

## 4. BASIC RESPONSES

Jump raises - minors	Preempt
Jump raises - Majors	Preempt
Jump shifts after minor opening	1♣:2♦= 8-11, 5+♣ 1♦:3♣=8-11, 5+♦, 1♣/1♦: 2♥/2♠ =0-5, 6+card suit
Jump shifts after Major opening	All artificial raises, see inside
Responses to strong 2 suit open.	2♦=wait, 2♥=Neg denies A/K/Q/Q, 2S=5+suit, 8+, 2NT=8+
Responses to 2NT opening	3♣=Stayman, 3♦/H=TRF, 3S=puppet to 3NT, 4♣=MM, Texas

## 5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead All	
Four or more with an honour	4th highest	4th highest
From 4 small	4th highest	2nd highest
From 3 cards (no honour)	3rd highest	Middle
In partner's suit	As above	As above
<b>Discards</b>	Odd=Enc, Even=McKenney	Odd=Enc, Even=McKenney
<b>Count</b>	Low-High = Even	Low-High = Even
<b>Signal</b> on partner's lead:	Low Encourage, Low-High = Even	Low Encourage, Low-High = Even
<b>Signal</b> on declarer's lead:	Low-High = Even	
<b>Notes</b>	Against NT high/low in first suit played by declarer shows dislike for opening lead, unless count is more important. Against suit contracts signals in the trump suit are suit preference	

## 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 0314	4♣ Gerber <input type="checkbox"/>	when? 5/5 Majors
<b>Slam Notes</b>	5NT=Lowest non-trump suit king ask		
Cue Bids <input checked="" type="checkbox"/>	1st and 2nd round indiscriminately		
Asking Bids <input type="checkbox"/>			

## 7. OTHER CONVENTIONS

Support X to 2 of our suit	1m-(1NT)-2C=Both Majors
Lebensohl	Drury with 2♣/2♦ responses
2-way checkback in all 1x-1y-1z auctions	Smolen over 1/2NT
3rd suit forcing after 1x-1y-2z	Non-serious 3NT
Blackout over reverses	4NT = 5+6+ minors

[www.abf.com.au](http://www.abf.com.au)

PDF Form Rev. 17K21 by RoL

MyRev.

Copyright © ABF 2017

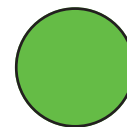
DOPI, ROPI

unusual over unusual

Swedish



# AUSTRALIAN BRIDGE FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	493708	Ann Paton
& Names:	613215	Darryl Smith
Basic System:	Standard 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♣	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 checked="" type="checkbox"/>		
<b>1NT Responses</b>				
2♣	Simple Stayman	2♠	Transfer ♣ (2NT)	
2♦	Transfer ♥	2♥	Transfer ♠	
2♥	Transfer ♠	2NT	Transfer ♦ (3C)	
other	see inside			
2♣	22+ BAL or any game force			
2♦	Weak, 6-9 HCP, 6+♦			
2♥	Weak, 6-9 HCP, 5♥			
2♠	Weak, 6-9 HCP, 5♠			
2NT	20-21 balanced	3NT	Gambling, solid minor, no side A or K	
other				

## 2. PRE-ALERTS

Some transfers in competition	

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	7♠	Jump overcalls	Weak
Responsive doubles through	4♣	Unusual NT	Lower 2 unbid suits
1NT overcall - immediate	15-18 Bal	Immediate cue of minor	Michaels 5/5 Majors, any STR
1NT overcall - re-opening	12-16	Immediate cue of Major	5 other Major & 5 minor, any STR
Over weak twos	X+Lebensohl, Leaping Michaels	Over opening threes	X, Non-leaping Michaels
Over opponent's 1NT	2♣=♥&♠, 2♦=♥or♠, 2♥=♥&m, 2♠=♠&m, 2NT=♣&♦.		
X of strong NT (incl 16)=4 Card Major, 5+minor, Over weak NT (16 not in range) X = Penalties			

