

4. BASIC RESPONSES

Jump raises - minors	Pre-emptive (we play inverted minors)
Jump raises - Majors	1M - 3M = limit raise with 4 trumps
Jump shifts after minor opening	Weak
Jump shifts after Major opening	Invitational hand with a 6-card suit, except 1♥-2♠ which is weak
Responses to strong 2 suit open.	N/A
Responses to 2NT opening	3♥ = Ask, 4♣/♦ = RKB in that suit, other bids are to play

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead all	
Four or more with an honour	4th	
From 4 small	2nd	
From 3 cards (no honour)	MUD	
In partner's suit	small with 3 if we didn't support	
Discards	UDCA	
Count	UDCA	
Signal on partner's lead:	attitude	
Signal on declarer's lead:	count	
Notes	In notrumps, A or Q lead ask for unblock or count, K, J, T, 9 leads ask for attitude	

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 1430 4♣ Gerber when?

Slam Notes

Cue Bids First or second
 Asking Bids Step 1 = 0 or AKQ, Step 2 = Q or AK, Step 3 = K or AQ, Step 3 = A or KQ

7. OTHER CONVENTIONS

Same level minor conversion X	
DOPI, ROPI, DEPO	
Exclusion keycard	

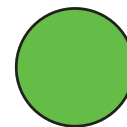
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos. 497916 Nevena Djurovic
 & Names: 31968 Rena Kaplan
 Basic System: 2/1 Game Force
 Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 3 1♥ Five
 1♦ 3 1♠ 5
 1NT 14-17 may contain 5 card Major

1NT Responses 2♣ Simple Stayman
 2♦ Txfr to ♥ 2♠ Txfr to ♣
 2♥ Txfr to ♠ 2NT Txfr to ♦
 other 3♣=Puppet, 3♦=slam inv in ♣ or ♦, 3♥/♠=slam inv, 4♣=ase ask, Texas txfrs

2♣ GF or 20-21 balanced
 2♦ Weak major (non vul can be 0 pts), or 22-23 balanced
 2♥ Weak both majors, 4-4 or better
 2♠ Weak, 5♠ and a minor (at least 5-4 non vul, and 5-5 vul)
 2NT Weak, both minors 3NT 4-level preempt in any minor
 other 4♣ = Specific ace ask, 4♦ = pre-emptive, 7♦ + 4 in either major

2. PRE-ALERTS

Inverted minors (forcing to 2NT/3♣) 2 way checkback
 Support X and XX Drury
 Game try X

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4♥ Jump overcalls Weak, intermediate in 4th seat
 Responsive doubles through 4♥ Unusual NT 2 lowest unbid(wk/s), in 4th seat = 19-20 bal
 1NT overcall - immediate 15-18 Immediate cue of minor Top + another (wk or strong)
 1NT overcall - re-opening 11-14 Immediate cue of Major Top + another (wk or strong)
 Over weak twos X = t/o, Lebensohl applies Over opening threes X = t/o
 Over opponent's 1NT X = upper range of their 1NT opening. Bid of a suit at ANY level shows either a suit above or two suits below. NT bids at ANY level show odd suits (♣ + ♥ or ♦ + ♠)

