

4. BASIC RESPONSES

Jump raises - minors	inverted minors
Jump raises - Majors	1M-3M=pre-emptive, 1M-4M=to play
Jump shifts after minor opening	single jump weak; splinters apply
Jump shifts after Major opening	Jump oM=inv 4+M; Jump ♣/♦=nat, inv; splinters; Jacoby
Responses to strong 2 suit open.	2♦=waiting
Responses to 2NT opening	3♣=puppet stayman; 3♦/♥=transfers; 3♠=minor suit stayman

5. PLAY CONVENTIONS

Show priorities

Versus **Suit** (or both) Versus **NoTrump** (if different)

Leads Sequences:	Overlead all except AKxx(x)	
Four or more with an honour	4th	
From 4 small	2nd	
From 3 cards (no honour)	Middle	
In partner's suit	As above	
Discards	Odd encourage, even SP	
Count	Reverse (original)	
Signal on partner's lead:	Attitude (low = encourage)	
Signal on declarer's lead:	Count	
Notes	Ace for Attitude, King for Count - partner to work out when K is KQ or AK	

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 1430 4♣ Gerber when? NEVER

Slam Notes

Cue Bids Asking Bids

7. OTHER CONVENTIONS

2-way checkback	
Splinters	
Exclusion Keycard (1430)	
Minorwood (1430)	

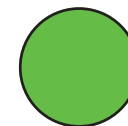
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**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos. Zac Neulinger, Andrew Spooner, Daryl Whitfield
& Names: 857114, 874736, 840602
Basic System: 2/1
Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 2+♣, 11+ pts 1♥ 5+♥, 11+ pts
1♦ 4+♦, 11+pts 1♠ 5+♠, 11+pts
1NT 15-17 pts, balanced may contain 5 card Major

1NT Responses 2♣ Simple Stayman OR balanced invitational hand
2♦ transfer to hearts 2♠ transfer to clubs
2♥ transfer to spades 2NT transfer to diamonds
other 3♣ = Puppet Stayman.

2♣ Any GF
2♦ Pre-emptive
2♥ Pre-emptive
2♠ Pre-emptive
2NT 20-21 balanced 3NT Gambling
other

2. PRE-ALERTS

Transfers over 1M-(x) Gazilli over 1M-1NT
Pre-empts may be very weak
1M-2♣ = FG BAL, FG ♣, or INV raise

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4♥ Jump overcalls Weak
Responsive doubles through 4♥ Unusual NT Lowest unbid suits
1NT overcall - immediate 15-18 pts balanced Immediate cue of minor Michaels
1NT overcall - re-opening 11-14 pts balanced Immediate cue of Major Michaels
Over weak twos x=t/o, lebensohl applies Over opening threes x=t/o
Over opponent's 1NT x=penalty, 2♣=♥+♠, 2♦=♥/♠, 2♥=♥+♣/♦, 2♠=♠+♣/♦

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♦, 6+pts	2♦ 5+♣, 7-9 pts	3♦ splinter
1♥ 4+♥, 6+pts	2♥ weak	3♥ splinter
1♠ 4+♠, 6+pts	2♠ weak	3♠ splinter
1NT 6-9 pts, balanced	2NT 10-12 pts, balanced	3NT 13-15 pts, balanced
2♣ 5+♣, 10+ pts	3♣ 5+♣, 0-6 pts	4♣ Minorwood (1430)
other		
1♦ 1♥ 4+♥, 6+pts	2♥ weak	3♥ splinter
1♠ 4+♠, 6+pts	2♠ weak	3♠ splinter
1NT 6-11 pts, balanced	2NT 10-12 pts, balanced	3NT 13-15 pts, balanced
2♣ GF, 5+♣	3♣ 5+♦, 7-9 pts	4♣ splinter
2♦ 4+♦, 10+ pts	3♦ 5+♦, 0-6 pts	4♦ Minorwood (1430)
other		
1♥ 1♠ 4+♠, 6+pts	2♥ 3+♥, 6-9 pts	3♦ natural, invitational
1NT 6-11 pts, balanced	2♠ 4+♥, invitational	3♥ weak
2♣ Three-way bid	2NT Jacoby	3♠ splinter
2♦ GF, 5+♦	3♣ natural, invitational	3NT 13-15 pts, balanced
other 4♣/♦=splinter, 4♥/♠=to play, 4NT=Roman Keycard (1430)		
1♠ 1NT 6-11 pts, balanced	2♠ 3+♠, 6-9 pts	3♥ 4+♠, invitational
2♣ Three-way bid	2NT Jacoby	3♠ weak
2♦ GF, 5+♦	3♣ natural, invitational	3NT 13-15 pts, balanced
2♥ GF, 5+♥	3♦ natural, invitational	4♣ splinter
other 4♦=splinter, 4♥/♠=to play, 4NT=Roman Keycard (1430)		
1NT 3♣ Puppet Stayman	3♠ Slam try in Spades	4♦ Transfer to Spades
3♦ Slam try in Diamonds	3NT To play	4♥ To play (rightsiding)
3♥ Slam try in Hearts	4♣ Transfer to Hearts	4♠ To play (rightsiding)
other 4/5NT=quantitative invite to 6/7NT		
2♣ 2♦ Waiting	2NT	3♥
2♥ Natural, positive	3♣	3♠
2♠ Natural, positive	3♦	3NT
other		
2♦ 2♥ Natural, 10+pts	3♣ Natural, 10+pts	3♠
2♠ Natural, 10+pts	3♦ To play	3NT To play
2NT Ogust	3♥	4♣
other 4/5♦=To play		

Notes 1M-2♣ = FG BAL, FG ♣, or INV raise

2♥ 2♠ Natural, 10+pts	3♦ Natural, 10+pts	3NT To play
2NT Ogust	3♥ To play	4♣
3♣ Natural, 10+pts	3♠	4♥ To play
other		
2♠ 2NT Ogust	3♥ Natural, 10+pts	4♣
3♣ Natural, 10+pts	3♠ To play	4♥
3♦ Natural, 10+pts	3NT To play	4♠ To play
other		
2NT 3♣ Puppet Stayman	3♠ Minor suit stayman	4♦
3♦ Transfer to Hearts	3NT To play	4♥ To play (rightsiding)
3♥ Transfer to Spades	4♣	4♠ To play (rightsiding)
other		

9. CONVENTIONS

Unusual NT: Lowest Unbid Suits (5+/5+)

4th Suit Forcing One round Game force

NT Checkback Priorities: Majors

Defence to 3NT opening

Defence to Opening Twos x=t/o, lebensohl applies

Multi 2♦ x=t/o of known suit(s)

RCO style 2-s x=t/o of known suit(s)

Other 2-s x=t/o of known suit(s)

Defence (1♣) : x=♥+♠, 1♥=♥+♣/♦, 1♠=♠+♣/♦, 1NT=♣+♦ (all 4+/4+)

to

strong (2♣) : Suits are natural. Point count unspecified.

1♣ / 2♣

Over 1NT Interference System off, even after X. Lebensohl applies

Lebensohl - other uses Over reverses and x of opp.s' weak twos.

Take out of 4 level pre-empts 4♣/4♦ x=t/o, 4NT=two places to play

4♥ x=t/o, 4NT=two places to play 4♠ x=t/o (convertable), 4NT=two places

10. OTHER NOTES

Fast arrival applies when forced to a specified level

1M-2M-2NT is game try with unspecified shortage

Show shortages (relay style) after Jacoby (3♣ is negative response)

Else, when suit agreed, new suits below game generally natural game try, seeking cover

After 1M-(x), transfer raise is weak or strong. 1M-(x)-2M is invitational