

4. BASIC RESPONSES

Jump raises - minors	preemptive	Other:	
Jump raises - Majors	preemptive	Other:	
Jump shifts after minor opening	Game force good suit in majors		
Jump shifts after Major opening	Bergen raise		
Responses to strong 2 suit open.	N/A		
Responses to 2NT opening	5 card Stayman & transfers		

5. PLAY CONVENTIONS

Show priorities

	Versus	Suit	(or both)	Versus	NoTrump	(if different)
Leads	Sequences:	lead	top of sequence		including interior sequences	
	Four or more with an honour	4th	highest			
	From 4 small	2nd	highest			
	From 3 cards (no honour)	Middle	Up Down			
	In partner's suit	4th	highest etc			
Discards		Odd=Enc.,	Even=McKenney			
Count		High low	= even number			
Signal	on partner's lead:	high	encourage			
Signal	on declarer's lead:	n/a				
Notes	lead of an honour or a high card including 9 and 10 does not always deny higher honour					
1s/1nt = either 4+ H + unspec 5 card minor (15-17 hcp)or unspec 6 card minor (5-10hcp)						

6. SLAM CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB 3041	4♣ Gerber <input type="checkbox"/>	when?	over NT only
Slam Notes	Roman CRO (step 3 = 2 Aces of of same colour OR rank; step 4 = 2 odd Ac				
Cue Bids	<input checked="" type="checkbox"/>				
Asking Bids	<input type="checkbox"/>				

7. OTHER CONVENTIONS

Kickback key card ask on the minors	Jacoby 2NT
Negative Free Bids	Good/bad 2NT
Raptor 1NT overcall	
DOPI/ROPI	

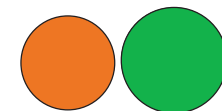
www.abf.com.au

PDF Form Rev. 13F21 by RoL
MyRev.

Copyright © ABF 2013



AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	182958	Fiona Hickey ANC
& Names:	305405	Alaine MacMorran 2018
Basic System:	Standard 2 over 1	
Brown Sticker	<input checked="" 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♣ 3+, 11+ hcp	1♥ 5+, 11+ hcp	
1♦ 4 (3+), 11+ hcp	1♠ 5+, 11+ hcp	
1NT 15-17 hcp balanced	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses	2♣ Stayman	Other:
2♦ transfer to ♥	2♠ transfer to clubs or diamonds	
2♥ transfer to S	2NT invitational	
other 1NT - 2s-3c-4d = GF with both minors		
2♣ 23+ hcp balanced or Game Force		
2♦ 5/6-card ♦ suit & 6-10 hcp		
2♥ 5/6card ♥ suit & 6-10 hcp		
2♠ 5/6 card ♠ suit & 6-10 hcp		
2NT 21-22 hcp balanced	3NT gambling (solid 7 card minor)	
other		

2. PRE-ALERTS

Transfer responses over 1C	
1nt overcall is EITHER: Raptor =15-17 hcp	OR
with one 4+ card major +1 five+ card minor....OR	a weak 6 card minor

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4s	Jump overcalls	weak
Responsive doubles through	N/A	Unusual NT	other 2 unbid suits or two lowest suits
1NT overcall - immediate	Raptor * see Item 5	Immediate cue of minor	Michaels 0+hcp both majors5/5
1NT overcall - re-opening	12-14 hcp	Immediate cue of Major	Michaels 0+hcp other maj + minor
Over weak twos	X = T/O else natural 11+, 5+	Over opening threes	X=T/O else natural 14+, 5+
Over opponent's 1NT	over strong N T: DONT...(X in 1st or 4th posn is long suit		
Over weak NT- Capalletti (2c = long suit 2d = majors 2h = heart and minor 2s = spades and another			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+ Hearts	2♦ Diamonds 10+points	3♦ splinter
1♥ 4+spades	2♥ Game force with H	3♥ splinter
1♠ 0-5 artificial	2♠ Game force with S	3♠ splinter
1NT 6-11	2NT GF with clubs	3NT natural
2♣ weak raise	3♣ preemptive raise	4♣ Slam try
other		
1♦ 1♥ Hearts	2♥ Game force with H	3♥ splinter
1♠ Spades	2♠ Game force with S	3♠ Splinter
1NT 6-11	2NT GF with D	3NT natural
2♣ Natural game force	3♣ splinter	4♣ cue bid
2♦ weak raise	3♦ Preemptive raise	4♦ slam try
other xxxxxx		
1♥ 1♠ Spades	2♥ Limit raise usually 3 card	3♦ Bergen raise
1NT 6-11	2♠ GF with spaces	3♥ Preemptive raise
2♣ Natural GF	2NT Jacoby raise	3♠ Splinter
2♦ Natural GF	3♣ Bergen raise	3NT 5card support
other		
1♠ 1NT 6-11	2♠ Limit raise usually 3 card	3♥ Splinter
2♣ Natural GF	2NT Jacoby	3♠ preemptive raise
2♦ Natural GF	3♣ Bergen raise	3NT 5 card support
2♥ Natural GF	3♦ Bergen raise	4♣ splinter
other		
1NT 3♣ 5 card stayman	3♠ Spade shortage	4♦ diamond slam try
3♦ D shortage	3NT to play	4♥ n/a
3♥ Heart shortage	4♣ club slam try	4♠ n/a
other		
2♣ 2♦ Waiting	2NT n/a	3♥ n/a
2♥ n/a	3♣ n/a	3♠ n/a
2♠ n/a	3♦ n/a	3NT n/a
other		
2♦ 2♥ to play	3♣ F for one round	3♠ splinter
2♠ to play	3♦ preemptive	3NT to play
2NT strong enquiry	3♥ splinter	4♣ n/a
other		

Notes

2♥ 2♠ to play	3♦ F one round	3NT to play
2NT strong enquiry	3♥ preemptive	4♣ splinter
3♣ F one round	3♠ splinter	4♥ to play
other		
2♠ 2NT strong enquiry	3♥ F one round	4♣ splinter
3♣ F one round	3♠ preemptive	4♥ splinter
3♦ F one round	3NT to play	4♠ to play
other		
2NT 3♣ 5 card stayman	3♠ transfer to clubs or diamo	4♦ n/a
3♦ transfer to H	3NT to play	4♥ n/a
3♥ transfer to S	4♣ n/a	4♠ n/a
other		

9. CONVENTIONS

Unusual NT: two lowest/2 unbid

4th Suit Forcing

One round ☒

Game force ☐

NT Checkback

☒

Priorities: partner's major, other major

Defence to 3NT opening

4c is both majors (H longer or equal) 4 d is majors with longer/better sp

Defence to Opening Twos

as ones

Multi 2♦

natural2nt is 13-15 BALANCED

RCO style 2-s

XXX (Points Take out Penalty)

Other 2-s

as above

Defence

1C : x = majors....1NT is minors

to

strong

2♣ : XXX

♣

Over 1NT Interference lebensohl

Lebensohl - other uses

by responder after Ps take out of weak twos

Take out of 4 level pre-empts

4♣/4♦

x = take out

4♥

x = take out

4♠

x is take out ; 4NT is take out for 2 suits

10. OTHER NOTES