

## 4. BASIC RESPONSES

Jump raises - minors	pre-empt 0-6 HCP 5 + cards
Jump raises - Majors	Bergen 0-5 HCP 4 + cards
Jump shifts after minor opening	natural game forcing 16+HCP
Jump shifts after Major opening	Bergen 4 + card support
Responses to strong 2 suit open.	2♣ - 2♦ waiting or negative, 2♦ - 2♥ pass/correct or 2NT enquiry
Responses to 2NT opening	preferred minor

## 5. PLAY CONVENTIONS Show priorities

	Versus <b>Suit</b> (or both)	Versus <b>NoTrump</b> (if different)
<b>Leads</b> Sequences:	Overlead except AKx	Overlead except AKx
Four or more with an honour	4th highest	4th highest
From 4 small	2n highest	2nd highest
From 3 cards (no honour)	middle	middle
In partner's suit	as above	as above
<b>Discards</b>	low encourage	low encourage
<b>Count</b>	low high = even	low high = even
<b>Signal</b> on partner's lead:	reverse attitude/count	reverse attitude/count
<b>Signal</b> on declarer's lead:	reverse count McKenny when obvious	
<b>Notes</b>		

## 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input checked="" type="checkbox"/> when?	over NT
<b>Slam Notes</b>	Cro Gerber - Ace/KingAsk		
Cue Bids <input checked="" type="checkbox"/>			
Asking Bids <input type="checkbox"/>			

## 7. OTHER CONVENTIONS

Lebensohl	Drury after 3rd seat opening
Inverted minors	Cliff over strong ♣
Cappelletti	Bergen
Brozel	long suit trial bids
Michaels(see front page)	3♣ checkback

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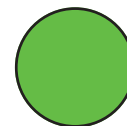
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Cro Gerber

DOPI (x = 1 Ace Pass = 0 Aces)



# AUSTRALIAN BRIDGE FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	730191	Lyn Redman
& Names:	584983	Jane Routley
Basic System:	2 over 1 game force	
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+ HCP ♣3 +	1♥ 11+HCP 5 +♥	
1♦ 11+ HCP 3+ ♦	1♠ 11+ HCP 5 +♠	
1NT 15 - 17 balanced	may contain 5 card Major <input type="checkbox"/>	
<b>1NT Responses</b> 2♣ Simple stayman (may not have a 4 card major if enquiring)		
2♦ transfer to ♥	2♠ Transfer ♣	
2♥ Transfer ♠	2NT Transfer ♦	
other garbage stayman,crawling stayman,smolen,same suit stayman (see inside notes)		
2♣ 20-22 balanced or 25-26 balanced or game forcing or near game forcing		
2♦ multi, weak major, 23/24 balanced or 27/28 balanced		
2♥ multi weak, 5+ ♥ and 5 any other suit		
2♠ multi weak 5 ♠ and 5 any other suit		
2NT 5+5 minors 6-10HCP	3NT 5+5 majors 9 to 14 HCP	
other		

## 2. PRE-ALERTS

1NT = 1 round forcing	
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## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	3♠	Jump overcalls	6-10 6 card suit
Responsive doubles through	3♠	Unusual NT	5+5 unbid lower suits 6-10 HCP
1NT overcall - immediate	15-17 balanced	Immediate cue of minor	Michaels 5/5 majors 6-10
1NT overcall - re-opening	10-14 other suits	Immediate cue of Major	5 otr major & 5 minor 6-10
Over weak twos	2NT 16-18, T/Ox with Leb	Over opening threes	x for T/O or natural
Over opponent's 1NT	Weak 2♣ singlesuit, 2♦ 5+5 majors, 2♥/2♠ that suit & minor 2NT minors		
Strong - x single suit 2♣ ♣+♦, 2♦♦ + ♥, 2♥♥ + ♠, 2♠♠ & minor 2NT minors			
3♣, 3♦, 3♥, 3♠ shows singleton or void in that suit. 15+HCP			

