

4. BASIC RESPONSES

Jump raises - minors	Inverted	Other: 5-9 hcpts; 5+raise
Jump raises - Majors	Preempt	Other: 5-7 hcpts; 4+raise
Jump shifts after minor opening	Weak at 2-level; GF splinters at 3-level	
Jump shifts after Major opening	Bergen style jumps showing 4+ support	
Responses to strong 2 suit open.	n/a	
Responses to 2NT opening	any-minor = to play; 3♥ = GF relay; 3♠ = natural forcing	

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	4th highest	4th highest
From 4 small	2nd highest	2nd highest or top
From 3 cards (no honour)	Middle	Top
In partner's suit	low from an Hon	low from an Hon
Discards	Odd=Enc., Even=McKenney	Odd=Enc., Even=McKenney
Count	Low-High = Even	Low-High = Even
Signal on partner's lead:	Low Encouraging	Low Encouraging
Signal on declarer's lead:	Reverse count	

Notes Odd-Even signal only on the first discard

We often use trumps and declarer's first played NT suit for suit preference

K = count; A = attitude after all pre-empts and any 5+level

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
Slam Notes	4♦ = minorwood after minor suit agreement	
Cue Bids <input checked="" type="checkbox"/>	First or second round control	
Asking Bids <input type="checkbox"/>		

7. OTHER CONVENTIONS

Support doubles to 2-level	Lebensohl
Cue raises in competition	4th suit = artificial GF
2-over-1 = GF	Jacoby 2NT (15+) over 1M
Ghestem (2-suiter overcalls)	Inverted minor raises
Forcing 1NT over 1M	2-way Drury

Most artificial bids are off in competition

So all suit jumps are natural pre-emptive

Exception: splinters in their suit

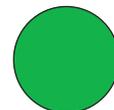
www.abf.com.au

PDF Form Rev. 13F21 by RoL MyRev.

Copyright © ABF 2013



AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	7765	Peter Buchen
& Names:	126608	Henry Christie
Basic System:	Standard 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

1♣ 11-20; 3+	1♥ 11-20; 5+
1♦ 11-20; 3+	1♠ 11-20; 5+
1NT 15-17	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses	2♣ 5-Major enquiry	Other:
2♦ Transfer to Hearts	2♠ Transfer to Clubs	
2♥ Transfer to Spades	2NT Transfer to Diamonds	
other	All 3-level suit bids = natural with slam interest	

2♣ Game Force (with artificial responses)

