

4. BASIC RESPONSES

Jump raises - minors	Preempt 0-6 HCP, 5+ cards
Jump raises - Majors	Preempt 0-6 HCP, 4+ cards
Jump shifts after minor opening	2M=weak, other minor=7-9/10 raise
Jump shifts after Major opening	1♥:2♠=weak, 1♠:3♥=invite, 1M:3any= Bergen raises
Responses to strong 2 suit open.	Number of controls over 2♣ (2♦=0/1 or 5+)
Responses to 2NT opening	Puppet stayman and TF over 2NT rebids

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	A/Q - attitude, K - count	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	as above	
Discards	Odd=Enc., Even=McKenney	
Count	Low-High = Even	
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:	Count	
Notes	Reverse attitude, Wencleslas, Discards above only on 1st discard, then rev count. In discards, peter in odd cards is not encouraging	

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
Slam Notes	6 Ace KC, Minorwood (with optional kickback), Exclusion RKC	
Cue Bids <input checked="" type="checkbox"/>	First and second round controls P0D1 and P0R1	
Asking Bids <input type="checkbox"/>		

7. OTHER CONVENTIONS

Blackout, FSJ sometimes, Jacoby,	Super accepts over transfers with 4 trumps
2way checkback after 1x;1y;1z and	Cue raises, Swine, long and short trials
1x:1y:1NT	Criss cross minor raises (7-9/10)
Splinters (some undisclosed), mini spli	Negative free bids at 2-level
Inverted minor raises	Kokish, Gazilli

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1M:2♣ = Nat GF, or 12+ bal or 3card limit raise

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1,2,3 doubles in some circumstances

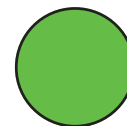
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Exclusion RKC responses = 0, 1, 1 with Q, 2, 2 with Q

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**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	245216	Sheila Bird
& Names:	293970	Karen Creet
Basic System:	Standard 2/1 Game Force	
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 <input type="checkbox"/>
1♣	11-20 3+	1♥	11-20 5+	
1♦	11-20 3+	1♠	11-20 5+	
1NT	14-17			may contain 5 card Major <input checked="" type="checkbox"/>
1NT Responses 2♣ 5 card Major enquiry				
2♦	Transfer to ♥	2♠	TRF ♣	
2♥	Transfer to ♠	2NT	TRF ♦	
other	4♣ transfer to ♥, 4♦ transfer to ♠, 3any = slam interest			
2♣	Game force or 20-21 bal or semi bal or 24+ bal or semi bal			
2♦	Multi : weak Major OR 22-23 BAL			
2♥	Weak, 5♥ & 4+ a minor			
2♠	Weak, 5♠ & 4+ a minor			
2NT	5+/4+ Majors, Weak	3NT	4-level minor pre-empt	
other				

2. PRE-ALERTS

1M:2♣ = Nat GF, or 12+ bal or 3card limit	Negative free bids at 2-level
Leaping and non Leaping Michaels	Gazilli - 1M:1NT:2♣ is invite or min 6+M
Some undisclosed splinters	and 2M is 5M and 4+♣