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ HCP 4+ ♦	2♦ 13+ HCP 5+♦	3♦ splinter
1♥ 6+HCP 4+♥	2♥ 16+ HCP 5 +♥	3♥ splinter
1♠ 6+HCP 4+♠	2♠ 16+ HCP 5+♠	3♠ splinter
1NT 6-9 HCP no 4 cd major	2NT 10-12 HCP balanced	3NT 13-15 balanced
2♣ 10+ 5+♣ no 4 cd major	3♣ 0 - 5HCP 5+ ♣	4♣ control asking
other		
1♦ 1♥ 6+ HCP 4+ ♥	2♥ 16+ HCP 5+ ♥	3♥ splinter
1♠ 6 + HCP 4+ ♠	2♠ 16+ HCP 5+ ♠	3♠ splinter
1NT 6-9 HCP no 4 cd major	2NT 10-12 HCP balanced	3NT 13-15 balanced
2♣ 10+ 4+ ♣ no 4 cd maj	3♣ 16+ 6 clubs	4♣ NA
2♦ 10+ 5+♦ no 4 cd major	3♦ 0- 5HCP 5+ ♦	4♦ control ask
other		
1♥ 1♠ 6+ HCP 4+♠	2♥ 9-10 HCP 3♥	3♦ 10-12HCP 4+♥
1NT 6-12 1 rd force	2♠ 16+ HCP 5+♠	3♥ 0-5 HCP 4+♥
2♣ 10 + 4+ ♣	2NT 13+ HCP, 4+♥	3♠ splinter
2♦ 10+ 4+♦	3♣ 6-9 HCP 4+♥	3NT 12-15 HCP 3 ♥
other 4♣ 4♦ splinters		
1♠ 1NT 6-12 1 round force	2♠ 9-10 HCP 3♠	3♥ splinter
2♣ 10+ HCP 4+ ♣	2NT 13+ HCP 4+ ♠	3♠ 0-5 4+ ♠
2♦ 10 + HCP 4+♦	3♣ 6-9 4+♠	3NT 12-15 HCP 3♠
2♥ 10+ HCP 5+♥	3♦ 10-12 4+♠	4♣ splinter
other 4♦ splinter		
1NT 3♣ 6+♣ slam interest	3♠ 6+♠ slam interest	4♦ NA
3♦ 6+♦ slam interest	3NT 10-12 bal to play	4♥ to play
3♥ 6+ ♥ slam interest	4♣ CRO Gerber	4♠ to play
other		
2♣ 2♦ denies 8+, negative	2NT 8-9 HCP no 5 cd major	3♥ NA
2♥ 5♥ 8+ HCP	3♣ 10+ HCP 5+ ♣	3♠ NA
2♠ 5♠ 8+ HCP	3♦ 10+ HCP 5+ ♦	3NT 10-11 HCP no 4 cd maj
other 4NT 12-13 HCP no 4 cd major		
2♦ 2♥ multi pass or correct	3♣ 16+ HCP 5+♣	3♠ weak pass or correct
2♠ multi p/c ♥ tolerance	3♦ 16+ HCP 5+♦	3NT NA
2NT 14+,forcing enquiry	3♥ weak, pass or correct	4♣ NA
other		

Notes ^

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2♥ 2♠ pass or correct	3♦ pass with ♦s/correct	3NT to play
2NT enquiry 2nd suit	3♥ maintain pre-empt	4♣ Keycard Ask (below)
3♣ pass with ♣s/correct	3♠ to play	4♥ to play
other		
2♠ 2NT enquiry 2nd suit	3♥ 1 round force	4♣ Keycard Ask
3♣ pass or correct	3♠ maintain pre-empt	4♥ NA
3♦ pass with ♦s/correct	3NT to play	4♠ to play
other		
2NT 3♣ preferred minor	3♠ 16+ HCP 5+♠	4♦ invitational
3♦ preferred minor	3NT to play	4♥ NA
3♥ 16+HCP 5+H	4♣ invitational	4♠ NA
other		

## 9. CONVENTIONS

**Unusual NT:** lower 2 unbid suits or othr 2 unbid suits

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

**NT Checkback**  Priorities: 3 card support, other major

**Defence to 3NT opening** 4♣ = ♥, 4♦ - spades

**Defence to Opening Twos**

Multi 2♦ x T/O of ♠, 2♥ T/O of ♥, 2NT 15-17 balanced

RCO style 2-s T/O double

Other 2-s weak 2s Lebensohl

**Defence** (1♣) : 1♦ long ♥, 1♥ long ♠ 1NT long ♣, 2♣ long ♦ 2NT minors

to

**strong** (2♣) : Natural and X = clubs

1♣ / 2♣

**Over 1NT Interference** lebensohl -

**Lebensohl - other uses** after takeout X of weak 2 opening

**Take out of 4 level pre-empts** 4♣/4♦ x and/ or 4NT

4♥ x and/or 4NT 4♠ x and/or 4NT

## 10. OTHER NOTES

Garbage Stayman - weak - asking for a 4 card suit - singleton/void in ♣s

Crawling Stayman - weak asking for a 3 or 4 card major - singleton/void in ♦s

Smolen jump response every stayman shows both majors, shortr major shown first

Keycard over pre-empt bids

4♦ no key cards, may/may not have Q: 4♥ 1 keycard no Q

4♠ 1 plus the Q, 4NT 2 no Queen 5♣ 2 keycards + Q