

4. BASIC RESPONSES

Jump raises - minors	Inverted: 6-9 HCP, 5+ cards
Jump raises - Majors	Pre-empt 0-5 hcp, 4+ suit
Jump shifts after minor opening	2 major is 6 card suit, 3-7 hcp. Jump other minor is limit raise
Jump shifts after Major opening	Reverse Bergen
Responses to strong 2 suit open.	Kokish
Responses to 2NT opening	Puppet Stayman, transfers

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All	A-Attitude K-Count or unblock
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Low	
In partner's suit	Top if suit supported	3rd highest if suit not supported
Discards	Odd=Enc., Even=McKenney	
Count	Low-High = Even	
Signal on partner's lead:	Attitude	
Signal on declarer's lead:	Count	
Notes	Odds & evens applies on 1st discard only, thereafter reverse count Count is always present count	

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 3041 4♣ Gerber when?

Slam Notes Scroll after splinter

Cue Bids 1st or 2nd round control, pivot cues. If X cue, XX 1st rnd control. P=nc

Asking Bids

7. OTHER CONVENTIONS

Leaping Michaels	Blackout after reverse
DOPI & ROPI	
Drury, then 2♦ is puppet to 2M after which	After 1M - 1NT - 2♣ is enquiry. 2♦ = 5-8
NS is shortage. 2M general try. NS long suit trial	2M = 3-5, 3 of M, all else natural 9-11, GF
	After 1M - 1NT - 2♦ = either minor, not bal

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After 2NT response to 1M, 3♣ = minimum, 3♦ = 15-17 NS

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then LS, MS, HS. After 3♣, 3♦ enquires then LS, MS, HS

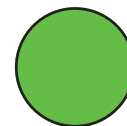
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4NS = no shortage cue, 4M no shortage, unsuitable

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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	197025	Russel Harms
& Names:	198390	Zoly Nagy
Basic System:	Standard 2 over 1	
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+ hcp, 3+♣s	1♥ 11+ hcp, 5+♥s
1♦ 1+ hcp, (3)4+♦s	1♠ 11+ hcp, 5+♠s
1NT 15-17 Balanced	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ Simple Stayman

2♦ Transfer to ♥s 2♠ Transfer to ♣s

2♥ Transfer to ♠s 2NT Transfer to ♦s

other Super accepts used (step m, M+1 for M if max). 4 level bids are transfers.

2♣ 23+ Balanced or any game force	
2♦ 4+♥s & 4+♠s, less than 11hcp (bottom end depends on vulnerability)	
2♥ 6+♥s, less than 11hcp (may be 5 nv)	
2♠ 6+♠s, less than 11hcp (may be 5 nv)	
2NT 20-22 balanced	3NT Gamble any suit (1&2), to play (3&4)
other After 3NT open (1/2) 4m is p/c.	

2. PRE-ALERTS

Reverse Bergen & preemptive raises	Cue raises in competition
Inverted minor raises	Unnecessary jumps are splinters unless otherwise defined

