

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:	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

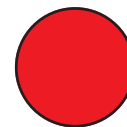
www.abf.com.au

PDF Form Rev. 15F06 by RoL MyRev.

Copyright © ABF 2015



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 <input type="checkbox"/>
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