

4. BASIC RESPONSES

Jump raises - minors	Inverted: 5-9 HCP, 5+ if ♣ and 4+ if ♦. Limit raises by passed hand
Jump raises - Majors	Preempt 3-7 HCP, 4+ card support
Jump shifts after minor opening	Natural, weak 2 & 3 level but 1♦-3♣=6♣, INV. Passed hand - 3 lvl FSJ
Jump shifts after Major opening	1♠-3♥=6♥, INV; Mod. Bergen Raises. Fit Show by passed hand
Responses to strong 2 suit open.	2♦=1+Ctl; 2♥=No Ctl; 2♠=5♠; 2NT=5♥; 3♣/3♦=6. Suits 2/3 Hnr
Responses to 2NT opening	3♣=Pup/Stayman; 3♠=Minorsuit Stayman; 3♦, 3♥, 4♣ to 4♠=TRF

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	3rd/5th highest	3rd/5th highest
From 4 small	3rd highest	3rd highest
From 3 cards (no honour)	Bottom	Bottom
In partner's suit	Xxx or HxX if supported; Xx, xxX	Xxx or HxX if supported; Xx, xxX
Discards	Low Encourage	Low Encourage
Count	Low-High = Even	Low-High = Even
Signal on partner's lead:	Low Encourage	Low Encourage
Signal on declarer's lead:	Reverse Count	
Notes Suit preference where obvious		
Ace for reverse attitude, King for Count		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 3041	4♣ Gerber <input type="checkbox"/>	when?
Slam Notes	Minorwood in GF situation, Voidwood, 4♠ = Kickback in ♥		
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

Blackout after reverse	PODI PORI
Lebensol 2NT/3 lvl TRF over int. of 1NT opening	4♣= RKCB when 1NT opener bids M
X of Splinter(vul)= lead direct lower of bid suits	Leaping Michael's - Good 5/5
X of Splinter (not vul) possible sacrifice	XYZ = 2 way checkback applies
3♣ artificial over 2NT rebid, 3♦ checkback	Modified Bourke relay after 1♣/♦/♥ openings

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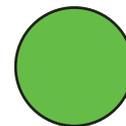
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Smolen 3M (4M/5OM) after 1NT opener's 2♦ resp to Stayman
Delayed Texas transfer after 1NT - 4m=6M/4OM slam interest
and 4M=6M/4OM no slam interest
Fit Showing Jumps by passed hand (1m - 2M weak/3lvl FSJ)



AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	264997	Pele Rankin
& Names:	541540	Paula McLeish
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+ (only 2 if 4432)	1♥ 5+ 11+
1♦ 4+ 11+	1♠ 5+ 11+
1NT (14) 15-17	may contain 5 card Major <input checked="" type="checkbox"/>
1NT Responses 2♣ Simple Stayman	
2♦ TRF ♥	2♠ TRF ♣
2♥ TRF ♠	2NT TRF ♦
other 3♦=5/5 ♣/♦ FG; 3M=Singleton (31)(54), 4♣=TRF ♥; 4♦=TRF ♠; 4NT=INV	

2♣ 23+ Balanced or FG	
2♦ 4+♥/4+♠ 5 - 9 (at least 4/5 either way when VUL)	
2♥ 6 5-10; 2NT response = Ogust	
2♠ 6 5-10; 2NT response = Ogust	
2NT (19) 20-22	3NT AKQXXXX any suit, no outside A or K
other 4♣/♦=TRF to ♥/♠; 4NT = ♣/♦ 5+/6+ Pre-emptive	

2. PRE-ALERTS

Trial bids may be short (step) or long	support X, XX. 1m - [1♥] - 1♠=4+♠, X < 4♠
Modified Bergen to 1M opening (non passed)	1NT may have 6 ♣ or ♦; Leaping Michaels
2♦ opening both Majors weak	3 & 4 level responses to 1NT and 2NT

