

4. BASIC RESPONSES

Jump raises - minors Inverted - 6-9 4/5 card support

Jump raises - Majors Weak - 0-5

Jump shifts after minor opening Natural - weak at 2 Level, splinter at 3-level

Jump shifts after Major opening Bergen raises at 3-level, splinter at 4-level

Responses to strong 2 suit open. 2D = waiting

Responses to 2NT opening Puppet Stayman and 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 3rd/5th 4th highest

From 4 small 3rd highest 4th highest

From 3 cards (no honour) bottom top

In partner's suit Top Top of 3 small

Discards Low encourage Low encourage

Count Reverse Reverse

Signal on partner's lead: Low encourage

Signal on declarer's lead: Some reverse count

Notes Suit preference used on occasions

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 1430 4♣ Gerber when? Gerber used after Nat NT

Slam Notes

Cue Bids 1st/2nd round controls

Asking Bids

7. OTHER CONVENTIONS

Jacoby 2NT 2 way NMF

Bergen raises ROPI and DOPI

Support X and XX Cue raises

Reverse Drury Minorwood

Checkback Texas Transfers

www.abf.com.au

Non-serious 3NT

PDF Form Rev. 17K21 by RoL

Splinters

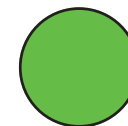
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos. 695602 Alison Dawson

& Names: 710555 Liz Zeller

Basic System: 2/1

Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 11+ HCP 3+C 1♥ 11+ HCP 5+H

1♦ 11+ HCP 3+D 1♠ 11+ HCP 5+S

1NT 15-17 HCP may contain 5 card Major

1NT Responses 2♣ 5 card Stayman

2♦ TRF to H 2♠ TRF to C

2♥ TRF to S 2NT TRF to D

other Superaccepts

2♣ FG 3 Losers or 23-24 BAL

2♦ Weak 6 card D 6-9 HCP - 2NT Feature ask

2♥ Weak 6 card H 6-9 HCP - 2NT Feature ask

2♠ Weak 6 card S 6-9 HCP - 2NT Feature ask

2NT 20-22 HCP 3NT Gambling - Solid minor no outside A or K

other

2. PRE-ALERTS

Defence against 2D multi - 2H = shortage in ♠

2S = pick a minor, X = shortage in S or a

big hand

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 3S Jump overcalls Weak

Responsive doubles through 3S Unusual NT Two lowest unbid suits

1NT overcall - immediate 15-18 System on Immediate cue of minor Majors

1NT overcall - re-opening 12-14 System on Immediate cue of Major Other M and a minor

Over weak twos X = T/O 2NT = 15-18 Over opening threes X = T/O

Over opponent's 1NT Cappelletti X = penalty, 2C = long suit, 2D = Majors, 2H = H and a minor

2S = S and a minor, 2NT = minors

Over weak NT - natural

