

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. | 2D = 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 - Some Rev Att | |
| Count | Reverse Count | |
| Signal on partner's lead: | Reverse Count | |
| Signal on declarer's lead: | Reverse Count - Subsequent Suit Preference | |
| Notes T/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 <input type="checkbox"/> | RKCB 1430 | 4♣ Gerber <input type="checkbox"/> | when? |
| Slam Notes | | | |
| Cue Bids <input checked="" type="checkbox"/> | 1st and 2nd round controls | | |
| Asking Bids <input type="checkbox"/> | | | |

7. OTHER CONVENTIONS

| | |
|---------------------------|---------------------|
| Fit Showing Jumps In comp | Fourth Suit Forcing |
| Splinters | Two Way Checkback |
| Simple Drury | Blackout |
| Serious 3NT | Mod Gazilli |

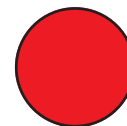
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

| | | |
|--|------------------------|--|
| ABF Nos. | 656658 | Peter Hollands |
| & Names: | 476668 | Justin Howard |
| Basic System: | 2 Over 1, Split Ranges | |
| Brown Sticker <input type="checkbox"/> | Classification: | Green <input type="checkbox"/> Blue <input type="checkbox"/> Red <input checked="" type="checkbox"/> Yellow <input type="checkbox"/> |

1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

| | | | |
|-----|---------------------------|----|--|
| 1♣ | 1+ 11-14 Bal OR 4+♣ Unbal | 1♥ | 5+ ♥, (9) 11+ points |
| 1♦ | 1+ 18-19 Bal OR 4+♦ Unbal | 1♠ | 5+ ♠, (9) 11+ points |
| 1NT | 14+-17 | | may contain 5 card Major <input checked="" type="checkbox"/> |

| | | | |
|---------------|--------|----------------|-------------------------|
| 1NT Responses | 2♣ | Simple Stayman | |
| 2♦ | Hearts | 2♠ | Range Probe OR GF Clubs |
| 2♥ | Spades | 2NT | WK Clubs OR GF Diamonds |
| other | | | |

| | | | |
|-------|---|-----|------------------|
| 2♣ | Gameforcing | | |
| 2♦ | Vul = Weak 2. Not Vul = 4+♦, 4+♠ weak 1st/2nd. 4+♦, 4+♥ 3rd. Intermediate 4th | | |
| 2♥ | Vul = Weak 2. Not Vul = 4+♥, 4+♠ 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 1C | 2's vary in seat and vulnerability |
| Transfers in competition | May Respond Very Light |
| 1C either any 11-14 bal or Unbal Clubs | 1D either any 18-19 bal or unbal Diamonds |

3. COMPETITIVE BIDS / OVERCALLS

| | | | |
|----------------------------|--|------------------------|------------------------|
| Negative doubles through | 7S | Jump overcalls | Weak |
| Responsive doubles through | 7S | 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 | Michael's |
| Over weak twos | X = Takeout, lebensohl | Over opening threes | X = Takeout, lebensohl |
| Over opponent's 1NT | 2C = Both Majors, 2D = Strong 1 Major, 2H/S= Natural | | |

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

| | | |
|----------------------------|--------------------------|--------------------------|
| 1♣ 1♦ 4+ ♥, 0+ points | 2♦ 6+ ♥ inv+ | 3♦ Splinter |
| 1♥ 4+♠, 0+ points | 2♥ 6+ ♠ inv+ | 3♥ Splinter |
| 1♠ No Major or ♦+M GF | 2♠ GF ♦ Unbal | 3♠ Splinter |
| 1NT 10-12 Bal | 2NT 8-11 5+ ♣ | 3NT 13-15 bal |
| 2♣ GF 5+♣ | 3♣ 0-7 5+ ♣ | 4♣ N/A |
| other | | |
| 1♦ 1♥ 4+ ♥, 0+ points | 2♥ Weak 3-7 6♥ | 3♥ Splinter |
| 1♠ 4+♠, 0+ points | 2♠ Weak 3-7 6♠ | 3♠ Splinter |
| 1NT (0) 5-10 points | 2NT 10-12 | 3NT 13-15 bal |
| 2♣ 4+ ♣, 11+ points | 3♣ 8-11 5+♦ | 4♣ Splinter |
| 2♦ GF 4+ ♦ | 3♦ 0-7 5+ ♦ | 4♦ N/A |
| other | | |
| 1♥ 1♠ 4+ ♠, 0+ points | 2♥ 5-9 3♥ | 3♦ 10-12 3 ♥ |
| 1NT 0-12 | 2♠ Unspecified Splinter | 3♥ 0-6 4 ♥ |
| 2♣ Artificial Game Force | 2NT 4+♥ 10+ points | 3♠ Unspecified Splinter |
| 2♦ Nat Unbalanced GF | 3♣ 6-9 4 ♥ | 3NT Void ♠ |
| other | | |
| 1♠ 1NT 0-12 | 2♠ 5-9 3♠ | 3♥ 3♠ 10-12 points |
| 2♣ Artificial Game Force | 2NT Unspecified Splinter | 3♠ 4+♠ 0-6 |
| 2♦ Nat Unbalanced GF | 3♣ 4+♠ 10+ points | 3NT Unspecified splinter |
| 2♥ Nat Unbalanced GF | 3♦ 4+♠ 6-9 points | 4♣ Void ♣ |
| other | | |
| 1NT 3♣ Forces 3♦ | 3♠ 13(54) GF | 4♦ 6+♥ GF |
| 3♦ 5/5 minors Slam try | 3NT To Play | 4♥ 6+♠ 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+ ♥ 2 of top 3 | 3♣ 6+ ♣ 2 of top 3 | 3♠ N/A |
| 2♠ 6+ ♠ 2 of top 3 | 3♦ 6+ ♦ 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=Inquiry, Vul = ♥ | 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+♥ |
| 3♦ 5+♥ | 3NT To Play | 4♥ 6+♠ |
| 3♥ 5+♠ | 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: 2 way checkback, lowest feature

Defence to 3NT opening Natural

Defence to Opening Twos X= Takeout

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 3C X, over weak 2's

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ X

10. OTHER NOTES

Point Count's are a loose description