2♦ Weak two 6-10 hcpts in either Major or 20-22 Balanced

2♥ 5-Hearts and 4+minor; 6-10 hcpts

2♠ 5-Spades and 4+minor; 6-10 hcpts

2NT 55+ both minors; 6-10 hcpts

3NT Minor suit pre-empt

other

2. PRE-ALERTS

All 2-level opening bids

Dble of strong 1NT = artificial 1-suiter

Cheapest NT after DONT/HAMLTN = game try

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak
Responsive doubles through	4♥	Unusual NT	Two-lower suits
1NT overcall - immediate	15-18	Immediate cue of minor	Ghestem (2m, 2NT and 3♣)
1NT overcall - re-opening	12-14	Immediate cue of Major	Ghestem (2M, 2NT and 3♣)
Over weak twos	X = T/O	Over opening threes	X = T/O
Over opponent's 1NT	DONT over strong 1NT and Hamilton over weak 1NT		
DONT: X= 1-suiter; 2♣ = C+higher; 2♦ = D+Major; 2♥ = Majors; 2♠ = Spades; 2NT = wild 2-suiter			
HAMILTON: X= penalty; 2♣ = 1-suiter; 2♦ = Majors; 2M = 5M + minor; 2NT = minors			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ natural 4+	2♦ weak 4-7 hcpts	3♦ GF splinter
1♥ natural 4+	2♥ weak 4-7 hcpts	3♥ GF splinter
1♠ natural 4+	2♠ weak 4-7 hcpts	3♠ GF splinter
1NT 6-10 no Major	2NT 11-12 no Major	3NT 13-15 no Major
2♣ inverted 10+ hcpts	3♣ inverted 5-9 hcpts	4♣ pre-emptive
other Criss-cross minor raises by Passed hand		
1♦ 1♥ natural 4+	2♥ weak 4-7 hcpts	3♥ GF splinter
1♠ natural 4+	2♠ weak 4-7 hcpts	3♠ GF splinter
1NT 6-10 no Major	2NT 11-12 no Major	3NT 13-15 no Major
2♣ natural GF; 4+	3♣ natural NF 9-11 hcpts	4♣ GF splinter
2♦ inverted 10+hcpts	3♦ inverted 5-9 hcpts	4♦ pre-emptive
other Criss-cross minor raises by Passed hand		
1♥ 1♠ natural	2♥ 6-9 hcpts 3-card raise	3♦ mini or void splinter
1NT F1; 5-11 hcpts; BART	2♠ Artificial 4+ H-raise	3♥ 6-7 hcpts 4-card raise
2♣ natural GF	2NT Jacoby 4+raise 15+ hcpts	3♠ GF splinter
2♦ natural GF	3♣ mini or void splinter	3NT 12-14 hcpts bal. 4+raise
other 4♣/♦ = GF splinters 10-13 hcpts; void splinters = 10-13 hcpts		
1♠ 1NT F1; 5-11 hcpts; BART	2♠ 6-9 hcpts 3-card raise	3♥ mini or void splinter
2♣ natural GF; 4+	2NT Jacoby 4+raise 15+ hcpts	3♠ 5-7 hcpts 4-card raise
2♦ natural GF; 4+	3♣ Artificial 4+ S-raise	3NT 12-14 hcpts bal. 4+raise
2♥ natural GF; 5+	3♦ mini or void splinter	4♣ GF splinter
other 4♦/♥ = GF splinters; mini splinter = 7-9 hcpts; void splinters = 10-13 hcpts		
1NT 3♣ natural slam interest	3♠ natural slam interest	4♦ Texas transfer to 4♠
3♦ natural slam interest	3NT to play	4♥ to play
3♥ natural slam interest	4♣ Texas transfer to 4♥	4♠ to play
other		
2♣ 2♦ 5-8 any w/o good suit	2NT 5-8 with some good suit	3♥ 9+pts; good ♠ suit
2♥ 0-4 any	3♣ 9+ pts; good ♦ suit	3♠ 9+pts; good ♣ suit
2♠ 9+ any w/o good suit	3♦ 9+pts; good ♥ suit	3NT
other 9+ hands force to 4NT; After 2♣-2NT: 3♣ = relay asks Responder to transfer		
2♦ 2♥ P/C	3♣ natural 1-round force	3♠ P/C
2♠ P/C	3♦ natural 1-round force	3NT to play
2NT Strong enquiry	3♥ P/C	4♣
other After 2♦-2NT: 3♣/3♦ = min H/S; 3♥/3♠ = max H/S		

Notes After 2♦-2♠: 3♣/3♦ = min/max Hearts

2♥ 2♠ Natural NF	3♦ Invitation to 4♥	3NT to play
2NT Asks for Opener's minor	3♥ Not invitational	4♣ GF Splinter
3♣ 15-17; no Heart fit; P/C	3♠ Natural GF	4♥ To play
other After 2♥-2NT: 3m any bid by Responder is GF		
2♠ 2NT Asks for Opener's minor	3♥ Natural NF	4♣ GF splinter
3♣ 15-17; no Spade fit; P/C	3♠ Not invitational	4♥ GF splinter
3♦ Invitation to 4♠	3NT to play	4♠ To play
other After 2♠-2NT: 3m any bid by Responder is GF		
2NT 3♣ To play	3♠ Natural Inv.	4♦ Natural Inv.
3♦ To play	3NT to play	4♥ To play
3♥ GF relay	4♣ Natural Inv.	4♠ To play
other		

9. CONVENTIONS

Unusual NT:	Lower 2 unbid suits	Other = Ghestem
4th Suit Forcing	One round <input type="checkbox"/>	Game force <input checked="" type="checkbox"/>
NT Checkback	<input checked="" type="checkbox"/> Priorities: 2♣ = invitational (puppet to 2♦); 2♦-->2NT = transfers	
Defence to 3NT opening	All suits natural; X = strong balanced	
Defence to Opening Twos	X = T/O	
Multi 2♦	X = 13-15 bal or 16+ unbal; 2NT = 15-18; suits = natural; Pass then X = T/O 12-15	
RCO style 2-s	as above	
Other 2-s		
Defence to	1♣ : X/1♦/1NT = RCOs; 1♥/1♠ = natural; jumps = weak	
strong	Also after (1♣)-P-(1♦): X/1NT/2♣ = RCOs; 1♥/1♠ = natural	
♣	other: natural overcalls	
	Advancer's cheapest NT = serious game try	

Over 1NT Interference Lebensohl

Lebensohl - other uses After (2A)-X-(P); (1NT)-X-(2A); (1A)-1NT-(2B)

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

4♥ X = T/O 4♠ X = cards

10. OTHER NOTES

1. After inverted minors: 2NT/3m = sign-off; all other = GF
2. Some forcing Pass situations at high level after Opponents pre-empt
3. 4♣/4♦ openings = Namyats
4. 2NT = Blackout after Opener's reverse (forces 3♣ if Opener is 15-18)
5. 1m-1M:2M-2NT = GF enquiry