

#### 4. BASIC RESPONSES

Jump raises - minors	Pre-emptive
Jump raises - Majors	Pre-emptive
Jump shifts after minor opening	normally weak in major, inv in a minor
Jump shifts after Major opening	6+card suit Invitational 8-11 hcp Non forcing
Responses to strong 2 suit open.	2♣ = 2♦ 0-1 or 4+ controls, 2♥ = 2 controls, 2♠ = A+K, 2N=3K
Responses to 2NT opening	3♣ enquiry, 3♦ = equal length in majors, 3♥/♠ preference

#### 5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	A ask attitude K count overlead	
Four or more with an honour	4th	
From 4 small	2nd highest	
From 3 cards (no honour)	MUD	
In partner's suit	MUD	(Top from 3 small if Raised)
<b>Discards</b>	reverse count & attitude	reverse count & attitude
<b>Count</b>	reverse	reverse
<b>Signal</b> on partner's lead:	reverse count & attitude	reverse count & attitude
<b>Signal</b> on declarer's lead:	reverse count and McKenny	
<b>Notes</b>		

#### 6. SLAM CONVENTIONS

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

##### Slam Notes

Cue Bids  1st and 2nd

Asking Bids

#### 7. OTHER CONVENTIONS

Garozzo trial bids after simple major raise	1♣ (1N) then we play as if they opened 1N
Fit-showing jumps in competition	otherwise after 1♦♥♠ (1N) we play natural
Transfers by opener after 1 Major -1N	
Leaping and non-leaping Michaels 5+/5+	

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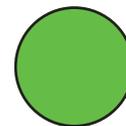
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If 1N doubled for penalty then we play SWINE  
2N after we overcall a major suit is a 4-card raise  
Cue raise shows 3+card support  
If we overcall 1N natural then system is on



## AUSTRALIAN BRIDGE FEDERATION INC.



#### STANDARD SYSTEM CARD

ABF Nos. 63541 Neil Ewart ♥  
& Names: 138371 Simon Henbest  
Basic System: Two over One 14-17 NT  
Brown Sticker  Classification: Green  Blue  Red  Yellow

#### 1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 2+♣ 11-20 HCP 1♥ 5+♥ 11-20 HCP

1♦ 4+♦ 11-20 HCP 1♠ 5+♠ 11-20 HCP

1NT 14-17 hcp semi bal may contain 5 card Major

1NT Responses 2♣ Invitational ask

2♦ transfer 2♥ 2♠ transfer 3♣

2♥ transfer 2♠ 2NT transfer 3♦

other 3♣=<2♦ GF, 3♦=<21H GF, 3♥=<2♠ GF, 3♠=<2♣ GF

2♣ GF or 23-24 bal

2♦ 20-22 bal or Weak two in a Major

2♥ 5+♥ & 5+ minor 8-11 hcp

2♠ 5+♠ & 5+ minor 8-11 hcp

2NT 5+♥ & 5+♠ 8-11 hcp

3NT Gambling (no outside Ace or King)

other

#### 2. PRE-ALERTS

2NT Both Majors 8-11

Fit showing jumps by PH

1M 2♣ 3 way

#### 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4♥ Jump overcalls Roman

Responsive doubles through 4♠ Unusual NT GF touching 2-suiter

1NT overcall - immediate 15-18 Immediate cue of minor surrounding suits 5+/5+

1NT overcall - re-opening 10-12 hcp semi bal Immediate cue of Major surrounding suits 5+/5+

Over weak twos X for takeout Over opening threes X for takeout

Over opponent's 1NT 2♣ = both majors [2♦ is pivot]

