

4. BASIC RESPONSES

Jump raises - minors	Inverted 5-9. 3rd/4th seat revert to 10-11 limit raise
Jump raises - Majors	Preemptive 3-7
Jump shifts after minor opening	1♦-3♣=6♣ INV; Others Weak
Jump shifts after Major opening	1♠-3♥=6♥ INV; Other Mod. Bergen Raise. 3rd/4th Seat=Splinter
Responses to strong 2 suit open.	2♦=Waiting; 2♥=No A or K; 2♠=5♥; 2NT=5♠; 3♣/3♦=6. Suits 2/3 Hnr
Responses to 2NT opening	3♣=Puppet Stayman; 3♠=Minorsuit Stayman; 3♦,3♥,4♣ to 4♠=TRF

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All	Overlead All
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	Low Encourage	Low Encourage
Count	Low-High = Even	Low-High = Even
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:	Reverse Count	
Notes Suit Preference where obvious		
In some cases, Ace for attitude, King for count i.e. high level contracts		

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 3041 4♣ Gerber when?

Slam Notes

Cue Bids 1st or 2nd below game
 Asking Bids 5 level raise of trump suit asks for 1st or 2nd round control in Opp's suit

7. OTHER CONVENTIONS

Blackout after a Reverse by Opener	Rubensohl TRF over interf. of 1NT opening
Lebensol 2NT over int of 1NT opening	Lebensol 2NT over X of weak 2
	DOPE = Over high level interference of RKCB
	DOPI = Over low level interference of RKCB

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Blackout: Rebid of responder's suit is F1 and 5+.

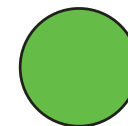
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Otherwise, cheaper of 2NT or 4th suit promises only 4 in first bid suit and a minimum hand

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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos. 100153 Therese Tully
 & Names: 264997 Pele Rankin
 Basic System: 2 over 1
 Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 2+ 11+ 1♥ 5+ 11+
 1♦ 4+ 11+ 1♠ 5+ 11+
 1NT (14) 15-17 may contain 5 card Major

1NT Responses 2♣ Simple Stayman
 2♦ TRF ♥ 2♠ TRF ♣
 2♥ TRF ♠ 2NT TRF ♦
 other 3♦=5/5 ♣/♦ FG; 3M=Singleton (31)(54), 4♣=TRF ♥; 4♦=TRF ♠; 4NT=INV

2♣ 23+ Balanced or FG
 2♦ 6, 5-10; 2NT response = Ogust
 2♥ 6 5-10; 2NT response = Ogust
 2♠ 6 5-10; 2NT response = Ogust

2NT (19) 20-22 3NT ♣ OR ♦ AKQXXXX
 other 4NT = ♣/♦

2. PRE-ALERTS

Trial bids may be short (step) or long 4 level bids over 1NT & 2NT opening
 Modified Bergen responses to 1 Major opening 1NT may have 6 ♣ or ♦; Leaping Michaels
 Response to 1♣ (2+) may be light 3 level responses to 1NT. Support X/XX

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4♥ Jump overcalls 6(7), Weak; 10-12 Vul
 Responsive doubles through 4♥ Unusual NT 5/5 - 2 lower unbid suits
 1NT overcall - immediate 15-18 Immediate cue of minor ♥/♠ 5/5 Unlimited
 1NT overcall - re-opening 10-14 No Stop Req Immediate cue of Major Other Major/Minor 5/5 Unlimited
 Over weak twos X=T/O; Leb; Leaping Michaels Over opening threes X=T/O; 4♦/3♣=Leaping Michaels
 Over opponent's 1NT X=Penalty; 2♣=5/4 ♥/♠; 2♦=1 Major; 2M=5M/4+minor; 2NT=5/5 ♣/♦

