

4. BASIC RESPONSES

Jump raises - minors	Inverted	Other: Inverted
Jump raises - Majors	Preempt	Other: Bergen
Jump shifts after minor opening	Less than 6HCP, 6 card suit. 1♦-3♣=6 ♣, INV	
Jump shifts after Major opening	Bergen raises; 1♥-2♠=Splinter	
Responses to strong 2 suit open.	2♦=Weak or waiting; Other=Natural & positive	
Responses to 2NT opening	3♣/3♦=To play; 4♣/4♦=Minorwood; 3M=F1	

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A-Attitude K-Count	Overlead, A-Attitude K-Count
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	4th, Xx, xXx	4th, Xx, xXx
Discards	McKenney	McKenney
Count	Low-High = Even	Low-High = Even
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:	Reverse Count	
Notes If Dummy has a shortage	McKenney	

6. SLAM CONVENTIONS

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

7. OTHER CONVENTIONS

Lebensol after reverse	DOPI & ROPI
TOM = The other minor forcing	Puppet Stayman over 2♣/2♦ and 2NT Rebid
4th suit forcing	Lebensohl
Hamilton against strong 1♣ opening	Unassuming cue bid

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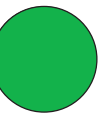
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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	100048	Connie Schoutrop
& Names:	261351	Beverley Stacy
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♣ 3+ 11+	1♥ 5+ 11+	
1♦ 3+♦	1♠ 5+ 11+	
1NT 15-17	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses	2♣ Range & Shape Ask	Other:
2♦ TRF ♥	2♠ TRF ♣	
2♥ TRF ♠	2NT TRF ♦	
other Superaccepts		
2♣	Game Force or 23/25 or 27/28 balanced	
2♦	Multi weak ♥/♠, 20/22 or 25/26 balanced	
2♥	♥ and another; 5/5 in 1st/2nd seat, 5/4+ 3rd/4th seat; 6-10 HCP	
2♠	♠ and minor 5/5 in 1st/2nd seat, 5/4+ 3rd/4th seat; 6-10 HCP	
2NT	5/5 minors; weak or strong	3NT Specific Ace ask (CRO responses)
other		

2. PRE-ALERTS

Bergen raises with Jacoby 2NT	support X, XX
Inverted minors	
Multi 2♦ opening	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	3♠	Jump overcalls	Weak
Responsive doubles through	3♠	Unusual NT	5/5 Other rank or unbid suits
1NT overcall - immediate	15-18	Immediate cue of minor	Other Minor/Major 5/5 Weak
1NT overcall - re-opening	10-14	Immediate cue of Major	Other Major/Minor 5/5 Weak
Over weak twos	X=T/O	Over opening threes	X=T/O
Over opponent's 1NT	Weak NT: X=Penalty; 2♣=5/4 ♥/♠; 2♦=Sgl suited; 2M=5M/4+m; 2NT=5/5 ♣/♦		
	Strong NT: X=Minors; 2♣=5/4 ♥/♠ either way; 2♦=Any Single Suiter; 2M=5M/4+m		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+, 5+	2♦ 0-5, 6 card suit	3♦ Splinter
1♥ 4+, 5+	2♥ 0-5, 6 card suit	3♥ Splinter
1♠ 4+, 5+	2♠ 0-5, 6 card suit	3♠ Splinter
1NT 8-10	2NT 11-12	3NT 13-15
2♣ 5+, 10+	3♣ 5+, 6-9	4♣ Minorwood
other 4M=To Play		
1♦ 1♥ 4+, 5+	2♥ 0-5, 6 card suit	3♥ Splinter
1♠ 4+, 5+	2♠ 0-5, 6 card suit	3♠ Splinter
1NT 6-9	2NT 10-12	3NT 13-15
2♣ 4+, FG	3♣ 6♣, INV	4♣ Splinter
2♦ 4+, 10+	3♦ 4+, 6-9	4♦ Minorwood
other 4M=To Play		
1♥ 1♠ 4+, 5+	2♥ 3♥, 8-10	3♦ 4+, 10-12
1NT F1	2♠ Splinter	3♥ 4+, less than 6 HCP
2♣ ♣s or Balanced, FG	2NT 4+, FG	3♠ Void
2♦ Natural, FG	3♣ 4+, 6-9	3NT 3♥, 15-17
other 4♣/♦=Splinter		
1♠ 1NT F1	2♠ 3♠, 8-10	3♥ Splinter
2♣ ♣s or Balanced, FG	2NT 4+, FG	3♠ 4+, less than 6 HCP
2♦ Natural, FG	3♣ 4+, 6-9	3NT 3♠, 15-17
2♥ 5+, FG	3♦ 4+, 10-12	4♣ Splinter
other 4♦=Splinter		
1NT 3♣ Slam Invite	3♠ Slam Invite	4♦ Minorwood
3♦ Slam Invite	3NT To Play	4♥ To Play
3♥ Slam Invite	4♣ Minorwood	4♠ To Play
other		
2♣ 2♦ Negative or Relay	2NT Balanced positive	3♥ Sets Suit
2♥ 5+♥, positive	3♣ 5+♣, positive	3♠ Sets Suit
2♠ 5+♠, positive	3♦ 5+♦, positive	3NT
other		
2♦ 2♥ Pass/Correct	3♣ To play	3♠ INV
2♠ INV in ♥s	3♦ To Play	3NT To play
2NT Enquiry, Game Interest	3♥ INV in ♥/♠	4♣
other		

Notes

2♥ 2♠ Pass/Correct	3♦ To play	3NT To Play
2NT Enquiry, Game Interest	3♥ Preemptive	4♣
3♣ To play	3♠ 6+♠, FG	4♥ To Play
other		
2♠ 2NT Enquiry, Game Interest	3♥ To play	4♣
3♣ Pass/Correct	3♠ Preemptive	4♥ To play
3♦ To play	3NT To Play	4♠ To Play
other		
2NT 3♣ To play	3♠ Natural, F1	4♦ Minorwood
3♦ To play	3NT To Play	4♥ To play
3♥ Natural, F!	4♣ Minorwood	4♠ To play
other		

9. CONVENTIONS

Unusual NT: Other Rank or Unbid May be Other Minor/Hearts 5/5

4th Suit Forcing One round Game force

NT Checkback Priorities: TOM (the other minor forcing) 3 card support is priority

Defence to 3NT opening X=16+, 4♣/4♦=♥/♠, 4M=To play

Defence to Opening Twos Natural weak 2 - X=T/O (Lebensohl)

Multi 2♦ X=16+, suits=natural

RCO style 2-s X=16+, suits=natural

Other 2-s Opponents 2NT=Minors: 3♣/3♦=♥/♠, 3M=Natural & strong; X=16+

Defence Hamilton: X=Single suiter; 1♦=♥/♠; 1M=5M/4+m; 1NT=5/5 ♣/♦

to

strong

♣

Over 1NT Interference Lebensohl Via 2NT = Slow shows

Lebensohl - other uses Natural weak 2s and after Reverses

Take out of 4 level pre-empts 4♣/4♦ X = T/O

4♥ X = T/O

4♠ X = T/O; 4NT = 5/5 or 4441

10. OTHER NOTES

Reverse - 2NT asks opener to bid 3♣ with a minimum reverse