4. BASIC RESPONSES

Jump raises - minors	5-9, 1♣-3♣=6+♣, 1♦-3♦=4+♦
Jump raises - Majors	0-6, 4 fit
Jump shifts after minor opening	2-5, 6+ cards
Jump shifts after Major opening	Bergen raises: 3♣=7-9, 4 fit; 3♦=10-11, 4fit
Responses to strong 2 suit open.	2♦=at least one K or two Qs; 2♥=less than one K or two Qs
Responses to 2NT opening	3♣=Muppet Stayman; 3♦ to 4♥=Transfers; 4♠=Gerber

5. PLAY CONVENTIONS — Show priorities

	Versus **Suit** (or both)	Versus **NoTrump** (if different)
Leads Sequences:	Overlead, A/Q-attitude, K-count	K asks for unblock J or count
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	top from XXX if support	
Discards	Odd=Encourage; Even=Mckenney	
Count	Reverse count	
Signal on partner's lead:	Reverse attitude /reverse count /	suit preference
Signal on declarer's lead:	Count or suit preference	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood ☐	RKCB 1403	4♣ Gerber ☒ when? Over 1NT only

Slam Notes Minorwood key card

Cue Bids ☒	First and second round controls shown together, up the line
Asking Bids ☒	After RKC response: non-trump step 1= TQ ask; 5NT=specific K ask

7. OTHER CONVENTIONS

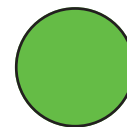|	
Blackout after reverses	4♣ fit showing after opponent's pre-empt
Support double to 3♥	Long suit trial bids
Cue raises / Splinters	Non serious 3NT
1♣/♦ (1NT) 2♣ = ♥+♠	2♣-2♦-2♥=♥ or Balanced 26+
Two way Reverse Drury (2♣=3 fit, 2♦=4 fit)	1NT(X): XX=♣ or ♦ or both Majors
	2♣=both minors + a Major, 2♦/♥=Transfers
	1NT(2♣):X=Stayman, 1NT(2NT):3♣=Stayman, TRF on
	Smolen: 1NT-2♣-2♦-2M=5M+4OM, inv.
	1NT-2♣-2♦-3M=4M+5OM, GF

AUSTRALIAN BRIDGE FEDERATION INC.
STANDARD SYSTEM CARD

ABF Nos.	991554	Kaiping Chen
& Names:	327395	Karol Miller
Basic System:	Two over one game forcing	
Brown Sticker ☐	Classification: Green ☒ Blue ☐ Red ☐ Yellow ☐	

1. OPENING BIDS

Describe strength, minimum length, or specific meaning   Canape ☐

1♣	11-21, 2+♣	1♥	11-21, 5+♥
1♦	11-21, 5+♦ or 4♦441	1♠	11-21, 5+♠
1NT	15-17, Rarely a Singleton Honour	may contain 5 card Major ☒	

1NT Responses 2♣ 1)Check majors; 2)8-9HCP, to 2NT; 3)Single m, FG

2♦	5+♥	2♠	♣ +♦ weak or strong or ♦ weak
2♥	5+♠	2NT	♣ weak/2 of AKQ or strong three suits
other	3♣ Puppet Stayman		

2♣	9 playing tricks or 22+ unbalanced or 24+ balanced
2♦	Multi: Either 6-10 weak ♥/♠ or 22-23 balanced
2♥	6-11, 5 ♥ and 4+ minor (5 if Vul)
2♠	6-11, 5 ♠ and 4+ minor (5 if Vul)
2NT	20-21, Rarely a Singleton Honour
3NT	Solid m, no outside A or K
other	3/4♣♦♥♠=Pre-empt; 4NT=Specific Ace Ask

2. PRE-ALERTS

Multi 2♦ opening	Transfer rebids after 1♦-1♥/♠
May open light in third seat	Transfers after 1♥(X) and 1♠(X)
Transfers after 1♣ opening	Inverted/Bergen raises off over X/overcall

