

## 4. BASIC RESPONSES

Jump raises - minors	Inverted	Other: Inverted - Inverted Off if Passed Hand
Jump raises - Majors	Preempt	Other: Modified Bergen Raises
Jump shifts after minor opening	1♦-3♣=6♣ INV; Others Weak	
Jump shifts after Major opening	1♠-3♥=6♥ INV; Others Modified Bergen Raises	
Responses to strong 2 suit open.	2♦=Waiting; 2♥=No A or K; 2♠=5♥; 2NT=5♠; 3♣/3♦=6. Suits 2/3 Hnr	
Responses to 2NT opening	3♣=Puppet Stayman; 3♠=Minorsuit Stayman; 3♦,3♥,4♣-4♠=TRF	

## 5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead All	Overlead All
Four or more with an honour	4th highest	4th highest
From 4 small	2nd highest	2nd highest
From 3 cards (no honour)	Middle	Top
In partner's suit	Overlead; 4th; Xx	Overlead; 4th; Xx
<b>Discards</b>	Low Encourage	Low Encourage
<b>Count</b>	Low-High = Even	Low-High = Even
<b>Signal</b> on partner's lead:	Low Encourage	
<b>Signal</b> on declarer's lead:	Reverse Count	
<b>Notes</b> If Dummy has a shortage or KQx then Suit Preference		
In some cases, Ace for attitude, King for count i.e. high level contracts		

## 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 3041	4♣ Gerber <input type="checkbox"/> when?
<b>Slam Notes</b>		
Cue Bids <input checked="" type="checkbox"/>	1st or 2nd below game	
Asking Bids <input checked="" type="checkbox"/>	5 level raise of trump suit asks for 1st or 2nd round control in Opp's suit	

## 7. OTHER CONVENTIONS

Step=Minimum after a Reverse by Opener	Rubensohl TRF over interf. of 1NT opening
Lebensol 2NT over interference of 1NT opening	Lebensol 2NT over X of weak 2
X of Splinter = lead direct lower of other 2 suits	DOPE = Over high level interference of RKCB
	DOPI = Over low level interference of RKCB

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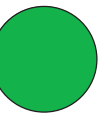
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**AUSTRALIAN BRIDGE  
FEDERATION INC.**



## STANDARD SYSTEM CARD

ABF Nos.	100153	Therese Tully
& Names:	264997	Pele Rankin
Basic System:	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♣ 2+ 11+	1♥ 5+ 11+	
1♦ 4+ 11+	1♠ 5+ 11+	
1NT (14) 15-17	may contain 5 card Major <input checked="" type="checkbox"/>	
<b>1NT Responses</b> 2♣ Simple Stayman Other: 3♣ = 5 Card Major Enquiry		
2♦ TRF ♥	2♠ TRF ♣	
2♥ TRF ♠	2NT TRF ♦	
other 3♦=5/5 ♣/♦ FG; 3M=Singleton (31)(54), 4♣=TRF ♥; 4♦=TRF ♠; 4NT=Quantitative		
2♣ 22+ Balanced or FG		
2♦ 6, 5-10; 2NT response = Ogust		
2♥ 6 5-10; 2NT response = Ogust		
2♠ 6 5-10; 2NT response = Ogust		
2NT (19) 20-21	3NT ♣ OR ♦ AKQXXXX	
other 4NT = ♣/♦		

## 2. PRE-ALERTS

Trial bids may be short (step) or long	4 level bids over 1NT & 2NT opening
Modified Bergen responses to 1 Major opening	1NT may have 6 ♣ or ♦; Leaping Michaels
Response to 1♣ (2+) may be light	3 level responses to 1NT. Support X/XX

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	6(7), Weak; 10-12 Vul
Responsive doubles through	4♥	Unusual NT	5/5 - 2 lower unbid suits
1NT overcall - immediate	15-18	Immediate cue of minor	♥/♠ 5/5 Unlimited
1NT overcall - re-opening	10-14 No Stop Req	Immediate cue of Major	Other Major/Minor 5/5 Unlimited
Over weak twos	X=T/O; Leb; Leaping Michaels	Over opening threes	X=T/O; 4♦/3♣=Leaping Michaels
Over opponent's 1NT	X=Penalty; 2♣=5/4 ♥/♠; 2♦=1 Major; 2M=5M/4+minor; 2NT=5/5 ♣/♦		

