

#### 4. BASIC RESPONSES

Jump raises - minors	Pre-emptive
Jump raises - Majors	Pre-emptive
Jump shifts after minor opening	Weak 6 card major; jump in other minor=constructive fit
Jump shifts after Major opening	Bergen
Responses to strong 2 suit open.	2♦ = waiting
Responses to 2NT opening	Transfers;stayman;smollen

#### 5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead all	
Four or more with an honour	4th highest	Journalist
From 4 small	2nd highest	
From 3 cards (no honour)	middle	
In partner's suit	bottom	
<b>Discards</b>	McKenney; low encourage	
<b>Count</b>	Reverse	
<b>Signal</b> on partner's lead:	low encourage	
<b>Signal</b> on declarer's lead:	McKenney suit preference	
<b>Notes</b>		

#### 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/>	when?
<b>Slam Notes</b>	Exclusion keycard		
Cue Bids <input checked="" type="checkbox"/>			
Asking Bids <input checked="" type="checkbox"/>			

#### 7. OTHER CONVENTIONS

Support x and xx	Jacoby/DOPI
Switch Lebensohl & Lebensohl	2/1 game force
RKCB in ♣ = 3014	splinters; 4th suit GF
2 way checkback/ 2 way Drury	Kokish/ cue raises
Inverted minors	Kickback

Journalist leads in NT

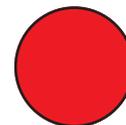
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AUSTRALIAN BRIDGE  
FEDERATION INC.



#### STANDARD SYSTEM CARD

ABF Nos.	164844	Giselle Mundell
& Names:	477958	Avril Zets
Basic System:	2 over 1 game force with transfer responses over 1 ♣ opening	
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+hcp	1♥ 5+; 11+ hcp
1♦	5+; 11+ hcp	1♠ 5+; 11+ hcp
1NT	15-17 or good 14	may contain 5 card Major <input checked="" type="checkbox"/>
<b>1NT Responses</b> 2♣ Simple stayman		
2♦	Transfer to ♥	2♠ Transfer to ♣
2♥	Transfer to ♠	2NT Transfer to ♦
other	Smollen; 3♣=puppet stayman	
2♣	Game Force	
2♦	6-9 hcp; 6 hearts	
2♥	6-9 hcp; both majors 5/4 either way non vul; 5/5 vulnerable	
2♠	6-9 hcp; 6 spades	
2NT	20-22	3NT N/A
other		

#### 2. PRE-ALERTS

Transfer over 1 ♣ opening	Inverted minors
Support x and xx	(3♥/3♠) 41h/4♠=strong mm/4NT=weak mm
2 over 1 Game Force	Leaping Michaels

#### 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak
Responsive doubles through	4♥	Unusual NT	lowest unbid suits
1NT overcall - immediate	15-17	Immediate cue of minor	both majors 5/5
1NT overcall - re-opening	10-14	Immediate cue of Major	other major and one minor 5/5
Over weak twos	x=T/O; Leaping Michaels	Over opening threes	x=T/O; Leaping Michaels
Over opponent's 1NT	x = 15+hcp TWERB = the suit above or the other two suits		

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♥; 6+hcp	2♦ long fit; 7+hcp; no M	3♦ splinter
1♥ 4+♠; 6+hcp	2♥ weak; less than 5 hcp	3♥ splinter
1♠ artificial forcing 6+hcp	2♠ weak; less than 5 hcp	3♠ splinter
1NT 10-11 bal; no 4 card M	2NT 11 no M	3NT natural
2♣ GF no 4 card M	3♣ pre-emptive	4♣ pre-emptive
other		
1♦ 1♥ 4+♥; 5+hcp	2♥ weak; less than 5 hcp	3♥ splinter
1♠ 4+♠; 5+hcp	2♠ weak; less than 5 hcp	3♠ splinter
1NT 6-10; no 4 card M	2NT 11 hcp	3NT natural
2♣ GF=doesn't promise ♣	3♣ long fit; 7+hcp; no M	4♣ splinter
2♦ GF; no M	3♦ pre-emptive	4♦ pre-emptive
other		
1♥ 1♠ 4+♠; 5+hcp	2♥ 6-9 hcp; 3 card support	3♦ 10-11 hcp; 4+♥
1NT 5-10 hcp	2♠ limit raise; 3♥	3♥ pre-emptive; 4+♥
2♣ GF; doesn't promise ♣	2NT 12+hcp; 4+♥	3♠ splinter
2♦ natural GF	3♣ 5-9 hcp; 4+♥	3NT 12-14 hcp; 3♥
other		
1♠ 1NT 5-10 hcp	2♠ 6-9 hcp; 3♠	3♥ limit raise; 3♠
2♣ GF; doesn't promise ♣	2NT 12+hcp; 4+♠	3♠ pre-emptive
2♦ natural GF	3♣ 5-9 hcp; 4+♠	3NT 12-14 hcp; 3♠
2♥ natural GF	3♦ 10-12 hcp; 4+♠	4♣ splinter
other		
1NT 3♣ puppet stayman	3♠ splinter with 3♥	4♦ transfer to ♠
3♦ GF; both minors	3NT natural	4♥ transfer to ♣
3♥ splinter with 3♠	4♣ transfer to ♥	4♠ transfer to ♦
other		
2♣ 2♦ relay or waiting	2NT N/A	3♥ N/A
2♥ natural and positive	3♣ natural and positive	3♠ N/A
2♠ natural and positive	3♦ natural and positive	3NT N/A
other Kokish		
2♦ 2♥ to play	3♣ to play	3♠ to play
2♠ forcing for one round	3♦ to play	3NT to play
2NT enquiry	3♥ to play	4♣ splinter
other		

Notes

2♥ 2♠ to play	3♦ to play	3NT to play
2NT enquiry	3♥ to play	4♣ N/A
3♣ to play	3♠ to play	4♥ to play
other		
2♠ 2NT enquiry	3♥ to play	4♣ N/A
3♣ to play	3♠ to play	4♥ to play
3♦ to play	3NT to play	4♠ to play
other		
2NT 3♣ stayman	3♠ both minors	4♦ transfer to ♠
3♦ transfer to ♥	3NT to play	4♥ transfer to ♣
3♥ transfer to ♠	4♣ transfer to ♥	4♠ transfer to ♦
other Smollen		

## 9. CONVENTIONS

**Unusual NT:** Lowest unbid suits

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

**NT Checkback**  Priorities: 2♦=GF checkback; 2♣=puppet to 2♦ or invitational CB

**Defence to 3NT opening** x=t/o; leaping Michaels; 4♣=♣ + major

**Defence to Opening Twos** x=t/o; leaping Michaels; 4♣=♣ + major

Multi 2♦ x=t/o; 2NT = 15-17 balanced; leaping Michaels

RCO style 2-s as above

Other 2-s as above

**Defence** TWERB = the suit above or the other two suits

to

**strong** (2♣) :

1♣ / 2♣

**Over 1NT Interference** switch Lebensohl and Rubensohl

**Lebensohl - other uses** 2NT = 3♣/transfers

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

4♥ x = t/o 4♠ x = values; 4NT = t/o

## 10. OTHER NOTES

1NT -( x )- xx forces 2♣ = ♣ and a higher; 2♦ = ♦ + M; 2♥ = both M; 2♠ = natural

(suit) overcall M (any) 2NT = good 4 card raise ; cue openers suit = good 3 card raise