

4. BASIC RESPONSES

Jump raises - minors	inverted
Jump raises - Majors	preempt
Jump shifts after minor opening	weak 0-6, but 1♣-2♦ & 1♦-3♣ = limit raise
Jump shifts after Major opening	Bergen, but 1♥-2♠ & 1♠-3♥ = 3 card limit raise
Responses to strong 2 suit open.	2♦ negative 0-6(7), others 7+, 5+ suit
Responses to 2NT opening	3♣ puppet Stayman & Transfers, 3♠=5♠ & 4♥

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	overlead, A/Q=attitude, K=count	A=attitude, K=count
Four or more with an honour	4th	
From 4 small	2nd	
From 3 cards (no honour)	xXx	
In partner's suit	xxX unsupported	
Discards	low encourage	
Count	reverse present	
Signal on partner's lead:	low encourage	
Signal on declarer's lead:	reverse count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
Slam Notes		
Cue Bids <input checked="" type="checkbox"/>	1st or 2nd	
Asking Bids <input checked="" type="checkbox"/>		

7. OTHER CONVENTIONS

Bergen raises	support X and XX
2 way checkback	Jacoby 2NT
Blackout	
minorwood	
1m - (1♥) : X denies 4♠, 1♠ = 4+S	

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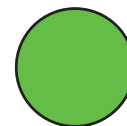
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After 1NT then transfer at 2 level ,(4suit = mild slam interest)
4NT = quant



AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	44318	Kim Morrison
& Names:	29750	Tony Hutton
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

1♣	11+, 3+♣	1♥	11+, 5+♥
1♦	11+, 4(3)+♦	1♠	11+, 5+♠
1NT	14-17 HCP		may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ Lavings (5 card major and strength enquiry)
 2♦ transfer to ♥'s (2N=3♥ max, 3♥ = min) 2♠ transfer to ♣'s (2N superaccept)
 2♥ transfer to ♠'s (2N=3♠ max, 3♠ = min) 2NT Transfer to ♦'s (3♣ superaccept)
 other 3♣/♦/♥/♠ = natural slam interest, 4♣/♦ = Texas

2♣	Game Force
2♦	6-11, 6(5)♦, (11-16 4th seat, good 6+♦)
2♥	6-11, 6(5)♥, (11-16 4th seat, good 6+♥)
2♠	6-11, 6(5)♠, (11-16) 4th seat, good 6+♠)
2NT	20-22 HCP balanced
3NT	Gambling no outside A
other	

2. PRE-ALERTS

X of strong 1♣ = Majors	
Preempts in 1st seat non vul v vul can	
be very weak	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	weak
Responsive doubles through	4♠	Unusual NT	lower unbid suit
1NT overcall - immediate	15-18	Immediate cue of minor	5♥/5♠ (wide range)
1NT overcall - re-opening	11-14 sys on	Immediate cue of Major	Mich - 55 OM + minor (wide)
Over weak twos	takeout X - Lebensohl	Over opening threes	takeout X
Over opponent's 1NT	X=penalty, 2♣=both Majors, 2♦=one Major, 2M=M+m, 2NT=minors		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+, 4+♦	2♦ limit raise in ♣	3♦ splinter
1♥ 5+, 4+♥	2♥ 0-6, 6+♥	3♥ splinter
1♠ 5+, 4+♠	2♠ 0-6, 6+♠	3♠ splinter
1NT 5-11, natural	2NT 10-12 natural, no M	3NT 13-15 bal, no M
2♣ 12+ GF, 5+♣	3♣ pre-emptive	4♣
other		
1♦ 1♥ 5+, 4+♥	2♥ 0-6, 6+♥	3♥ splinter
1♠ 5+, 4+♠	2♠ 0-6, 6+♠	3♠ splinter
1NT 5-11, natural	2NT 10-12 natural, no M	3NT 13-15 bal, no M
2♣ 12+ GF, 4+♣	3♣ limit raise in ♦	4♣ splinter
2♦ 12+ GF, 4+♦	3♦ pre-emptive	4♦
other		
1♥ 1♠ 5+, 4+ suit	2♥ 6-10, 3(4)♥	3♦ Bergen 10-12, 4♥
1NT 5-11, natural	2♠ 8-11, 3♥	3♥ pre-emptive
2♣ 12+ GF, 4+♣	2NT GF raise	3♠ splinter
2♦ 12+ GF, 4+♦	3♣ Bergen 6-9, 4♥	3NT 13-15, bal
other 4♣/♦- splinter		
1♠ 1NT 5-11, natural	2♠ 6-10, 3(4)♠	3♥ 8-11, 3♠
2♣ 12+ GF, 4+♣	2NT GF raise	3♠ pre-emptive
2♦ 12+ GF, 4+♦	3♣ Bergen 6-9, 4♠	3NT 13-15 bal
2♥ 12+ GF, 5+♥	3♦ Bergen 10-12, 4♠	4♣ splinter
other 4♦/♥ - splinter		
1NT 3♣ nat slam interest	3♠ nat slam interest	4♦ transfer to ♠; 4NT=KC
3♦ nat slam interest	3NT to play	4♥ to play
3♥ nat slam interest	4♣ transfer to ♥; 4NT=KC	4♠ to play
other 4NT = quantitative		
2♣ 2♦ 0-6(7), negative	2NT 8+ bal	3♥ 1/0 loser 6+♥
2♥ 7+, 5+♥	3♣ 7+, 5+♣	3♠ 1/0 loser 6+♠
2♠ 7+, 5+♠	3♦ 7+, 5+♦	3NT
other		
2♦ 2♥ natural forcing	3♣ natural forcing	3♠ splinter
2♠ natural forcing	3♦ pre-emptive	3NT to play
2NT range/shortness ask	3♥ splinter	4♣ splinter
other		

Notes 2♦/♥/♠ - 2NT: 3 trump suit = all min, 3x = shortage non min, 3N = no shortage max

2♥ 2♠ natural forcing	3♦ natural forcing	3NT to play
2NT range/shortness ask	3♥ pre-emptive	4♣ splinter
3♣ natural forcing	3♠ splinter	4♥ to play
other 4♦ - splinter		
2♠ 2NT range/shortness ask	3♥ natural forcing	4♣ splinter
3♣ natural forcing	3♠ pre-emptive	4♥ splinter
3♦ natural forcing	3NT to play	4♠ to play
other 4♦ - splinter		
2NT 3♣ puppet Stayman	3♠ 5♠ & 4♥	4♦ natural, slam interest
3♦ transfer to ♥	3NT to play	4♥ to play
3♥ transfer to ♠	4♣ natural, slam interest	4♠ to play
other 4NT - quantitative		

9. CONVENTIONS

Unusual NT: lower 2 unbid suits, any strength

4th Suit Forcing One round 1♣-1♦-1♥-1♠ Game force

NT Checkback Priorities: 2 way checkback, cheapest first

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦ X = values, next X = TO

RCO style 2-s X = values

Other 2-s

Defence X = Majors, 1NT = minors

to

strong (2♣):

1♣ / 2♣

Over 1NT Interference Lebensohl (slow shows)

Lebensohl - other uses Weak two's

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ X

10. OTHER NOTES

1M - 2NT: 3any = shortness, 3M = 6M, 3NT = 5M & decent hand, 4X = good 4+suit

1M (X) sys on, 1m (X) sys off

1NT - (Xpen) - XX = 1 minor or both majors, 1NT - (2♣/♦majors) - X = I can X 1+M