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+ HCP, 4+♦	2♦ 10-12, 5+♣	3♦ 10-14, 5+♣, splinter
1♥ 5+ HCP, 4+♥	2♥ 0-5 HCP, 6+♥	3♥ 10-14, 5+♣, splinter
1♠ 5+ HCP, 4+♠	2♠ 0-5 HCP, 6+♠	3♠ 10-14, 5+♣, splinter
1NT 5-10 HCP, 4+♣	2NT 11-12	3NT 13-15, Bal, no 4cM
2♣ GF, 5+♣	3♣ 2-7 HCP, 5+♣	4♣ Preempt
other 4♥/4♠ = to play, 4NT=Simple Blackwood		
1♦ 1♥ 5+ HCP, 4+♥	2♥ 0-5 HCP, 6+♥	3♥ 10-14, 5+♦, splinter
1♠ 5+ HCP, 4+♠	2♠ 0-5 HCP, 6+♠	3♠ 10-14, 5+♦, splinter
1NT 5-10 HCP, no 4cM	2NT 11-12	3NT 13-15, Bal, no 4cM
2♣ 11+, 5+♣	3♣ 10-12, 5+♦	4♣ 10-14, 5+♦, splinter
2♦ GF, 5+♦	3♦ 2-7 HCP, 5+♦	4♦ Preempt
other 4♥/4♠ = to play, 4NT=Simple Blackwood		
1♥ 1♠ 5+ HCP, 4+♠	2♥ 4-9 HCP, 3+♥	3♦ 3♥, Limit Raise
1NT 5-12, semi-forcing	2♠ 4+♥, 4-9, or 12+ any splin	3♥ 4+♥, 0-5 HCP
2♣ GF, ♣, or Bal, or 3♥ Relay	2NT 4+♥, 10+	3♠ 4+♥, 9-12, 4+♥, any spl
2♦ GF, 5+♦	3♣ 4+♥, 5-9 no shortage	3NT 4+♥, 10-14, ♠ void
other 4m=void splinter, 4♥=PRE		
1♠ 1NT 5-11, semi-forcing	2♠ 4-9 HCP, 3+♠	3♥ 3♠, Limit Raise
2♣ GF, ♣, or Bal or 3♠ Relay	2NT 4♠ 4-9, or 12+ any splinte	3♠ 4+♠, 0-5 HCP
2♦ GF, 5+♦	3♣ 4+♠10+ HCP	3NT 4+♠, 10-12, any spl
2♥ GF, 5+♥	3♦ 4+♠, 5-9 no shortage	4♣ 4+♠, 10-14, ♣ void
other 4♦=void splinter, 4♥=void splinter, 4♠=Preempt		
1NT 3♣ weak, 55mm	3♠ 1 -3 -(54) GF	4♦ TRF ♥
3♦ GF/slam int, 55mm	3NT To play	4♥ TRF ♠
3♥ 3 -1 -(54) GF	4♣ 5 -5 majors game only	4♠ (233)5 ♣
other (233)5 ♦		
2♣ 2♦ Waiting GF	2NT 5+♥, 2+ of AKQ	3♥ 6+♥, not 2/3 AKQ
2♥ Negative no AK or 2xQ	3♣ 5+♣, 2+ of AKQ	3♠ 6+♠, not 2/3 AKQ
2♠ 5+♠, 2+ of AKQ	3♦ 5+♦, 2+ of AKQ	3NT AKQxxx
other 4♣ = sets clubs, 4♦ = sets ♦		
2♦ 2♥ Natural F1	3♣ To Play	3♠ Splinter
2♠ Natural F1	3♦ To Play	3NT To Play
2NT Asking with Swedish	3♥ Splinter	4♣ Splinter
other 4♥, 4♠ = to play		

Notes

2♥ 2♠ Natural F1	3♦ Natural F1	3NT To play
2NT Asking with Swedish	3♥ Preempt	4♣ Splinter
3♣ Natural F1	3♠ Splinter	4♥ Preempt
other 4♦ = Splinter		
2♠ 2NT Asking with Swedish	3♥ Natural F1	4♣ Splinter
3♣ Natural F1	3♠ Preempt	4♥ Splinter
3♦ Natural F1	3NT To play	4♠ To play
other 4♦ = Splinter		
2NT 3♣ Normal Stayman	3♠ Forces 3NT	4♦ Transfer ♥
3♦ Transfer ♥	3NT To play	4♥ Transfer ♠
3♥ Transfer ♠	4♣ Majors 5-5	4♠ (233)5 ♣
other 4NT (233)5 ♦		

## 9. CONVENTIONS

**Unusual NT:** Lower 2 unbid suits

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

**NT Checkback**  Priorities: 2♣ forces 2♦, 2♦=GF

**Defence to 3NT opening** 4♣=MM ♥>=♠, 4♦=MM ♠>♥

**Defence to Opening Twos** 2NT=16-18 bal, X=T/O, Leaping Michaels (bid minor +♥ if suit unknown)

Multi 2♦ X=13-15 BAL, or good hand in direct position, subsequent X=T/O, 2NT = 16-18 BAL

RCO style 2-s X = 15+

Other 2-s

**Defence** (1♣): X=5+♦ or ♥&♠, 1♦=5+♥ or ♠&♣, 1♥=5+♠ or ♣&♦, 1S=5+♣ or ♦&♥,  
**to** 1NT=♣&♥ or ♦&♠. Higher bids mean the same with more distribution. Pass if strong  
**strong** Same defence applies over ART strong 2 bids eg 2♣  
**1♣ / 2♣**

**Over 1NT Interference** Lebensohl

**Lebensohl - other uses** Over X of weak 2 bid

**Take out of 4 level pre-empts** 4♣/4♦ X  
 4♥ X three suited, 4NT = 2 suited 4♠ X three suited, 4NT = 2 suited

## 10. OTHER NOTES

Unusual over unusual defence to 2 suited overcalls

Defence to 2NT (MM) 3M asks for stopper

1NT Stayman does not promise major

Point ranges are indicative