

4. BASIC RESPONSES

Jump raises - minors	Weak, 0-6 HCP
Jump raises - Majors	Weak, 4 card raise, 0-6 HCP
Jump shifts after minor opening	2-Major = weak. 1C - 2D = LR, 1D - 3C = LR (unless PH)
Jump shifts after Major opening	Bergen (unless PH or double)
Responses to strong 2 suit open.	2D = 0-6 HCP or waiting
Responses to 2NT opening	Muppet Stayman and transfers. 3S forces 3NT => minor hands

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A = Att, K = count	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	** attitude **	
In partner's suit	Low = length (honour)	
Discards	Low = encourage	
Count	Low-high = even	
Signal on partner's lead:	Low = encourage	
Signal on declarer's lead:	Low- high = even	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB <input type="checkbox"/>	4♣ Gerber <input checked="" type="checkbox"/>	when? if NT last rebid
Slam Notes	Major = 1430, minor = 0314. EKCB (0, 1, 1+Q, 2, 2+Q)		
Cue Bids <input checked="" type="checkbox"/>	1st and 2nd round controls		
Asking Bids <input type="checkbox"/>			

7. OTHER CONVENTIONS

Cue Raises	Fourth suit game forcing
Blackout after Reverses	Splinters
Swedish Jacoby 2NT	Game tries (incl. 2NT)
Transfers after 2NT rebid	Two-way checkback after 1NT rebid

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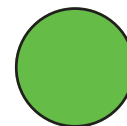
PDF Form Rev. 17K21 by RoL

MyRev. June 2018

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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	Lori Smith
& Names:	Barbara Travis
Basic System:	2 over 1 Game Forcing
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♣ 3+ clubs, 10/11+ HCP	1♥ 5+ hearts, 10/11+ HCP	
1♦ 3+ diamonds, 10/11+ HCP	1♠ 5+ spades, 10/11+ HCP	
1NT 15-17 HCP, balanced / semi-balanced	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses		
2♣ Simple Stayman (Smolen)	2♠ Clubs	
2♦ Hearts	2NT Diamonds (or weak, both minors)	
2♥ Spades		
other 3C = Puppet Stayman, 3D = minors, 3M = shortage		
2♣ 22+ HCP, or any Game Force		
2♦ Weak 2D		
2♥ Weak 2H		
2♠ Weak 2S		
2NT 20-21 HCP, bal/semi-bal	3NT 1st/2nd: Gambling, no outside A/K	
other 3NT: 3rd/4th hand: To play		

