

4. BASIC RESPONSES

Jump raises - minors	Weak 6+ m
Jump raises - Majors	Weak 4-card raise, <6 HCP
Jump shifts after minor opening	1♣ 2♦ inv raise ♣, 1♦ 3♣ inv raise ♦, 1m 2M weak
Jump shifts after Major opening	Reverse Bergen
Responses to strong 2 suit open.	N/A
Responses to 2NT opening	Stayman and transfers, accept transfer = 3+

5. PLAY CONVENTIONS

Show priorities

Versus **Suit** (or both) Versus **NoTrump** (if different)

Leads Sequences:	Overlead except AK	
Four or more with an honour	3rd/5th	
From 4 small	3rd/5th	
From 3 cards (no honour)	3rd	
In partner's suit	3rd	
Discards	Reverse count	
Count	Reverse	
Signal on partner's lead:	Reverse count	
Signal on declarer's lead:	Reverse count	
Notes		
High card switch in mid game, little interest in suit		

6. SLAM CONVENTIONS

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

7. OTHER CONVENTIONS

Reverse Bergen	Kokish
Limited splinters	
Aspro, 2♣, h & another, 2♦ s and a minor	
Smolen	

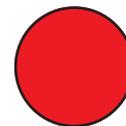
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**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	138649	Simon Hinge
& Names:	14397	Stephen Lester
Basic System:	Two over One	
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

1♣ 11+ HCP, 1+, weak notrump, nat, 4441	1♥ 11-22 HCP	5+♥
1♦ 11+ HCP, 1+, 18-19 bal, nat, 4441 18-19	1♠ 11-22 HCP	5+♠
1NT 15-17 Balanced	may contain 5 card Major <input checked="" type="checkbox"/>	

1NT Responses 2♣ Simple Stayman, can be garbage Stayman

2♦ Transfer ♥	2♠ TRF ♣
2♥ Transfer ♠	2NT TRF ♦
other 1NT-2♣-2♦ 3M Smolen	

2♣ Any game force

2♦ Weak ♦

2♥ Weak ♥

2♠ Weak ♠

2NT 20-22 balanced

3NT 5-6 M, 9-13

other

2. PRE-ALERTS

Reverse Bergen	1M over 1♦ can be three cards
Transfer responses over 1♣	1c if balanced could contain 5-6m

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	weak
Responsive doubles through	4♠	Unusual NT	Lower 2 unbid suits
1NT overcall - immediate	15-18 BAL	Immediate cue of minor	Michaels 5/5 Majors
1NT overcall - re-opening	10-14	Immediate cue of Major	5 other Major & 5 minor
Over weak twos	2NT 16-18, T/O X with Leb.	Over opening threes	TO
Over opponent's 1NT	Aspro		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♥	2♦ Limit raise clubs	3♦ Splinter
1♥ 4+♠	2♥ 6, 3-5	3♥ Splinter
1♠ 6-9 no M* or GF♦	2♠ 6, 3-5	3♠ Splinter
1NT 11-12 no M	2NT 12-14 no M	3NT 13-15 flat
2♣ GF ♣	3♣ Preemptive	4♣ Preemptive
other Stolen bids: system off after 1♣: (1♠) *1♣-1♠: 1NT-2M = ♦ + M GF		
1♦ 1♥ 3+♥	2♥ 6♥, 3-5	3♥ Splinter
1♠ 3+♠	2♠ 6♠, 3-5	3♠ Splinter
1NT 6-9 <3 M	2NT 12-14 no M	3NT 13-15 flat
2♣ 4+♣ GF	3♣ Limit raise diamonds	4♣ Splinter
2♦ Nat GF	3♦ Preemptive	4♦ Preemptive
other After 1NT rebid to 1M, 2♣ M bid ask, transfers to M apply		
1♥ 1♠ 4+	2♥ 3, (5) 6-9	3♦ 6-9 TP, 4 hearts
1NT <3♥, 6-11	2♠ Limit raise 3 hearts	3♥ Preemptive
2♣ 4+, GF	2NT Jacoby, GF	3♠ Splinter
2♦ 4+, GF	3♣ 10-12 TP, 4 hearts	3NT Choice of contract
other		
1♠ 1NT <3, 6-11	2♠ 3, (5) 6-9	3♥ Limit raise spades
2♣ 4+, GF	2NT Jacoby, GF	3♠ Preemptive
2♦ 4+, GF	3♣ 10-12 TP, 4 spades	3NT 4, 13-15
2♥ 5+, GF	3♦ 6-9 TP, 4 spades	4♣ Splinter
other 4♦ Splinter		
1NT 3♣ Shortage ♦, 8-13	3♠ 3-1 (5-4) 8-13	4♦ Both M, game only
3♦ Shortage ♣, 8-13	3NT To play	4♥ Both M, mild slam int
3♥ 1-3 (5-4) 8-13	4♣	4♠ Both M, high slam int
other Over 4♥/♠ 4NT KC, Garbage Stayman		
2♣ 2♦ waiting	2NT 9-12 balanced	3♥ One loser suit
2♥ 5+, 9+	3♣ 5+, 9+	3♠ One loser suit
2♠ 5+, 9+	3♦ 5+, 9+	3NT No loser suit
other Kokish		
2♦ 2♥ Nat, F	3♣ Nat, NF	3♠ Splinter
2♠ Nat, F	3♦ Nat, NF	3NT To play
2NT Forcing enquiry	3♥ Splinter	4♣ Splinter
other		

Notes After 1NT: 2♣; 2♥/♠: 2NT = Baron

After 1NT: 2♦/♥; 3 level bids shortages, 4 level bid source of tricks

After 1NT any, 2NT forcing

2♥ 2♠ Nat F	3♦ Nat NF	3NT To play
2NT Forcing enquiry	3♥ To play	4♣ Splinter
3♣ Nat NF	3♠ Splinter	4♥ To play, w or strong
other 21-2NT, 31 weak, other shortage, 3NT non min		
2♠ 2NT Forcing enquiry	3♥ Nat F	4♣ Splinter
3♣ Nat NF	3♠ To play	4♥ Splinter
3♦ Nat NF	3NT To play	4♠ To play
other		
2NT 3♣ Stayman	3♠ Minor suit Stayman	4♦ Minorwood
3♦ Transfer	3NT To play	4♥ To play
3♥ Transfer	4♣ Minorwood	4♠ To play
other		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 2-Way Checkback

Defence to 3NT opening TOX

Defence to Opening Twos 2NT=15-18 bal

Multi 2♦ X = 15+ unbal or 19+ bal, 2♥ = TO ♠, 10-14, 2♠ = TO ♥, 10-14

RCO style 2-s X = 16+

Other 2-s X = cards, XYZ

Defence (1♣) : Aspro, Dbl, h & another, 1♦ s and a minor

to

strong (2♣) : Aspro, Dbl, h & another, 2♦ s and a minor

1♣ / 2♣

Over 1NT Interference Lebensohl

Lebensohl - other uses Over weak twos and NT interference (Reverse)

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

4♥ TO X 4♠ 4NT 2-suited TO

10. OTHER NOTES

After 1NT: 4♥, 4♠ to play, 4NT KC♥, 5♣ KC♠

After 1NT: 4♠, 4NT KC♥, 5♣ KC♠