

## 4. BASIC RESPONSES

Jump raises - minors	Preemptive 0-6 HCP, 5+
Jump raises - Majors	Preemptive 0-6 HCP, 4+
Jump shifts after minor opening	Natural, weak from minor to major
Jump shifts after Major opening	Bergen 4 card raise= 3♣=6-9; 3♦=10-12; 3♥=3 card limit raise
Responses to strong 2 suit open.	2♦= negative or waiting; New suit = positive, at least and A + K
Responses to 2NT opening	3♣ = puppet; 3♦/3♥=transfer; 3♠=minor slam try; 3NT=5♠+4♥

## 5. PLAY CONVENTIONS Show priorities

	Versus <b>Suit</b> (or both)	Versus <b>NoTrump</b> (if different)
<b>Leads</b> Sequences:	Overlead; A=attitude;K=count	Overlead; A=attitude;K=count
Four or more with an honour	4th highest	4th highest
From 4 small	2nd highest	2nd highest
From 3 cards (no honour)	MUD	MUD
In partner's suit	bottom	bottom
<b>Discards</b>	Low encourage	low encourage
<b>Count</b>	Reverse	Reverse
<b>Signal</b> on partner's lead:	Low encourage	Low encourage
<b>Signal</b> on declarer's lead:	Count	
<b>Notes</b>		

## 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/>	when?
<b>Slam Notes</b>	Minorwood. Kickback=4♠ is RKC for ♥'s		
Cue Bids <input checked="" type="checkbox"/>			
Asking Bids <input checked="" type="checkbox"/>			

## 7. OTHER CONVENTIONS

2 way Drury	2 way checkback
Exclusion keycard	Bergen
support x's and xx's	Inverted minors
2NT=10+4 card support over an overcall	Texas transfers to NT openings
Kokish relays	Leb over NT interference and weak 2s

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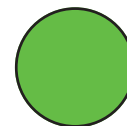
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# AUSTRALIAN BRIDGE FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	164844	31968
& Names:	Giselle Mundell / Rena Kaplan	
Basic System:	2 over 1 GF	
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♣ 2+ (11+)	1♥ 5+ (11+)	
1♦ 4+ (11+)	1♠ 5+ (11+)	
1NT (14) 15-17	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses 2♣ Simple stayman		
2♦ Transfer to ♥	2♠ Transfer to ♣	
2♥ Transfer to ♠	2NT Transfer to ♦	
other 3♣ = puppet stayman; super accept of minor =bid suit		
2♣	GF or 23+ balanced	
2♦	Weak 2 in diamonds 6-9 HCP	
2♥	Weak 2 in hearts 6-9 HCP	
2♠	Weak 2 in spades; 6-9 hcp	
2NT	20-22	3NT Specific ace ask
other		

## 2. PRE-ALERTS

Bergen	2 way checkback
2 way drury	Texas transfers
Inverted minors	Support x's and xx's

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	weak
Responsive doubles through	4♥	Unusual NT	minors if 1♣ is less than 3; otherwise ♦ & ♥
1NT overcall - immediate	15-18	Immediate cue of minor	♣-2♣=5/4M's; ♣-2D=5/5M's
1NT overcall - re-opening	10-14 full system	Immediate cue of Major	5 other M and 5+ a minor
Over weak twos	2NT=nat; X= T/O with leb	Over opening threes	Double
Over opponent's 1NT	x= penalties; Twerb at 2 level; natural at 3 level		
Over strong NT:	x=clubs or the red suits		