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	Weak
Responsive doubles through	4♥	Unusual NT	5/5 two lowest unbid suits, wide range
1NT overcall - immediate	15-18, System on	Immediate cue of minor	5♥+5♠, except open short m
1NT overcall - re-opening	10-15, System on	Immediate cue of Major	5OM+5m (3♣=P/C; 3♦=inv M)
Over weak twos	X=T/O, Leaping Michaels	Over opening threes	X=T/O, Michaels
Over opponent's 1NT	2♣=MM; 2♦=6M; 2M=5M+m; 2NT=mm or GF M+m; 2♦♥♠= Nat in 4th		
X over strong 1NT (and over weak 1NT by passed hand)= 4M+5m			
X over weak 1NT by unpassed hand=15+			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣	1♦	5+, 4+♥	2♥	10-11, 4+♣,no 4M	3♦	Splinter,11+, 5+♣, GF
	1♥	5+, 4+♠	2♥	2-5, 6+♥	3♥	Splinter,11+, 5+♣, GF
	1♠	5+, 4+♠	2♠	2-5, 6+♠	3♠	Splinter,11+, 5+♣, GF
	1NT	6-10, No 4♥/♠, NF	2NT	11-12, no 4♥/♠	3NT	13-15, no 4♥/♠
	2♣	12+, 4+♣, GF,no 4M	3♣	5-9, 6+♣	4♣	Pre-emptive
	other	4♥/♠=To play; 4NT=RKC				

1♦	1♥	5+, 4+♥	2♥	2-5, 6+♥	3♥	Splinter,11+, 5+♦, GF
	1♠	5+, 4+♠	2♠	2-5, 6+♠	3♠	Splinter,11+, 5+♦, GF
	1NT	5-10, no 4♥/♠	2NT	11-12, no 4♥/♠	3NT	13-15, no 4♥/♠
	2♣	12+, GF	3♣	9-12, 6+♣	4♣	Splinter,11+, 5+♦, GF
	2♦	6-9, 3+♦, no 4♥/♠	3♦	5-9, 4+♦	4♦	Pre-emptive
	other	4♥/♠=To play; 4NT=RKC				

1♥	1♠	5+, 4+♠	2♥	8-10, 3+♥	3♦	10-11, 4+♥
	1NT	5-11, forcing	2♠	2-5, 6+♠	3♥	0-5, 4+♥
	2♣	12+, 3+♣, GF	2NT	12+, 4+♥	3♠	Splinter
	2♦	12+, 4+♦, GF	3♣	7-9, 4+♥	3NT	13-15, 3♥433
	other	4♣/♦=splinter; 4♠/5♣/5♦=Exclusion RKC				

1♠	1NT	5-11, forcing	2♠	8-10, 3+♠	3♥	
	2♣	12+, 3+♣, GF	2NT	12+, 4+♠	3♠	0-5, 4+♠
	2♦	12+, 4+♦, GF	3♣	7-9, 4+♠	3NT	13-15, 3♠433
	2♥	12+, 5+♥, GF	3♦	10-11, 4+♠	4♣	Splinter
	other	4♣/♥=Splinter; 5♣/♦/♥=Exclusion RKC				

1NT	3♣	Puppet Stayman	3♠	1♠3♥(54)m, GF	4♦	6+♥
	3♦	6+♦, invites 3NT	3NT	To play	4♥	6+♠
	3♥	3♠1♥(54)m, GF	4♣	Gerber	4♠	
	other	Gerber answer: 04,1,2,3				

2♣	2♦	At least 1K or 2Qs	2NT	5♥ with two honours	3♥	Solid ♥
	2♥	Less than 2Qs	3♣	6♣ with 2 honours	3♠	Solid ♠
	2♠	5♠ with two honours	3♦	6♦ with 2 honours	3NT	
	other	2♣-2♦: 3M/4m=Solid suit asking for cue				

2♦	2♥	Pass or correct	3♣	6+♣, forcing	3♠	Pass or correct
	2♠	Pass or correct	3♦	6+♦, forcing	3NT	To play
	2NT	Strong enquiry	3♥	Pass or correct	4♣	
	other	After 2NT enquiry: 3♣=♥ min; 3♦=♠ min; 3♥=♠ max; 3♠=♥max				

Notes 1M-2NT: 3♣= Any min hand (then 3♦=Relay for shortage. then 3♥=No singleton, 3♠/NT/4♣=Short ♣/♦/OM); Other rebids show extra values: 3♦=No singleton/void; 3♥=Short ♣; 3♠=Short ♦; 3NT=Short OM;4 level new suit=5_c with two honours.