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Intermediate
Responsive doubles through	4♥	Unusual NT	Highest & lowest unbid suits
1NT overcall - immediate	15-18 balanced	Immediate cue of minor	Majors
1NT overcall - re-opening	10-14, 13-16 if M	Immediate cue of Major	Other major & ♦s
Over weak twos	2NT= 16-18, T/O X	Over opening threes	X for takeout
Over opponent's 1NT	2♣ = Majors 5/4. 2♦ = Single suited M. 2♥ & 2♠ = 5M & 5(4)m		
After 2♣, 2♦ asks for best M. 2NT is forcing enquiry-3♣ min, 3♦ is 5/5, 3M max 5/4. 3 level preemptive. After 2M, 2NT is enquiry. 3♣ is correctable, 3♦ to play. 4m is p/c			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+ hcp, 4+♦s 1♥ 5+ hcp, 4+♥s 1♠ 5+ hcp, 4+♠s 1NT 6-10 hcp bal, no major 2♣ 10+ hcp, 5♣s, no major other Other 4 level to play	2♦ 9-11, 5+ ♣s, prob unbal 2♥ 6 ♥s, 3-7 hcp 2♠ 6 ♠s, 3-7 hcp 2NT 11-12, bal, no major 3♣ 6-9, 5+ ♣s, prob unbal	3♦ Splint, 12-14, 5+ solid 3♥ Splint, 12-14, 5+ solid 3♠ Splint, 12-14, 5+ solid 3NT 13-15 bal, no major 4♣ Pre-emptive
1♦ 1♥ 5+ hcp, 4+♥s 1♠ 5+ hcp, 4+♠s 1NT 6-11 hcp, no major 2♣ 4+ ♣s, GF 2♦ 10+ hcp, 4+ ♦s, no major other Other 4 level to play	2♥ 6 ♥s, 3-7 hcp 2♠ 6 ♠s, 3-7 hcp 2NT 11-12 bal, no major 3♣ 5+ ♦s, 9-11, no M 3♦ 0-5 hcp, 4+ ♦s	3♥ Splint, 12-14, 5+ solid 3♠ Splint, 12-14, 5+ solid 3NT 13-15 bal, no major 4♣ Splint, 12-14, 5+ solid 4♦ Pre-emptive
1♥ 1♠ 5+ hcp, 4+♠s 1NT Semi-force, 6-11 or 3-5 2♣ 4+ ♣s, GF 2♦ 4+ ♦s, GF other 4♣, 4♦ are splinters, 12-14 hcp, 4♠ to play	2♥ 6-9, 3♥s 2♠ 10-11 hcp, 3 ♥s 2NT GF, 4+♥s 3♣ 10-12 hcp, 4♥s	3♦ 6-9 hcp, 4♥s 3♥ 0-5 hcp, 4+ support 3♠ Splinter, 12-14 hcp 3NT 13-15, 4333, 3cd supp
1♠ 1NT Semi-force, 6-11 or 3-5 2♣ 4+ ♣s, GF 2♦ 4+ ♦s, GF 2♥ 5+ ♥s, GF other 4♦, 4♥ are splinters, 10-12 hcp	2♠ 6-9 hcp, 3 ♠s 2NT GF, 4+ ♠s 3♣ 10-12 hcp, 4 ♠s 3♦ 6-9 hcp, 4 ♠s	3♥ 10-11 hcp, 3 ♠s 3♠ 0-5 hcp, 4+ support 3NT 13-15, 4333, 3cd supp 4♣ Splinter, 12-14 hcp
1NT 3♣ Slam try broken suit 3♦ Slam try broken suit 3♥ Sam try broken suit other 4NT is quantitative, 4333 shape	3♠ Slam try broken suit 3NT To play 4♣ Transfer to ♥s	4♦ Transfer to ♠s 4♥ Transfer to ♣s 4♠ Transfer to ♦s
2♣ 2♦ Kokish 2♥ 5+ suit, 8+ hcp 2♠ 5+ suit, 8+ hcp other	2NT N/A 3♣ 5+ suit, 8+ hcp 3♦ 5+ suit, 8+ hcp	3♥ N/A 3♠ N/A 3NT N/A
2♦ 2♥ To play 2♠ To play 2NT Enquiry - see notes other 4NT = RKCB in ♥s, 4NT after 2NT enquiry = RKCB in ♠s	3♣ Natural, non forcing 3♦ Natural, non forcing 3♥ To play but raisable	3♠ To play but raisable 3NT To play 4♣ N/A

Notes After 2NT enquiry to 2♦ 3♣ = poor hand, then 3♦ is further ask.

Responses with non-poor hands in steps: 5/5 no void, ♥s longer, ♠s longer, 3NT = 4/4
 4m = 5/5, void in bid suit. After 3♦ M is longer, 4m is shortage 5/5, 3NT = 4/4

2♥ 2♠ Nat, nf, constructive 2NT Enquiry - see below 3♣ Nat, nf, constructive other 4NT = RKCB After 2NT, 3M is min NS, 3NT max NS, suit = shortage	3♦ Nat, nf, constructive 3♥ To play, but raisable 3♠ N/A	3NT To play 4♣ N/A 4♥ To play
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2♠ 2NT Enquiry - see below 3♣ Nat, nf, constructive 3♦ Nat, nf, constructive other 4NT = RKCB After 2NT, 3M is min NS, 3NT max NS, suit = shortage	3♥ Natural, non forcing 3♠ To play, but raisable 3NT To play	4♣ N/A 4♥ To play 4♠ To play
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2NT 3♣ Puppet Stayman 3♦ Transfer to ♥s 3♥ Transfer to ♠s other 4NT is quantitative. After Puppet Stayman, 3♥ denies 5M.	3♠ Tfr to 3NT, or set minor 3NT 4/4 ms, values for 5m 4♣ Transfer to ♥s	4♦ Transfer to ♠s 4♥ Transfer to ♣s 4♠ Transfer to ♦s
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9. CONVENTIONS

Unusual NT: Highest & Lowest

4th Suit Forcing One round Game force

NT Checkback Priorities: 2 way checkback, Major length priority

Defence to 3NT opening X with values, otherwise natural

Defence to Opening Twos 2NT = 16-18, X for takeout

Multi 2♦ X = 16+, 2NT = 16-18 bal, otherwise natural

RCO style 2-s 2NT = 16-18 bal, X = values, otherwise natural

Other 2-s As above

Defence 1♣ : X = Majors, 1 & 2NT minors including after 1♣ - 1♦

to All else natural. Jump bid weak.

strong

♣ Same over strong 2♣, including after 2♦ response

Over 1NT Interference X = T/O, 2NT = minors, bids up to 3♦ nat & nf

Lebensohl - other uses N/A

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ 4NT

10. OTHER NOTES

Notes on 1NT Opening: No invitational bids. After reponse to 2♣, 2NT is baron, 3 suit is shortage, no fit for shown M. NS after transfer & no super accept is natural & GF. If m, NS nat, super accept or not. If 4 level, splinter. After response to 2♣, 2♠ shows 4 with longer m & weak. If they X, XX says bid 2♣, bid is lower of non-touching suits, pass asks for XX to then bid touching suits, 3 level pre-empt, 2NT GF 2 suiter, 4 level transfers. System on after 1NT overcall. Respond to 2NT overcall same as for 2NT opening. If they X artificial bid, bid shows stopper, pass denies.