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 lowest unlimited
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 Mike
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♣ Minorwood
other 4♥/4♠/5♦ = voidwood		
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♣
2♦ 4+, 10+	3♦ 4+, 5-9	4♦ Minorwood
other 4♥/4♠/5♣ = voidwood		
1♥ 1♠ 4+, 5+	2♥ 3♥, 5-9	3♦ 4+♥, 10-12
1NT (0)5-12	2♠ 4+♥, 7-9, any splinter	3♥ 4+♥, 3-7
2♣ ♣'s or Balanced, FG	2NT 4+♥, FG	3♠ 4+♥, 10-12, any splntr
2♦ 5+♦, FG	3♣ 4+♥ 7-9 OR 3♥ 10-11	3NT 4+♥, 8-11 ♠ Void
other 4♣/4♦ = 8-11, 4+♥ Void in bid suit; 4♠/5♣/5♦ = voidwood		
1♠ 1NT (0)5-12	2♠ 3♠, 5-9	3♥ 6♥, INV
2♣ ♣'s or Balanced, FG	2NT 4+♠, 7-9, any splinter	3♠ 4+♠, 3-7
2♦ 5+♦, FG	3♣ 4+♠, FG	3NT 4+♠, 10-12, any splntr
2♥ 5+♥, FG	3♦ 4+♠ 7-11 OR 3♠ 10-11	4♣ /4♦/4♥ = 8-11, Void
other 5♣/5♦/5♥ = voidwood		
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		
2♣ 2♦ Waiting & => 1 control	2NT 5+♥, 2/3 Honours	3♥ Sets Suit
2♥ No A or K	3♣ 6+♣, 2/3 Honours	3♠ Sets Suit
2♠ 5+♠, 2/3 Honours	3♦ 6+♦, 2/3 Honours	3NT AKQxxx any suit
other 4♣/4♦ Rebid=Singleton or void in bid suit 4441 or 4450 with 4 or 5 in other minor		
2♦ 2♥ To Play	3♣ Natural, NF	3♠ To Play
2♠ To Play	3♦ Natural invite to 3NT	3NT To Play
2NT F relay asks for shape	3♥ To Play	4♣
other		

Notes 3rd/4th seat ♥/♠ Opening Response: 2♣=3+M, Max; 2♦/2♥ over 1♠=Natural, NF; 2NT=♣'s; Jump shift = Fit showing, Max 4+ card support
1 any suit - [Pass] - 4NT = Ace Ask (0,1,2 etc)

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♣ Natural, 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 5♠/4♥, NF	4♥ TRF ♣; 4NT/5♣ to play
3♥ TRF ♠	4♣ TRF ♥; 4♦ Interest	4♠ TRF ♦; 4NT/5♦ to play
other 4♥/4♠ slam int minor TRF, bids >m are KC responses. 4♥-4♠=RKCB; 4♠-5♣=RKCB		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits, Unlimited

4th Suit Forcing One round Game force

NT Checkback Priorities: 2 Way Checkback; 2♣=Forces 2♦ or INV. 2♦=ART FG

Defence to 3NT opening XXX, 4♣=4/5M either way, 4♦=5/5M, 4M=Natural

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

Multi 2♦ XXX

RCO style 2-s XXX

Other 2-s XXX

Defence X=Majors, 1NT=Minors, 1♦ to 1♠=Natural & Constructive, 2♣ = 5+♥/4+ oth(usually m)

to 2♦ = 5+♠/4+ minor, jumps weak, 2NT minors

strong 2♣ : X=Majors, 2/3NT=Minors, 2♦ to 2♠=Natural, 3♣ = ♥/other (usually m)

♣ 3♦ = ♠/minor

Over 1NT Interference 2NT=♣ or ♦ weak or FG; 3♣-3♥TRF INV+; 3♠=1/2 Stop; 3NT=Slow show

Lebensohl - other uses after our X of weak 2 or Int of 1NT opening = ♣ or ♦ weak or FG

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

4♥ X = T/O

4♠ X = T/O; 4NT = 2 Suited T/O

10. OTHER NOTES

Step responses after inverted minor raise - non passed hand

Step responses after GF Major raise (2NT after 1♥ or 3♣ after 1♠) - non passed hand

Lebensohl = Slow Shows over X of Natural Weak 2

NB. With 5 card support and a limit raise, we may respond Bergen limit raise intending to convert to game if partner chooses to bid 3M. Our agreement is to play in game with a 10 card fit but we might be too good for direct game or not good enough for a GF response in case partner bids slam expecting HCP instead of length.