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+, 5+ (3 if 3334 6-7)	2♦ Weak	3♦ Weak
1♥ 4+, 5+	2♥ Weak	3♥ Weak
1♠ 4+, 5+	2♠ Weak	3♠ Weak
1NT 8-10	2NT 10-12	3NT 13-15 full of quacks
2♣ 5+, 10+. P/hand=5-9	3♣ 5+, 5-9. P/hand=10-11	4♣ Weak
other 4♥/4♠/5♦ = To Play		
1♦ 1♥ 4+, 5+	2♥ Weak	3♥ Weak
1♠ 4+, 5+	2♠ Weak	3♠ Weak
1NT 6-9	2NT 10-12	3NT 13-15 full of quacks
2♣ 4+, FG	3♣ 6♣, INV	4♣ Void
2♦ 4+, 10+. P/hand=5-9	3♦ 4+, 5-9. P/hand=10-11	4♦ Weak
other 4♥/4♠/5♣ = To Play		
1♥ 1♠ 4+, 5+	2♥ 3, 5-9	3♦ 4+, 10-12
1NT (0)5-12, Semi-forcing	2♠ 7-9, any splinter	3♥ 4+, 3-7
2♣ ♣'s or Balanced, FG	2NT 4+, FG	3♠ 10-12, any splinter
2♦ 5+, FG	3♣ 4+, 7-9 OR 3, 10-11	3NT 8-11 ♠ Void
other 8-11 4♣/4♦ = Void in bid suit; 4♠/5♣/5♦ = To Play		
1♠ 1NT (0)5-12, Semi-forcing	2♠ 3, 5-9	3♥ 6♥, INV
2♣ ♣'s or Balanced, FG	2NT 7-9, any splinter	3♠ 4+, 3-7
2♦ 5+, FG	3♣ 4+, FG	3NT 10-12, any splinter
2♥ 5+, FG	3♦ 4+, 7-11 OR 3, 10-11	4♣ 4♦/4♥ = 8-11 Void
other 5♣/5♦ = To Play		
1NT 3♣ 5 Card Major Enquiry	3♠ Singleton 13(54)	4♦ TRF ♠
3♦ 5/5 ♣/♦ FG	3NT To Play	4♥ To Play
3♥ Singleton 31(54)	4♣ TRF ♥	4♠ To Play
other 4NT = INV		
2♣ 2♦ Waiting, at least 1 King	2NT 5+♠, 2/3 Honours	3♥ Sets Suit
2♥ No Ace or King	3♣ 6+♣, 2/3 Honours	3♠ Sets Suit
2♠ 5+♥, 2/3 Honours	3♦ 6+♦, 2/3 Honours	3NT
other 4♣/4♦ = Singleton or void in bid suit 4441 or 4450 with 4 or 5 in the other minor		
2♦ 2♥ NAT, INV. Raise with fit	3♣ Natural, Forcing	3♠ 6+♠, FG
2♠ NAT, INV. Raise with fit	3♦ To Play	3NT To Play
2NT Ogust	3♥ 6+♥, FG	4♣
other		

Notes 1♣ - 1♦ - 1♥ - 1♠ = Forth suit forcing to game

1♣- 1♦ - 2♥/2♠ = Natural and FG as with 1♣- 1♥ - 2♠ = Natural and FG

Ogust response to 2NT: 3♣=min/bad suit, min/good suit, max/bad suit, max good suit

2♥ 2♠ NAT, INV. Raise with fit	3♦ Natural, Forcing	3NT To Play
2NT Ogust	3♥ To Play	4♣
3♣ Natural, Forcing	3♠ 6+♠, FG	4♥ To Play
other		
2♠ 2NT Ogust	3♥ 5+♥, FG	4♣
3♣ NAT, Forcing	3♠ To Play	4♥ To Play
3♦ Natural, Forcing	3NT To Play	4♠ To Play
other		
2NT 3♣ Puppet Stayman	3♠ Minor Suit Stayman	4♦ TRF ♠; 4♥ Interest
3♦ TRF ♥	3NT To Play	4♥ TRF ♣; 4♠=RKCB
3♥ TRF ♠	4♣ TRF ♥; 4♦ Interest	4♠ TRF ♦; 5♣=RKCB
other 4NT=INV		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 2 Way Checkback; 2♣=Forces 2♦ or INV. 2♦=ART FG

Defence to 3NT opening XXX

Defence to Opening Twos Natural weak 2 - X=T/O (Lebensohl). Others - XXX

Multi 2♦ XXX

RCO style 2-s XXX

Other 2-s XXX

Defence X=Majors, 1NT=Minors, 1♦-2♣=Natural & Constructive, Others=Natural & Weak

to

strong

♣

Over 1NT Interference Rubensohl

Lebensohl - other uses 2NT TRF to ♣ Weak or Weak with ♦'s

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

4♥ X = T/O

4♠ X = T/O; 4NT = 2 Suited T/O

10. OTHER NOTES

System on over X of opener's 1 level opening but off after simple overcall

2 way checkback over 1NT or 2NT rebid by opener applies after any 1 level interference

X of opponent's artificial bids opposite their 1NT opening bid = T/O or Values

but leading directing by by P/hand

X of opponent's transfer over 1♣ opening = Take out. Bid of destination suit is natural.