

#### 4. BASIC RESPONSES

Jump raises - minors	Preemptive	Other:
Jump raises - Majors	Preemptive	Other:
Jump shifts after minor opening	Varies - see Item 8 Responses to Opening Bids	
Jump shifts after Major opening	Varies - see Item 8 Responses to Opening Bids	
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)
<b>Leads</b> Sequences:	Overlead, A-Attitude K-Count	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	
<b>Discards</b>	Odd=Enc., Even=McKenney	
<b>Count</b>	High low = even number	
<b>Signal</b> on partner's lead:	high encourage	
<b>Signal</b> on declarer's lead:	n/a	
<b>Notes</b> lead of an honour or a high card including 9 and 10 does not deny	higher honour	

#### 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 3041	4♣ Gerber <input type="checkbox"/>	when? NO
<b>Slam Notes</b>			
Cue Bids <input checked="" type="checkbox"/>	cue bids 1st or 2nd round control		
Asking Bids <input type="checkbox"/>			

#### 7. OTHER CONVENTIONS

Bergen raises	
UNUSUAL 1NT weak take out	Jacoby 2NT
Negative Free Bids	Good/bad 2NT
	Lebensohl
DOPI/ROPI DEPO	Checkback

Fit showing jumps at 3 level in competitive auction

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AUSTRALIAN BRIDGE  
FEDERATION INC.



#### STANDARD SYSTEM CARD

ABF Nos.	182958	Fiona Hickey
& Names:	305405	Alaine MacMorran
Basic System:	Standard 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♣ 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"/>	
<b>1NT Responses</b> 2♣ Stayman Other:		
2♦ transfer to ♥	2♠ transfer to clubs or diamonds	
2♥ transfer to S	2NT invitational	
other		
2♣ 23+ hcp balanced or Game Force except 2c-2d-3H/3S		
2♦ 5/6-card ♦ suit & 5-10 hcp		
2♥ 5/6card ♥ suit & 5-10 hcp		
2♠ 5/6 card spade suit & 5-10 hcp		
2NT 21-22 hcp balanced	3NT gambling (solid 7 card minor)	
other		

#### 2. PRE-ALERTS

Transfer responses over 1C	

#### 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	3s	Jump overcalls	weak
Responsive doubles through	N/A	Unusual NT	other 2 unbid suits or two lowest suits
1NT overcall - immediate	15-18	Immediate cue of minor	Michaels (0+hcp both majors) 5/5w
1NT overcall - re-opening	11-14 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 5+
Over opponent's 1NT	over strong N T: Multi Landy...(see Item 10 OTHER NOTES)		
Over weak NT-	Modified Multi Landy (see Item 10 OTHER NOTES)		

## 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 hcp 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 xxxxxxx		
1♥ 1♠ Spades	2♥ weak raise usually 3 card	3♦ Bergen raise
1NT 6-11 semi-forcing	2♠ GF with spades	3♥ Preemptive raise
2♣ Artificial GF	2NT Jacoby raise	3♠ Splinter
2♦ Natural GF	3♣ Bergen raise	3NT 5card support
other		
1♠ 1NT 6-11	2♠ weak raise usually 3 card	3♥ Splinter
2♣ Artificial GF	2NT Jacoby raise	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♦ Diamond 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♣ splinter
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 diamonds	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 spades

**Defence to Opening Twos** as ones

Multi 2♦ natural ....2nt is strong balanced

RCO style 2-s XXX (Points Take out Penalty)

Other 2-s as above

**Defence** 1C : x = majors...5/4. 1NT is minors 5/5

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 penalty; 4NT is take out for 2 suits

## 10. OTHER NOTES

COMPETITIVE BIDS OVER OPPONENTS WEAK and STRONG 1NT- Multi-Landy:

2C = Majors (5/4); 2D = One major 6+suit; 2H = H + Minor (5/4)

2S = S + Minor (5/4) 2NT = 5/5 Minors, 3c = 6+clubs; 3D= 6+ diamonds;

Double Over strong NT= 4+ Major and 5+ Minor; Double over weak NT = Penalty oriented.

2H = Hearts + Minor; 2S = Spades + other; 2NT = Minors 5/5