2♦ is single suited in a major

2♥/2♠ shows that suit and a minor, 2N is GF 2-suiter

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♦ 4+HCP	2♦ Invitational ♣ raise	3♦ SPL
1♥ 4+♥ 4+HCP	2♥ weak jump shift	3♥ SPL
1♠ 4+♠ 4+HCP	2♠ weak jump shift	3♠ SPL
1NT 4-11 hcp	2NT bal GF invokes baron	3NT 13-15 bal 4333 minor
2♣ GF 5+♣	3♣ preemptive raise	4♣ Minorwood
other		
1♦ 1♥ 4+♥ 4+HCP	2♥ WJS	3♥ SPL
1♠ 4+♠ 4+HCP	2♠ WJS	3♠ SPL
1NT 4-11 hcp no major	2NT bal GF invokes baron	3NT 13-15 bal 4333 minor
2♣ GF 4+♣	3♣ Invitational ♦ raise	4♣ SPL
2♦ GF raise ♦	3♦ preemptive raise	4♦ minorwood
other		
1♥ 1♠ 4+♠	2♥ 5-9 hcp 3+card raise	3♦ 6+♦ invitational NF
1NT 5-11 hcp	2♠ WJS	3♥ pre-emptive 4-7 4+♥
2♣ inv 3-card raise or GF (	2NT 4-card raise Inv+	3♠ 13+ undisclosed SPL
2♦ GF ♦	3♣ 6♣ invitational NF	3NT ♠ SPL 9-12 hcp
other 4♣/4♦ SPL 9-12 hcp		
1♠ 1NT 4=-11 hcp	2♠ 4-9 3+ card raise	3♥ 6+♥ invitational NF
2♣ Inv 3-card raise or GF (	2NT 4+card raise Inv+	3♠ preemptive raise
2♦ GF ♦	3♣ 6+♣ invitational NF	3NT 13+ undisclosed SPL
2♥ GF ♥	3♦ 6+♦ invitational NF	4♣ 9-12 SPL
other 4♦/4♥ 9-12 SPL		
1NT 3♣ <2♦ GF <5♥<5♠	3♠ <2♣ GF <5♥<5♠	4♦ transfer to 4♠
3♦ <2♥ GF <5♠	3NT to play	4♥ to play
3♥ <2♠ GF <5♥	4♣ transfer to 4♥	4♠ to play
other		
2♣ 2♦ 0-1 or 4+ controls	2NT 3 controls 3K	3♥ 1-loser suit
2♥ 2 controls	3♣ 1-loser suit	3♠ 1-loser suit
2♠ 3 controls A+K	3♦ 1-loser suit	3NT
other Kokish over 2♦ response		
2♦ 2♥ Pass or correct	3♣ Nat 1RF	3♠ Pass or correct
2♠ Pass or correct	3♦ Nat 1RF	3NT to play
2NT Enquiry	3♥ Pass or correct	4♣ TBA
other		

**Notes** If we overcall 1N natural then system is on as if we opened 1N

2♥ 2♠ Nat NF	3♦ Pass or correct to 4♣	3NT to play
2NT Enquiry	3♥ To Play	4♣ Pass or correct
3♣ pass or correct to 3♦	3♠ GF ♠ Stronger thn 4♠	4♥ to play
other		
2♠ 2NT enquiry	3♥ Nat 1RF	4♣ Pass or correct to 4♦
3♣ pass or correct to 2♦	3♠ To play	4♥ To play
3♦ Pass or correct to 4♣	3NT To play	4♠ To play
other		
2NT 3♣ relay	3♠ to play	4♦ equal majors
3♦ equal length in majors	3NT to play	4♥ to play
3♥ to play	4♣ slam try	4♠ to play
other 4D = pass or correct, 4N is bid your minor		

## 9. CONVENTIONS

**Unusual NT:** GF touching 2-suiter

**4th Suit Forcing** One round  Game force

**NT Checkback**  Priorities: XYZ

**Defence to 3NT opening** X= values, 4♣ = majors, 4♦ = one major, 4♥/♠ = major/minor

**Defence to Opening Twos** weak twos X= take with Lebensohl

Multi 2♦ X=takeout with Lebensohl

RCO style 2-s X=15+

Other 2-s X=take out if suit bid has been shown

**Defence** X=♦ or ♥+♠, 1♦=♥ or ♠+♣, 1♥=♠ or ♣+♦, 1S = odd suits, 1N=♣ or ♦+♥ etc

**to** Applies at any level and over (1♣) P (1♦ neg) below game

**strong** (2♣) : X=touching 2-suiter, 2N =non-touching 2-suiter

**1♣ / 2♣** two level overcall can be lead directing and jumps are weak

**Over 1NT Interference** over 1♣ (1N) normal defence to 1N opening, otherwise natural

**Lebensohl - other uses**

**Take out of 4 level pre-empts** 4♣/4♦ X

4♥ X 4♠ X and 4N

## 10. OTHER NOTES

Fit-showing jumps in competition

Garozzo trial bids after simple major raise

2N in competition after we overcall a major suit is a 4-card raise, otherwise 2-places to play

Transfers by opener after 1 Major -1N sequences

After a reverse 2♠ is always Blackout, rebid major at 2-level is weak, other bids are GF

If 1N doubled for penaltie then we play SWINE

Leaping and non-leaping Michaels 5+/5+