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak
Responsive doubles through	4♥	Unusual NT	lowest suits
1NT overcall - immediate	15-18	Immediate cue of minor	♠ plus another
1NT overcall - re-opening	10-14	Immediate cue of Major	OM plus a minor
Over weak twos	X with Lebensohl	Over opening threes	X
Over opponent's 1NT	TOXIC 2♣=♦ or Ms, 2♦=♥ or blacks, 2♥=♠ or minors, 2♠=♠ and ♦ or ♥ and ♣.	Over weak NT, 2NT=♣ or reds and x=penalty.	
Over strong NT, x=♣ or reds.	Direct 3any = pre-emptive.		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ HCP, 4+♦	2♦ 5+♣, 7-9/10	3♦ Splinter, 10-14, GF	
1♥ 6+ HCP, 4+♥	2♥ 0-7, 6+♥	3♥ Splinter, 10-14, GF	
1♠ 6+ HCP, 4+♠	2♠ 0-7, 6+♠	3♠ Splinter, 10-14, GF	
1NT 6-10 HCP, 4+♣	2NT 10-12 bal, no M	3NT 13-15 bal, no M	
2♣ 11+ HCP, 5+♣	3♣ pre-emptive 0-6, 5+♣	4♣ Minorwood	
other 4♥/4♠ to play			
1♦ 1♥ 6+ HCP, 4+♥	2♥ 0-7, 6+♥	3♥ Splinter, 10-14, GF	
1♠ 6+ HCP, 4+♠	2♠ 0-7, 6+♠	3♠ Splinter, 10-14, GF	
1NT 6-10 HCP, not 4M	2NT 10-12 bal, no M	3NT 13-15 bal, no M	
2♣ (4) 5+ ♣, GF	3♣ 4+♦, 7-9/10	4♣ Splinter, 10-14, GF	
2♦ 11+, 4+♦	3♦ pre-emptive 0-6, 4+♦	4♦ Minorwood	
other 4♥/4♠ to play			
1♥ 1♠ 6+ HCP, 4+♠	2♥ 6-10 HCP, 3♥	3♦ 6-8(9) HCP, 4+♥	
1NT 6-11 HCP, not 4♠	2♠ 0-7, 6+♠	3♥ 4+♥, preemptive	
2♣ Artificial 3-way bid**	2NT Jacoby, 4+♥, GF	3♠ 12-15, undisclosed spl	
2♦ 5+, GF	3♣ (8)9-11 HCP, 4+♥	3NT 9-12, ♠ splinter	
other 4♣/4♦ splinter, 4♠ to play			
1♠ 1NT 6-11 HCP	2♠ 6-10 HCP, 3♠	3♥ 9-11, 6♥, good suit	
2♣ Artificial 3-way bid**	2NT Jacoby, 4+♠, GF	3♠ 4+♠, preemptive	
2♦ 5+, GF	3♣ (8)9-11 HCP, 4+♠	3NT 12-15, undisclosed spl	
2♥ 5+, GF	3♦ 6-8(9) HCP, 4+♠	4♣ 9-12, splinter	
other 4♦ splinter, 4♥ splinter			
1NT 3♣ Natural, slam interest	3♠ Natural, slam interest	4♦ Transfer to ♠	
3♦ Natural, slam interest	3NT To play	4♥ To play	
3♥ Natural, slam interest	4♣ Transfer to ♥	4♠ To play	
other 4NT=Quantitative			
2♣ 2♦ 0-1 or 5+ controls	2NT 4 controls	3♥ 5+♥, 3 controls	
2♥ 2 controls	3♣ 5+♣, 3 controls	3♠ 5+♠, 3 controls	
2♠ 3 controls	3♦ 5+♦, 3 controls	3NT	
other			
2♦ 2♥ Pass or correct	3♣ invite or better in ♥	3♠ Pass or correct	
2♠ Pass or correct	3♦ invite or better in ♠	3NT To play	
2NT Enquiry, invite+	3♥ Pass or correct	4♣ asks for transfer	
other 4♦ asks for opener to bid her major			

Notes **3 card limit raise or Natural GF or GF balanced

2♥ 2♠ 5+♠, invitational	3♦ invitational with ♥	3NT To play	
2NT Enquiry for minor	3♥ To play	4♣ Splinter	
3♣ invitational w/o ♥	3♠ 5+ ♠ forcing	4♥ To play	
other 4♦ = splinter			
2♠ 2NT Enquiry for minor	3♥ 6+♥ forcing	4♣ Splinter	
3♣ invitational w/o ♠	3♠ To play	4♥ Splinter	
3♦ invitational with ♠	3NT To play	4♠ To play	
other 4♦ = Splinter			
2NT 3♣ invite or better in ♥	3♠ To play	4♦ asks for better M	
3♦ invite or better in ♠	3NT To play	4♥ To play	
3♥ To play	4♣ asks for T/F to longer M	4♠ To play	
other			

9. CONVENTIONS

Unusual NT: lower unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: Cheapest unshown feature

Defence to 3NT opening x is penalty

Defence to Opening Twos where 2♦=both M's then 2♥/♠ = nat and x = values (123x)

Multi 2♦ 2♥=TO of ♥, x=TO of ♠, 2♠=natural, 2NT=16-19 (puppet stayman)

RCO style 2-s x=Good TO (15+), 2NT=16-19, Pass then x=TO with less than 15

Other 2-s Against Myxo, next suit up is TO, x=15+, 2NT=15-19

Defence Wonder bids at 1-level, TOXIC from 1NT to 2NT, 3-level = pre-emptive

to

strong 2♣ : TOXIC from X to 2NT, 3-level = pre-emptive

♣

Over 1NT Interference Lebenshol

Lebensohl - other uses over weak 2 and over (1y) x (2y)

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

4♥ x=TO 4♠ x=penalty 4NT=TO

10. OTHER NOTES

After undisclosed splinter, step asks and responses are Low, Mdm, High

Over 1NT:3 any, 3NT=doubleton, other responses are 14/30 RCK

SWINE: where 1NT is doubled, xx shows single suiter and requires 2♣. Pass requires xx then show touching suits. Immediate bid shows non-touching suits. 2♥/2♠=constructive.

With 4333 show as 2-suiter, but M will always be 4. With 5/4 show as single suit.

If 1NT is doubled in PO seat, 2♣=5♣, XX shows 4/4 in Majors

Where Lavings or Puppet 2/3♣ is x'd, Pass shows stop and required xx