

## 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♣ to 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
X of Splinter Not Vul v Vul = suggests a sacrifice	DOPI = Over low level interference of RKCB

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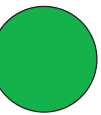
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**AUSTRALIAN BRIDGE  
FEDERATION INC.**



## STANDARD SYSTEM CARD

ABF Nos.	100153	Therese Tully
& Names:	107931	Richard Wallis
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 ♣/♦	

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+, 5+ (3 if 3334 6-7)	2♦ Weak	3♦ Weak
1♥ 4+, 5+	2♥ Weak	3♥ Weak
1♠ 4+, 5+	2♠ Weak	3♠ Weak
1NT 8-10	2NT 10-12	3NT 13-15 full of quacks
2♣ 5+, 10+	3♣ 5+, 5-9	4♣ Weak
other 4♥/4♠/5♦ = To Play		
1♦ 1♥ 4+, 5+	2♥ Weak	3♥ Weak
1♠ 4+, 5+	2♠ Weak	3♠ Weak
1NT 6-9	2NT 10-12	3NT 13-15 full of quacks
2♣ 4+, FG	3♣ 6♣, INV	4♣ Void
2♦ 4+, 10+	3♦ 4+, 5-9	4♦ Weak
other 4♥/4♠/5♣ = To Play		
1♥ 1♠ 4+, 5+	2♥ 3, 5-9	3♦ 4+, 10-12
1NT (0)5-12, Semi-forcing	2♠ 7-9, any splinter	3♥ 4+, 3-7
2♣ ♣'s or Balanced, FG	2NT 4+, FG	3♠ 10-12, any splinter
2♦ 5+, FG	3♣ 4+, 7-9 OR 3, 10-11	3NT ♠ Void
other 4♣/4♦ = Void in bid suit; 4♠/5♣/5♦ = To Play		
1♠ 1NT (0)5-12, Semi-forcing	2♠ 3, 5-9	3♥ 6♥, INV
2♣ ♣'s or Balanced, FG	2NT 7-9, any splinter	3♠ 4+, 3-7
2♦ 5+, FG	3♣ 4+, FG	3NT 10-12, any splinter
2♥ 5+, FG	3♦ 4+, 7-11 OR 3, 10-11	4♣ 4♦/4♥ = Void in bid suit
other 5♣/5♦ = To Play		
1NT 3♣ 5 Card Major Enquiry	3♠ Singleton 13(54)	4♦ TRF ♠
3♦ 5/5 ♣/♦ FG	3NT To Play	4♥ To Play
3♥ Singleton 31(54)	4♣ TRF ♥	4♠ To Play
other 4NT = INV		
2♣ 2♦ Waiting, at least 1 King	2NT 5+♠, 2/3 Honours	3♥ Sets Suit
2♥ No Ace or King	3♣ 6+♣, 2/3 Honours	3♠ Sets Suit
2♠ 5+♥, 2/3 Honours	3♦ 6+♦, 2/3 Honours	3NT
other 4♣/4♦ = Singleton or void in bid suit 4441 or 4450 with 4 or 5 in the other minor		
2♦ 2♥ NAT, INV. Raise with fit	3♣ Natural, Forcing	3♠ 6+♠, FG
2♠ NAT, INV. Raise with fit	3♦ To Play	3NT To Play
2NT Ogust	3♥ 6+♥, FG	4♣
other		

**Notes** 1♣ - 1♦ - 1♥ - 1♠ = Forth suit forcing to game

1♣ - 1♦ - 2♥/2♠ = Natural and FG as with 1♣ - 1♥ - 2♠ = Natural and FG

2♥ 2♠ NAT, INV. Raise with fit	3♦ Natural, Forcing	3NT To Play
2NT Ogust	3♥ To Play	4♣
3♣ Natural, Forcing	3♠ 6+♠, FG	4♥ To Play
other		
2♠ 2NT Ogust	3♥ 5+♥, FG	4♣
3♣ NAT, Forcing	3♠ To Play	4♥ To Play
3♦ Natural, Forcing	3NT To Play	4♠ To Play
other		
2NT 3♣ Puppet Stayman	3♠ Minor Suit Stayman	4♦ TRF ♠; 4♥ Interest
3♦ TRF ♥	3NT To Play	4♥ TRF ♣; 4♠ = RKCB
3♥ TRF ♠	4♣ TRF ♥; 4♦ Interest	4♠ TRF ♦; 5♣ = RKCB
other		

## 9. CONVENTIONS

<b>Unusual NT:</b>	Usually Minors 5/5	May be Other Minor/Major 5/5
<b>4th Suit Forcing</b>	One round <input type="checkbox"/>	Game force <input checked="" type="checkbox"/>
<b>NT Checkback</b>	<input type="checkbox"/> Priorities: 2 Way Checkback; 2♣ = Forces 2♦ or INV. 2♦ = ART FG	
<b>Defence to 3NT opening</b>	XXX	
<b>Defence to Opening Twos</b>	Natural weak 2 - X=T/O (Lebensohl). Others - XXX	
Multi 2♦	XXX	
RCO style 2-s	XXX	
Other 2-s	XXX	
<b>Defence to strong ♣</b>	X=Majors, 1NT=Minors, 1♦-2♣=Natural & Constructive, Others=Natural & Weak	

<b>Over 1NT Interference</b>	Rubensohl	3♣-3♥ TRF, INV; 3♠=1/2 Stop
<b>Lebensohl - other uses</b>	2NT TRF to ♣ Weak or Weak with ♦'s	
<b>Take out of 4 level pre-empts</b>	4♣/4♦	X = T/O
	4♥	X = T/O
	4♠	X = T/O; 4NT = 2 Suited T/O

## 10. OTHER NOTES

System on over X of opener's 1 level opening but off after simple overcall