2. PRE-ALERTS

Support Double and Redouble	Drury 2C as Passed Hand
Transfers Multi 2D Opening Bid	Fit Showing Jumps by PH and competition
Transfers after 2NT rebid	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4H	Jump overcalls	Weak
Responsive doubles through	4H	Unusual NT	Lower 2 unbid suits
1NT overcall - immediate	15-18- HCP	Immediate cue of minor	Both Majors (no range)
1NT overcall - re-opening	13-16 HCP	Immediate cue of Major	other Major + minor (no range)
Over weak twos	Double + Lebensohl	Over opening threes	Double
Over opponent's 1NT	2C = Majors, 2D = 1 Major, 2M = Major + minor (at least 5/4),		
Double of weak 1NT = penalty			
Double of strong 1NT (and by passed hand) = 5+ minor + 4 card Major			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ if weak, may be 3 cards	2♦ 7-9 HCP, club raise	3♦ splinter
1♥ natural	2♥ weak, 0-6 HCP	3♥ splinter
1♠ natural	2♠ weak, 0-6 HCP	3♠ splinter
1NT 8-10 HCP	2NT 11-12 invite	3NT 13-15 HCP
2♣ 10+ HCP, F	3♣ pre-empt	4♣ pre-emptive
other 4-Major = to play		
1♦ 1♥ natural	2♥ weak, 0-6 HCP	3♥ splinter
1♠ natural	2♠ weak, 0-6 HCP	3♠ splinter
1NT 6-9 HCP	2NT 11-12 invite	3NT 13-15 HCP
2♣ Nat GF	3♣ 7-9 HCP, diamonds	4♣ splinter
2♦ 10+ HCP, F	3♦ pre-empt	4♦ pre-emptive
other 4-Major = to play		
1♥ 1♠ natural	2♥ 7-10 HCP, 3 hearts	3♦ 10-11/12 Bergen
1NT 5-11 HCP, NF	2♠ weak, 0-6 HCP	3♥ weak Bergen
2♣ Nat, F	2NT J2NT, GF	3♠ Splinter
2♦ Nat, F	3♣ 6-9 Bergen	3NT 13-15 HCP to play
other		
1♠ 1NT 5-11 HCP, NF	2♠ 7-10 HCP, 3 spades	3♥ Splinter
2♣ Nat, F	2NT J2NT, GF	3♠ weak Bergen
2♦ Nat, F	3♣ 6-9 Bergen	3NT 13-15 to play
2♥ Nat, F	3♦ 10-11/12 Bergen	4♣ Splinter
other 1S - 4H to play		
1NT 3♣ 5 card Stayman	3♠ 1-3 (5-4) GF	4♦ Hearts
3♦ minors 5/5 GF	3NT tT play	4♥ Spades
3♥ 3-1 (5-4) GF	4♣ Both Majors 5/5	4♠ Ace ask
other 4NT = Quant. After Stayman - 3-oM = fit + slam interest (or better)		
2♣ 2♦ 0-6 or waiting	2NT (not used)	3♥ HHxxxx ONLY
2♥ Nat	3♣ Nat	3♠ HHxxxx ONLY
2♠ Nat	3♦ Nat	3NT (not used)
other 2C - 2D - 2H = Kokish (hearts, hearts 2-suited, or 22-23 bal) 2C - 2D - 2NT = 24		
2♦ 2♥ Nat, F	3♣ Nat, F	3♠ Splinter
2♠ Nat, F	3♦ Pre-empt	3NT To play
2NT Feature ask	3♥ Splinter	4♣ Splinter
other 4-Major = to play		

Notes Feature ask (after weak 2s) - 3-suit = min, 3-other = Ace or King, 4-new = splinter

2♥ 2♠ Nat, F	3♦ Nat, F	3NT To play
2NT Feature ask	3♥ Pre-empt	4♣ Splinter
3♣ Nat, F	3♠ Splinter	4♥
other		
2♠ 2NT Feature ask	3♥ Nat, F	4♣ Splinter
3♣ Nat, F	3♠ Pre-empt	4♥ Splinter
3♦ Nat, F	3NT To play	4♠
other		
2NT 3♣ Muppet Stayman	3♠ Forces 3NT; minor has	4♦ Hearts
3♦ Heart	3NT To play	4♥ Spades
3♥ Spades	4♣ Both Majors 5/5	4♠ Ace ask
other		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 2-way checkback

Defence to 3NT opening X = good hand, 4C = Majors (eq/long hearts), 4D = Majors

Defence to Opening Twos

Multi 2♦ Transfers: X = hearts or BIG, 2H = spades, 2S = clubs, 3C = diamonds

RCO style 2-s Double (1/2/3), and Lebensohl

Other 2-s Double (1/2/3), and Lebensohl

Defence (1♣) : TWERB - bid = next suit or the 2 higher. NT shows 'odd' suits

to to 4D level. 4M = natural

strong (2♣) : TWERB

1♣ / 2♣ to 4D level. 4M = natural

Over 1NT Interference Lebensohl

Lebensohl - other uses Weak 2x opening. 1M P 2M X.

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

4♥ Double 4♠ NT. Double = values (optional)

10. OTHER NOTES

After 1NT X (penalty) = system on, except XX forces 2C (escape to 2C or 2D)

After 1NT X (artificial) = system on

After 1H (X): 2S = 4+ cards hearts, singleton (2NT asks) - also if Passed Hand

After 1H (X): 2NT = Fit Showing Jump with spades

After 1S (X): 2NT = 4+ cards spades, singleton (3C asks) - also if Passed Hand