

4. BASIC RESPONSES

Jump raises - minors Weak

Jump raises - Majors Weak

Jump shifts after minor opening Transfers, Weak, Raises

Jump shifts after Major opening Step Raises

Responses to strong 2 suit open. 2♦ = Waiting, Kokish Relay

Responses to 2NT opening Stayman, Transfers, Pivots

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead	Overlead
Four or more with an honour	3rd/5th	3rd/5th
From 4 small	3rd	3rd
From 3 cards (no honour)	3rd	3rd
In partner's suit	Top, Low, 3rd	Top, Low, 3rd
Discards	Reverse Count	
Count	Reverse Count	
Signal on partner's lead:	Reverse Count	
Signal on declarer's lead:	Reverse Count - Subsequent Suit Preference	
Notes 10 and 9 leads:	Tens promise the 9 and a higher honour or a Shortage.	
Nines	promise the ten and no higher honour or a shortage	
Underlead	for unblock	

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 14-30 4♣ Gerber when?

Slam Notes 1st and 2nd Round Controls

Cue Bids

Asking Bids

7. OTHER CONVENTIONS

Fit Showing Jumps In comp

Fourth Suit Forcing

Splinters

Two Way Checkback

Simple Drury

Blackout

Serious 3NT

Mod Gazilli

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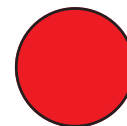
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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos. 656658 Peter Hollands

& Names: 476668 Justin Howard

Basic System: 2 Over 1, Split Ranges

Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

Describe strength, minimum length, or specific meaning

Canape

1♣ 1+ 11-14 Bal OR 4+♣s Unbal 1♥ 5+ ♥s, (9) 11+ points

1♦ 1+ 18-19 Bal OR 4+♦s Unbal 1♠ 5+ ♠s, (9) 11+ points

1NT 14+-17 may contain 5 card Major

1NT Responses 2♣ Simple Stayman

2♦ TFR to ♥s

2♠ Range Probe OR GF ♣s

2♥ TFR to ♠s

2NT WK Clubs OR GF ♦s

other

2♣ Gameforcing

2♦ Vul = Weak 2. Not Vul = 4+♦s, 4+♠s weak 1st/2nd. 4+♦s, 4+♥s 3rd. Intermediate 4th

2♥ Vul = Weak 2. Not Vul = 4+♥s, 4+♠s weak 1st/2nd. Weak 2 3rd. Intermediate 4th

2♠ Weak 2

2NT 20-22 Bal

3NT 6-5 minors 11-15

other

2. PRE-ALERTS

Transfer Responses to 1♣

2's vary in seat and vulnerability

Transfers in competition

May Respond Very Light

1♣ either any 11-14 bal or Unbal Clubs

1D either any 18-19 bal or unbal Diamonds

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 7♠ Jump overcalls Weak

Responsive doubles through 7♠ Unusual NT Lowest Unbid Suits

1NT overcall - immediate 15-18 Immediate cue of minor Both Majors 5-5

1NT overcall - re-opening 12-16 Immediate cue of Major Michaels

Over weak twos X = Takeout, lebensohl Over opening threes X = Takeout, lebensohl

Over opponent's 1NT 2♣ = Both Majors, 2♦ = Strong 1 Major, 2♥/♠ = Natural

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♥s, 0+ points	2♦ 6+♥s inv+	3♦ Splinter
1♥ 4+♠s, 0+ points	2♥ 6+♠s inv+	3♥ Splinter
1♠ No Major or ♦+M GF	2♠ GF ♦ Unbal	3♠ Splinter
1NT 10-12 Bal	2NT 8-11 5+♣s	3NT 13-15 bal
2♣ F 5+♣s	3♣ 0-7 5+♣s	4♣ N/A
other		
1♦ 1♥ 4+♥s, 0+ points	2♥ Weak 3-7 6♥s	3♥ Splinter
1♠ 4+♠s, 0+ points	2♠ Weak 3-7 6♠s	3♠ Splinter
1NT (0) 5-10 points	2NT 10-12	3NT 13-15 bal
2♣ 4+♣s, 11+ points	3♣ 8-11 5+♦s	4♣ Splinter
2♦ GF 4+♦s	3♦ 0-7 5+♦s	4♦ N/A
other		
1♥ 1♠ 4+♠s, 0+ points	2♥ 5-9 3♥s	3♦ 10-12 3♥s
1NT 0-12	2♠ Unspecified Splinter	3♥ 0-6 4♥s
2♣ Artificial Game Force	2NT 4+♥s 10+ points	3♠ Unspecified Splinter
2♦ Nat Unbalanced GF	3♣ 6-9 4♥s	3NT Void ♠s
other		
1♠ 1NT 0-12	2♠ 5-9 3♠s	3♥ 3♠s 10-12 points
2♣ Artificial Game Force	2NT Unspecified Splinter	3♠ 4+♠s 0-6
2♦ Nat Unbalanced GF	3♣ 4+♠s 10+ points	3NT Unspecified splinter
2♥ Nat Unbalanced GF	3♦ 4+♠s 6-9 points	4♣ Void ♣s
other		
1NT 3♣ Forces 3♦s	3♠ 13(54) GF	4♦ 6+♥s GF
3♦ 5/5 minors Slam try	3NT To Play	4♥ 6+♠s GF
3♥ 31(54) GF	4♣ 5/5 Majors GF	4♠ Quant (233)5
other		
2♣ 2♦ Waiting	2NT N/A	3♥ N/A
2♥ 6+♥s 2 of top 3	3♣ 6+♣s 2 of top 3	3♠ N/A
2♠ 6+♠s 2 of top 3	3♦ 6+♦s 2 of top 3	3NT N/A
other		
2♦ 2♥ NV= NF, Vul= Inquiry	3♣ NV= NF, Vul=F	3♠ Preemptive
2♠ NV=NF, Vul= Nat F	3♦ To Play	3NT To Play
2NT NV=ENQ: Vul=♥s	3♥ Preemptive	4♣ Preemptive
other		

Notes

2♥ 2♠ NV= To play, V=Inq	3♦ NV= NF, V= F	3NT To Play
2NT NV= Inq, V= Spades	3♥ To Play	4♣ Preemptive
3♣ NV= NF, V= F	3♠ Preemptive	4♥ To Play
other		
2♠ 2NT Inquiry	3♥ Forcing	4♣ Preemptive
3♣ Forcing	3♠ To Play	4♥ Preemptive
3♦ Forcing	3NT To Play	4♠ To Play
other		
2NT 3♣ Simple Stayman	3♠ Forces 3NT	4♦ 6+♥s
3♦ 5+♥s	3NT To Play	4♥ 6+♠s
3♥ 5+♠s	4♣ 5/5 Majors	4♠ (233)5 Quant
other		

9. CONVENTIONS

Unusual NT: Lowest Unbid Suits

4th Suit Forcing One round Game force

NT Checkback Priorities: Two Way Checkback: Features up the line

Defence to 3NT opening Natural

Defence to Opening Twos DBL-T/O

Multi 2♦ X = Values

RCO style 2-s X = Values

Other 2-s

Defence 1♣ : X = Majors, 1NT= minors

to

strong 2♣ : X = Majors, 1NT = minors

♣

Over 1NT Interference X = Takeout, lebensohl

Lebensohl - other uses Over 3♣ X, over weak 2's

Take out of 4 level pre-empts 4♣/4♦ DBL

4♥ DBL 4♠ DBL

10. OTHER NOTES

Point Counts are a loose description