

4. BASIC RESPONSES

Jump raises - minors	Inverted
Jump raises - Majors	Preempt
Jump shifts after minor opening	Weak 0-6, but 1♣-2♦ & 1♦-3♣ = limit raise
Jump shifts after Major opening	Bergen, but 1♥-2♠ & 1♠-3♥ = 3 card limit raise
Responses to strong 2 suit open.	2♦ negative 0-6(7), others 7+, 5+ suit
Responses to 2NT opening	3♣ Puppet Stayman & Transfers, 3♠=minors

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead	
Four or more with an honour	4th	
From 4 small	2nd	
From 3 cards (no honour)	xXx	
In partner's suit	xxX unsupported	
Discards	Low encourage	
Count	Reverse	
Signal on partner's lead:	Low encourage	
Signal on declarer's lead:	Reverse count	
Notes		

The lead of a Q or J in NT is either an overlead or asking for an unblock of the card below

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 1430 4♣ Gerber when?

Slam Notes voidwood responses 0, 1, 1+Q, 2, ...

Cue Bids

Asking Bids

7. OTHER CONVENTIONS

Bergen raises	Support X and XX
2 way checkback	Non-serious 3NT
Blackout (step)	4 of a minor often Rangewood (1430)
Drury	Leaping Michaels
1m (1♥):X=4/5♠, 1♠=<4♠, 2♥/2♠=6♠	2NT = "scramblesohl" over (2M) X.

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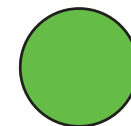
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	197912	Sue Lusk
& Names:	45632	Bruce Neill
Basic System:	2 over 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

1♣	11+, 3+	1♥	11+, 5+
1♦	11+, 4(3)+	1♠	11+, 5+
1NT	15-17 HCP		may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ Simple Stayman (1NT-2♣, 2♥-2♠ = inv, 4♠). Smolen.
 2♦ Transfer to ♥'s 2♠ Transfer ♣. Accept like ♣, then SPL
 2♥ Transfer to ♠'s 2NT Transfer ♦. Accept like ♦, then SPL
 other 3♣ = Puppet, 3♦/♥/♠ = splinter, no 5M, 4♣/♦ = rangewood for ♥/♠

2♣	Game Force
2♦	6-10, 5/4 majors.
2♥	6-10, (5)6 card heart suit, (9-12 4th seat, good 6+ suit)
2♠	6-10, (5)6 card spade suit, (9-12 4th seat, good 6+ suit)
2NT	20-22 HCP balanced
3NT	Gambling no outside A
other	

