

4. BASIC RESPONSES

Jump raises - minors	Preempt	Other:
Jump raises - Majors	Preempt	Other:
Jump shifts after minor opening	Majors intermediate, other minor - criss cross raise	
Jump shifts after Major opening	Invitational, natural, non forcing	
Responses to strong 2 suit open.		
Responses to 2NT opening	Muppet Stayman, transfers	

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A-Attitude K-Count	Overlead, A-Attitude K-Count
Four or more with an honour	3rd/Low	4th highest
From 4 small	3rd highest	2nd highest
From 3 cards (no honour)	Bottom	Top
In partner's suit	attitude if supported, 3rd/low without	
Discards	High Encourage	
Count	High-Low = Even	
Signal on partner's lead:	High encourage	High encourage
Signal on declarer's lead:	Count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 1430 4♣ Gerber when? 1NT - 2♣ - 2X - 4♣

Slam Notes

Cue Bids

Asking Bids

7. OTHER CONVENTIONS

2 way Checkback	Fit showing jumps in competition
Criss cross raises in minors	inverted minors
Jacoby	1M - 2♣
2NT in competition	Drury
XYZ	3rd suit forcing

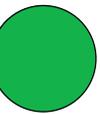
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STANDARD SYSTEM CARD

ABF Nos.	423394	Jodi Tutty
& Names:	681393	Marianne Bookallil
Basic System:	Two over one	
Brown Sticker	<input type="checkbox"/>	Classification: Green <input checked="" type="checkbox"/> Blue <input type="checkbox"/> Red <input type="checkbox"/> Yellow <input type="checkbox"/>

1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣	3+, 11+pts	1♥	5+, 11+pts
1♦	3+, 11+pts	1♠	5+, 11+ pts
1NT	15-17	may contain 5 card Major <input checked="" type="checkbox"/>	

1NT Responses	2♣ Simple Stayman	Other:
2♦ transfer to ♥	2♠ transfer to ♣	
2♥ transfer to ♠	2NT transfer to ♦	
other 4♣/♦ transfer to ♥/♠		

2♣ GF or 22-23 balanced

2♦ 1st/2nd seat 4-7pt, either ♥ or ♠, 3rd seat ♦ weak, anything goes, 4th ♦ 10-13

2♥ ♥ 1st/2nd seat 8-11-, 3rd seat - weak, anything goes, 4th 10-13

2♠ ♠ 1st/2nd seat 8-11-, 3rd seat - weak, anything goes, 4th 10-13

2NT 20-21 balanced 3NT Gambling (no outside AK)

other

2. PRE-ALERTS

1M - 2♣	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	weak
Responsive doubles through	4♠	Unusual NT	minor oriented 2 suiter
1NT overcall - immediate	15- bad 18	Immediate cue of minor	Both majors, 5/5
1NT overcall - re-opening	11-15	Immediate cue of Major	Other major and minor, 5/5
Over weak twos	X = t/o if suit know, XXX otherwi	Over opening threes	X = takeout
Over opponent's 1NT	Cappelletti: X=PEN, 2♣=single suit, 2♦=♥+♠, 2M=M+minor, 2NT=♣+♦		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+, 5+ pts	2♦ Invitation 5+♣	3♦ splinter
1♥ 4+, 5+ pts	2♥ Intermediate	3♥ splinter
1♠ 4+, 5+ pts	2♠ Intermediate	3♠ splinter
1NT 5-11pt	2NT 11-12 3334	3NT 12-15 33(34)
2♣ GF, 5+♣, no major	3♣ weak 5+♣	4♣
other		
1♦ 1♥ 4+, 5+pts	2♥ Intermediate	3♥ splinter
1♠ 4+, 5+pts	2♠ Intermediate	3♠ splinter
1NT 5-11pt	2NT 11-12 33(43)	3NT 12-15 33(43)
2♣ GF, 5(4) +♣	3♣ Invitation 5+♦	4♣ splinter
2♦ GF 5+♦	3♦ weak 5+♦	4♦
other		
1♥ 1♠ 4+, 5+pts	2♥ Simple raise	3♦ Invitation ♦
1NT 5-11pt, semiforcing	2♠ Intermediate	3♥ Weak 4+♥
2♣ GF♣, GF bal, INV+ ♥	2NT GF, 4+♥	3♠ splinter
2♦ GF 5+♦	3♣ Invitational ♣	3NT 12-15 balanced 3334
other		
1♠ 1NT 5-11pt, semiforcing	2♠ Simple raise	3♥ Invitational ♥
2♣ GF♣, GF bal, INV+ ♠	2NT GF, 4+♠	3♠ Weak 4+♠
2♦ GF 5+♦	3♣ Invitational ♣	3NT 12-15 balanced 3334
2♥ GF 5+♥	3♦ Invitational ♦	4♣ splinter
other		
1NT 3♣ Muppet Stayman	3♠ SPL, 9+ cards in minors	4♦ Transfer to ♠
3♦ 5/5 GF minors	3NT To play	4♥ To play
3♥ SPL, 9+cards in minors	4♣ Transfer to ♥	4♠ To play
other		
2♣ 2♦ Waiting	2NT	3♥
2♥ 5+♥, positive, KJ+	3♣ 6+♣, positive KJ+	3♠
2♠ 5+♠, positive, KJ+	3♦ 6+♦, positive KJ+	3NT
other		
2♦ 2♥ Pass/correct	3♣ Natural, non-forcing	3♠ Pass/correct
2♠ Pass/correct	3♦ Natural, invitational	3NT To play
2NT Inquiry	3♥ Pass/correct	4♣ transfer to your suit
other 4♦ Bid your suit	4♥/♠ to play	

Notes

2♥ 2♠ Natural forcing	3♦ Natural forcing	3NT To play
2NT Inquiry	3♥ Invitational	4♣ splinter
3♣ natural forcing	3♠ Nat, very good suit, ask fc	4♥ To play
other		
2♠ 2NT Inquiry	3♥ natural forcing	4♣ splinter
3♣ natural forcing	3♠ Invitational	4♥ splinter
3♦ natural forcing	3NT To play	4♠ To play
other		
2NT 3♣ Muppet Stayman	3♠ Puppet to 3NT	4♦ ♥
3♦ Transfer to ♥	3NT ♣	4♥ ♠
3♥ Transfer to ♠	4♣ ♦	4♠ puppet to 4NT
other		

9. CONVENTIONS

Unusual NT: Other suits Minor-oriented two-suiter, 5/5

4th Suit Forcing One round Game force

NT Checkback Priorities: 2♣ puppet to 2♦, 2♦ art GF

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦ XXX, Lebensohl

RCO style 2-s XXX, Lebensohl

Other 2-s XXX, Lebensohl

Defence 1♣ :CRASH

to

strong 2♣ : CRASH

♣

Over 1NT Interference X = takeout, if known suit, XXX if unknown suit

Lebensohl - other uses Over (2M) - X

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ X

10. OTHER NOTES