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ HCP, 4+ ♦	2♦ Weak	3♦ Splinter	
1♥ 6+ HCP, 4+ ♥	2♥ Weak	3♥ Splinter	
1♠ 6+ HCP, 4+ ♠	2♠ Weak	3♠ Splinter	
1NT 6-9 HCP, no 4M	2NT 10-12 bal, no 4M	3NT To play	
2♣ Inverted	3♣ Inverted	4♣ RKB	
other			
1♦ 1♥ 6+ HCP, 4+ ♥	2♥ Weak	3♥ Splinter	
1♠ 6+ HCP, 4+ ♠	2♠ Weak	3♠ Splinter	
1NT 6-9 HCP, no 4M	2NT 10-12 bal, no 4M	3NT To play	
2♣ natural, GF	3♣ Invitational with 6♣	4♣ Splinter	
2♦ Inverted	3♦ Inverted	4♦ RKB	
other			
1♥ 1♠ 6+ HCP, 4+ ♠	2♥ 6-9 raise	3♦ Invitational with 6♦	
1NT 6-11, semi-forcing	2♠ Weak	3♥ Limit raise with 4♥	
2♣ natural, GF	2NT 13+, 4+ trumps	3♠ Splinter	
2♦ natural, GF	3♣ Invitational with 6♣	3NT 4333 raise with 3♥	
other			
1♠ 1NT 6-11, semi-forcing	2♠ 6-9 raise	3♥ Invitational with 6♥	
2♣ natural, GF	2NT 13+, 4+ trumps	3♠ Limit raise with 4♠	
2♦ natural, GF	3♣ Invitational with 6♣	3NT 4333 raise with 3♠	
2♥ natural, GF	3♦ Invitational with 6♦	4♣ Splinter	
other			
1NT 3♣ Puppet Stayman	3♠ Slam invite	4♦ Transfer to ♠	
3♦ Slam invite in ♣ or ♦	3NT To play	4♥ To play	
3♥ Slam invite	4♣ Transfer to ♥	4♠ To play	
other			
2♣ 2♦ Negative or waiting	2NT N/A	3♥ 6+♥, values in suit	
2♥ Positive, 5+♥	3♣ 6+♣, 2 top honours	3♠ 6+♠, values in suit	
2♠ Positive, 5+♠	3♦ 6+♦, 1 top honours	3NT N/A	
other			
2♦ 2♥ POC	3♣ Natura, non-forcing	3♠ POC	
2♠ POC (likes ♥s)	3♦ Natural, non-forcing	3NT To play	
2NT Ask	3♥ POC	4♣ N/A	
other			

Notes

2♥ 2♠ To play	3♦ Inv, 3-3 in both Ms	3NT To play	
2NT Ask	3♥ To play	4♣ N/A	
3♣ Natural, non-forcing	3♠ To play	4♥ N/A	
other			
2♠ 2NT Ask	3♥ Natural, forcing	4♣ POC	
3♣ POC	3♠ Pre-emptive	4♥ N/A	
3♦ Natural, non-forcing	3NT To play	4♠ To play	
other			
2NT 3♣ To play	3♠ Natural, forcing	4♦ RKB in ♦	
3♦ To play	3NT To play	4♥ To play	
3♥ Ask	4♣ RKB in ♣	4♠ To play	
other			

9. CONVENTIONS

Unusual NT: 2 lowest unbid suit

4th Suit Forcing One round Game force

NT Checkback Priorities: up the line (2-way checkback)

Defence to 3NT opening X = values

Defence to Opening Twos X = t/o, Lebensohl applies

Multi 2♦ X = values (123 doubles apply)

RCO style 2-s X = values (123 doubles apply)

Other 2-s

Defence 1♣: The same as over 1NT opening, except X is showing ♦ or ♥ = ♠

to

strong 2♣: The same as over 1NT opening, except X is showing ♦ or ♥ + ♠

♣

Over 1NT Interference Lebensohl (GF hands go via 2NT, inv we bid directly)

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ X = t/o

4♥ X = t/o 4♠ X = pen, 4NT = t/o

10. OTHER NOTES

Responses to Specific ace ask (4♣):

4♦=no aces, 4♥=ace of ♥, 4♠=ace of ♠, 4NT=any 2 aces, 5♣=ace of ♣, 5♦= ace of ♦

After 4NT response, 5♣ is further enquiry, and the responses are:

5♦ = Rank, 5♥ = Color, 5♠ = Odd

After big NT: 3♠ = slam inv in ♣ or ♦, 3NT = 5♠ + 4♥, to play in NT we have to bid

Puppet Stayman first