
2♣ 2♦ waiting bid	2NT No Agreement	3♥ No Agreement
2♥ 8+ HCP, good 5+ suit	3♣ 8+ HCP, good 5+ suit	3♠ No Agreement
2♠ 8+ HCP, good 5+ suit	3♦ 8+ HCP, good 5+ suit	3NT No Agreement
other		
2♦ 2♥ to play	3♣ to play	3♠ to play
2♠ to play	3♦ INV 3-3 majors	3NT to play
2NT forcing, 16+, artificial	3♥ to play	4♣ No Agreement
other		

**Notes** Responses to 2NT Ogust: 3♣ = Minimum, bad suit, 3♦ = Minimum, good suit  
 3♥ = Maximum, bad suit, 3♠ = Maximum, Good suit, 3NT=AKQxxx

2♥ 2♠ 5+ suit, forcing	3♦ 5+ suit, forcing	3NT to play
2NT Ogust	3♥ pre-emptive	4♣ No Agreement
3♣ 5+ suit, forcing	3♠ No Agreement	4♥ to play
other		
2♠ 2NT Ogust	3♥ 5+ suit, forcing	4♣ No Agreement
3♣ 5+ suit, forcing	3♠ pre-emptive	4♥ No Agreement
3♦ 5+ suit, forcing	3NT to play	4♠ to play
other		
2NT 3♣ puppet stayman	3♠ minor stayman	4♦ No Agreement
3♦ transfer to ♥'s	3NT to play	4♥ to play
3♥ transfer to ♠'s	4♣ No Agreement	4♠ to play
other		

## 9. CONVENTIONS

**Unusual NT:** Lower 2 unbid suits

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

**NT Checkback**  Priorities:

**Defence to 3NT opening** No Agreement

**Defence to Opening Twos** X=T/O, 2NT=15-17, O/C=NF

Multi 2♦ X=12-14 bal / strong 1 suit / 18+ bal; 2NT=15-17; O/C=NF; XXX - Points, T/O, Pen

RCO style 2-s refer to Multi 2♦ defence

Other 2-s refer to Multi 2♦ defence

**Defence** 1♣ : X = both majors, NT = both minors, suits bids are natural

to

**strong** 2♣ : X = both majors, NT = both minors, suits bids are natural

♣

**Over 1NT Interference** lebensohl

**Lebensohl - other uses**

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

4♥ X 4♠ X

## 10. OTHER NOTES

Lebensohl: X = Penalties, 2 level = natural and sign off, 3 level = natural and forcing,

Cue bid = major suit interest (stayman) but no stopper, 3NT = to play but denies a stopper

2NT = partner to rebid 3♣

2NT replies for 2♦ open: 3♣ any min, 3♦ 5-5 min or max, 3♥ 4-5 max, 3♠ 5-4 max,

3NT 4-4 max