2. PRE-ALERTS

X of strong 1♣ = Majors	
(1♣) 2♣ = nat, 2♦ = michaels (wide range)	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	Weak
Responsive doubles through	4♠	Unusual NT	Lower unbid suit
1NT overcall - immediate	15-18HCP (do.2NT)	Immediate cue of minor	(1m) 2♦=5♥/5♠ (wide range)
1NT overcall - re-opening	15-18HCP	Immediate cue of Major	Mich - 55 OM + minor (wide)
Over weak twos	Takeout X - Lebensohl	Over opening threes	Takeout X
Over opponent's 1NT	X=Penalty, 2♣=Both Majors, 2♦=One Major, 2M=M+m, 2NT=minors		
(1NT) - X - (P) - 2♣ = scramble, else nat weak			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+, 4+ suit	2♦ 6-9 raise in ♣	3♦ Splinter
1♥ 5+, 4+ suit	2♥ 0-6, 6+ suit	3♥ Splinter
1♠ 5+, 4+ suit	2♠ 0-6, 6+ suit	3♠ Splinter
1NT 5-11, natural	2NT 10-12 natural, no M	3NT 13-15 bal, no M
2♣ invite+, 5+ suit	3♣ Pre-emptive	4♣
other		
1♦ 1♥ 5+, 4+ suit	2♥ 0-6, 6+ suit	3♥ Splinter
1♠ 5+, 4+ suit	2♠ 0-6, 6+ suit	3♠ Splinter
1NT 5-11, natural	2NT 10-12 natural, no M	3NT 13-15 bal, no M
2♣ 12+ GF, 4+ suit	3♣ 6-9 raise in ♦	4♣ Splinter
2♦ invite+, 4+ suit	3♦ Pre-emptive	4♦
other		
1♥ 1♠ 5+, 4+ suit	2♥ 6-10, 3(4) card support	3♦ Bergen 10-12, 4 card <input checked="" type="checkbox"/>
1NT 5-11, natural	2♠ 0-6, 6+ suit	3♥ Pre-emptive
2♣ 3 way: inv ♥ or GF	2NT GF raise	3♠ Splinter
2♦ 12+ GF, 4+ suit	3♣ Bergen 6-9, 4 card sup <input checked="" type="checkbox"/>	3NT 13-15, bal
other 4♣/♦- splinter		
1♠ 1NT 5-11, natural	2♠ 6-10, 3(4) card support	3♥ Splinter
2♣ 3 way: inv ♠ or GF	2NT GF raise	3♠ Pre-emptive
2♦ 12+ GF, 4+ suit	3♣ Bergen 6-9, 4 card sup <input checked="" type="checkbox"/>	3NT 13-15 bal
2♥ 12+ GF, 5+ suit	3♦ Bergen 10-12, 4 card <input checked="" type="checkbox"/>	4♣ Splinter
other 4♦ - splinter; 4H - to play		
1NT 3♣ Puppet Stayman	3♠ short S, GF no 5♥	4♦ Transfer to S; 4NT=KC
3♦ short ♦, GF no 5M	3NT To play	4♥ To play
3♥ short ♥, GF no 5S	4♣ Transfer to H; 4NT=KC	4♠ To play
other 4NT = quantitative		
2♣ 2♦ 0-6(7), negative	2NT 8+ bal	3♥ 1/0 losers opp A/K/Q.
2♥ 7+, 5+ suit	3♣ 7+, 5+ suit	3♠ 1/0 losers opp A/K/Q.
2♠ 7+, 5+ suit	3♦ 7+, 5+ suit	3NT
other		
2♦ 2♥ Natural forcing	3♣ Natural forcing	3♠ Splinter
2♠ Natural forcing	3♦ Pre-emptive	3NT To play
2NT Range/shortness ask	3♥ Splinter	4♣ Splinter
other		

Notes

2♥ 2♠ Natural forcing	3♦ Natural forcing	3NT To play
2NT Range/shortness ask	3♥ Pre-emptive	4♣ Splinter
3♣ Natural forcing	3♠ Splinter	4♥ To play
other 4D - splinter		
2♠ 2NT Range/shortness ask	3♥ Natural forcing	4♣ Splinter
3♣ Natural forcing	3♠ Pre-emptive	4♥ Splinter
3♦ Natural forcing	3NT To play	4♠ To play
other 4D - splinter		
2NT 3♣ Puppet Stayman	3♠ 5♠ & 4♥	4♦ Natural, slam interest
3♦ Transfer to H's	3NT To play	4♥ To play
3♥ Transfer to S's	4♣ Natural, slam interest	4♠ To play
other 4NT - quantitative		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits, any strength

4th Suit Forcing One round 1C-1D-1H-1S Game force

NT Checkback Priorities: 2 way checkback + 2NT puppet to 3♣

Defence to 3NT opening

Defence to Opening Twos Leaping Michaels. Scramblesohl.

Multi 2♦ X = TO of ♠ or 18+; 2♥ = TO of ♥. Leaping Michaels

RCO style 2-s X = values. Leaping Michaels.

Other 2-s Leaping Michaels.

Defence X = Majors, 1NT = minors

to

strong (2♣):

1♣ / 2♣

Over 1NT Interference Lebensohl (slow shows)

Lebensohl - other uses Weak two's

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ X

10. OTHER NOTES

1M - 2NT: 3any = shortness, 3M = 5M 2+KC, 3NT = 6M 2+KC

1M (X) sys on, 1m (X) sys off

1NT (direct X) XX = 1 minor or both majors, 1NT - (2♣/♦majors) - X = I can X 1+M

1m (1NT) 2om = both majors

Over natural 3NT overcall: Stayman, transfers, 4♠ both minors.