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+ HCP; 4+♦	2♦ limit raise with ♣'s	3♦ splinter	
1♥ 5+ HCP, 4+♥	2♥ natural and weak, 6+♥	3♥ splinter	
1♠ 5+HCP, 4+♠	2♠ natural and weak, 6+♠	3♠ splinter	
1NT 6-11 denies a major	2NT 11-12, no major	3NT 13-15 bal; no major	
2♣ GF with ♣;6-9 by PH	3♣ weak, less than 6 HCP	4♣ pre-emptive	
other			
1♦ 1♥ 5+ HCP, 4+♥	2♥ natural and weak, 6+♥	3♥ splinter	
1♠ 5+HCP, 4+♠	2♠ natural and weak, 6+♠	3♠ splinter	
1NT 6-11 HCP, denies a major	2NT 11-12, no major	3NT 13-15 bal; no major	
2♣ 4+♣, game force	3♣ limit raise with ♦'s	4♣ splinter	
2♦ GF with ♦;6-9 by PH	3♦ weak, less than 6HCP	4♦ pre-emptive	
other Higher bids are splinters or exclusion RKCB			
1♥ 1♠ 5+HCP, 4+♠	2♥ 6-9 HCP 3 card supp	3♦ 4 card support;10-12	
1NT 6-11 HCP	2♠ 3 card limit raise	3♥ 4 card support, weak	
2♣ 3+♣, game force	2NT 4+ support; 15+HCP	3♠ splinter	
2♦ 4+♦, game force	3♣ 4 card support, 6-9	3NT 13-14HCP;3 card supp	
other Higher bids are splinters or exclusion RKCB			
1♠ 1NT 6-11 HCP	2♠ 6-9HCP, 3 card supp	3♥ 3 card limit raise	
2♣ 3+♣, game force	2NT 4+ support; 15+HCP	3♠ 4 card support, weak	
2♦ 4+♦, game force	3♣ 4 card support,6-9	3NT 13-14 bal, 3 card supp	
2♥ 5+♥; game force	3♦ 4 card support, 10-12	4♣ splinter	
other Higher bids are splinters or exclusion RKCB			
1NT 3♣ puppet stayman	3♠ natural, slam try	4♦ transfer to ♠	
3♦ slam try; both minors	3NT natural	4♥ to play	
3♥ natural, slam try	4♣ transfer to ♥	4♠ to play	
other transfer and new suit=GF; stayman and suit=invitational			
2♣ 2♦ negative or waiting	2NT weak, both minors	3♥ n/a	
2♥ natural and positive	3♣ natural and positive	3♠ n/a	
2♠ natural and positive	3♦ natural and positive	3NT n/a	
other			
2♦ 2♥ to play	3♣ natural, non forcing	3♠ invitational with ♠'s	
2♠ natural; non forcing	3♦ non forcing	3NT to play	
2NT asks for shortage	3♥ pre-emptive	4♣	
other			

Notes

2♥ 2♠ natural, non forcing	3♦ natural, non forcing	3NT to play	
2NT asks for shortage	3♥ pre-emptive	4♣	
3♣ natural, non forcing	3♠ invitational with spades	4♥	
other 4♠=RCB for ♥			
2♠ 2NT enquiry	3♥ natural, non forcing	4♣	
3♣ natural, non forcing	3♠ pre-emptive	4♥ to play	
3♦ natural, non forcing	3NT to play	4♠ to play	
other			
2NT 3♣ puppet stayman	3♠ both minors; slam try	4♦ minorwood	
3♦ transfer to ♥'s	3NT 5♠'s + 4♥'s; not strong	4♥ to play	
3♥ transfer to ♠'s	4♣ minorwood	4♠ to play	
other slam tr			

## 9. CONVENTIONS

**Unusual NT:** Minors if 1C opening is less than 3; otherwise 2 lowest suits

**4th Suit Forcing** One round  Game force

**NT Checkback**  Priorities: 2♣ = invitational; 2♦ = GF

**Defence to 3NT opening** double

**Defence to Opening Twos** 2NT = 15-18 balanced; take-out doubles

Multi 2♦ 2NT = 15-18 balanced; 2♥=t/o of hearts; x=t/o of spades

RCO style 2-s Double shows 12 +HCP and suit shown, 2NT = 15-18

Other 2-s

**Defence** Twerb

to

**strong** Twerb

1♣ / 2♣

**Over 1NT Interference** Lebensohl

**Lebensohl - other uses** Over weak two's

**Take out of 4 level pre-empts** 4♣/4♦ Double

4♥ Double 4♠ 4NT

## 10. OTHER NOTES

Exclusion Keycard responses: 0;1;11/2;2;

Leaping Michaels