

4. BASIC RESPONSES

Jump raises - minors	Inverted	Other:
Jump raises - Majors	Limit 10-12	Other:
Jump shifts after minor opening	2M = weak	
Jump shifts after Major opening	3♣/3♦ = natural 6 cd invitational, OM=3cd Limit Raise	
Responses to strong 2 suit open.	2♦ = 0-7 or waiting, Other = 8+ HCP	
Responses to 2NT opening	Stayman, transfers	

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead except AKx(+)	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	Top
In partner's suit	top of 2, low from 3 to honour	
Discards	low encourage	McKenney
Count	High-Low = Even	
Signal on partner's lead:	low encourage	
Signal on declarer's lead:		
Notes Ace for suit pref, King for attitude		

6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 1430	4♣ Gerber <input checked="" type="checkbox"/> when? After NT bids
Slam Notes	Minorwood 1430	
Cue Bids <input checked="" type="checkbox"/>		
Asking Bids <input type="checkbox"/>		

7. OTHER CONVENTIONS

Lebensohl	Jacoby 2NT
Reverse Drury	Splinters
Inverted minors	Fourth suit forcing

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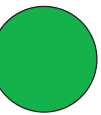
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**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	163376	Roger Watts
& Names:	435430	Pat Beattie
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♣ 12+ 3+ ♣	1♥ 12+ 5+ ♥	
1♦ 12+ 3+ ♦	1♠ 12+ 5+ ♠	
1NT 15-17	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses 2♣ Simple Stayman	Other:	
2♦ TFR ♥	2♠ TFR minor	
2♥ TFR ♠	2NT Inv	
other		
2♣ 22+ unbal, 9+ Playing tricks, 22-24 Bal		
2♦ Weak major 3-7 HCP, 25+ bal		
2♥ Weak 8-11 HCP 6 ♥		
2♠ Weak 8-11 HCP 6 ♠		
2NT 20-21	3NT Gambling - no outside Ace or King	
other		

2. PRE-ALERTS

Support DBL	
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3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	weak
Responsive doubles through	3♥	Unusual NT	lower two unbid suits
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 DBL		Over opening threes	DBL
Over opponent's 1NT	Multi Landy		
Over weak NT DBL = Pen, 2♣ = majors, 2♦ = either major, 2♥/2♠ = suit + minor, 2NT = minors			
Over strong NT DBL = 4M/5m, other bids as above			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ 4+ ♦	2♦ weak	3♦ weak
1♥ 6+ 4+ ♥	2♥ weak	3♥ weak
1♠ 6+ 4+ ♠	2♠ weak	3♠ weak
1NT 6-10	2NT 11-12 no 4 card major	3NT 13-15 no 4 card major
2♣ 10+ no 4 major forcing	3♣ weak 5+♣	4♣ Minorwood
other		
1♦ 1♥ 6+ 4+ ♥	2♥ weak	3♥ weak
1♠ 6+ 4+ ♠	2♠ weak	3♠ weak
1NT 6-10	2NT 11-12 no 4 card major	3NT 13-15 no 4 card major
2♣ 13+ HCP 4+ ♣	3♣ 11-12 6cd suit	4♣
2♦ 10+ no 4 major forcing	3♦ weak 5+♦	4♦ Minorwood
other		
1♥ 1♠ 6+ 4+ ♠	2♥ 8-10 3+ ♥	3♦ 11-12 6cd suit
1NT Semi-forcing	2♠ Limit 10-12 3♥	3♥ Limit 10-12 4+ ♥
2♣ 13+ 4+ ♣	2NT Jacoby game force	3♠ Splinter
2♦ 13+ 4+ ♦	3♣ 11-12 6cd suit	3NT 13-15
other 4♣/4♦ = Splinter		
1♠ 1NT Semi-forcing	2♠ 8-10 3+ ♠	3♥ Limit 10-12 3♠
2♣ 13+ 3+ ♣	2NT Jacoby game force	3♠ Limit 10-12 4+ ♠
2♦ 13+ 4+ ♦	3♣ 11-12 6cd suit	3NT 13-15
2♥ 13+ 5+ ♥	3♦ 11-12 6cd suit	4♣
other 4♣/4♦/4♥ = Splinter		
1NT 3♣ 6+ ♣ game inv	3♠ 6+ ♠ slam int	4♦
3♦ 6+ ♦ game inv	3NT to play	4♥
3♥ 6+ ♥ slam int	4♣ Gerber	4♠
other		
2♣ 2♦ 0-7 or waiting	2NT 8+ HCP bal	3♥
2♥ 8+ HCP 5+ ♥	3♣ 8+ HCP 6+ ♣	3♠
2♠ 8+ HCP 5+ ♠	3♦ 8+ HCP 6 ♦	3NT
other		
2♦ 2♥ pass or correct	3♣ to play	3♠ pass or correct
2♠ pass or correct	3♦ to play	3NT to play
2NT Strong enquiry	3♥ pass or correct	4♣
other		

Notes

2♥ 2♠ forcing one round	3♦ forcing one round	3NT to play
2NT Strong enquiry	3♥ pre-emptive	4♣
3♣ forcing one round	3♠	4♥ to play
other		
2♠ 2NT Strong enquiry	3♥ forcing one round	4♣
3♣ forcing one round	3♠ pre-emptive	4♥
3♦ forcing one round	3NT to play	4♠ to play
other		
2NT 3♣ Stayman	3♠ minors	4♦ Minorwood
3♦ TFR ♥	3NT to play	4♥
3♥ TFR ♠	4♣ Gerber	4♠
other		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round

Game force

NT Checkback Priorities:

Defence to 3NT opening

Defence to Opening Twos Natural weak two DBL = T/O (Lebensohl)

Multi 2♦ DBL = 16+, 2NT = 16-18 bal, all others nat, 2nd round DBL = 12-15

RCO style 2-s

Other 2-s

Defence 1♣ : X = majors, 1NT = minors, 1♦, 1♥, 1♠ may be 4 cd, 2 level = nat 5+ suit

to

strong 2♣ : Natural, DBL shows clubs

♣

Over 1NT Interference lebensohl

Lebensohl - other uses over partner's double of weak 2

Take out of 4 level pre-empts 4♣/4♦ DBL

4♥ DBL = T/O

4♠ DBL = Penalty 4NT = T/O

10. OTHER NOTES