2♥	2♠	5+♠, forcing	3♦	Invites 4♥	3NT	To play
	2NT	Strong enquiry	3♥	To play	4♣	Splinter
	3♣	Pass or correct	3♠	Splinter	4♥	To play
	other	After 2NT enquiry: 3m=min, 5-4; 3♥= 5♥ with 5♣, max; 3♠=5♥ with 5♦, max				

2♠	2NT	Strong enquiry	3♥	6+♥, NF	4♣	Splinter
	3♣	Pass or correct	3♠	To play	4♥	To play
	3♦	Invites 4♠	3NT	To play	4♠	To play
	other	After 2NT enquiry: 3m=min, 5-4; 3♥= 5♠ with 5♣, max; 3♠=5♠ with 5♦, max				

2NT	3♣	Muppet stayman	3♠	Balanced or minors	4♦	6+♥
	3♦	5+♥	3NT	6+♣ weak or strong	4♥	6+♠
	3♥	5+♠	4♣	6+♦ weak or strong	4♠	Gerber(04,1,2,3)
	other	After 2NT-3♣: 3♦=4♥ or/and 4♠; 3♥= No 4♥/♠; 3♠=5♠; 3NT=5♥				

9. CONVENTIONS

Unusual NT: Two lowest unbid suits

4th Suit Forcing One round [ ] Except 1♣-1♦-1♥-1♠=Natural, NF Game force [X]

NT Checkback [X] Priorities: 2♣= Puppet to 2♦; 2♦=FG

Defence to 3NT opening X=Penalty; 4♣=Both M; 4♦=One M; 4M=M+m; 4NT=Blackwood

Defence to Opening Twos 2NT=16-18; X=Takeout; (2M)4m=5m+5OM; (2m) 4m=5♥+5♠

Multi 2♦ — X=TOX of ♠ or strong hand; 2NT=15-18

RCO style 2-s — X=Values; 2NT=15-18

Other 2-s — X=Values; 2NT=15-18; over 2NT=minors, 3♣=T/O, 16+, 3♦=T/O,<16

Defence to strong ♣	
X=♣	
1♦/♥/♠ = Natural	
1NT=4M+5m	
2♣=♥+♠; 2♦=6♥ or 6♠; 2♥=5♥+m; 2♠=5♠+m; 2NT=♣+♦; 3 any=Natural	

Over 1NT Interference X=TOX; Cue=Singleton; 2NT=Trans to 3♣; 3 level new suit=Trans

Lebensohl - other uses After we double a weak two, 2NT=0-7

Take out of 4 level pre-empts 4♣/4♦ Takeout double; 4NT=Natural
4♥ Takeout double; 4NT=minors   4♠ Takeout double; 4NT=two suits of ♣♦♥

10. OTHER NOTES

1)1M (X) 2NT=4-c M fit, invites to 4M.   2)1♦/M-2♣/m-2any-4♣/m=RKC

3)2♣ (X): Pass=2♦ response; XX=2♥ response   4)1M-1NT-2X-3M=3-c M fit, 11-12

5)2♣ (suit): Pass=2♦ response; X=2♥ response   6) 1m-2m-4m=RKC

7)1♣(1♦): X=4♥; 1♥=4+♠;1♠=No 4M. 1♣ (1♥): X=4+♠; 1♠= 4♦. 1♣(1♠): X=4+♥

8)1NT (3♣):3♦/♥=5+♥/♠; 3♠=5+♦,GF. 1NT (3♦):3♥=5+♠;3♠=5+♥, GF; 4♣=natural

9)After TQ ask: back to T=no TQ; 5NT=TQ; new suit=TQ+this suit K.

10)5NT specific K ask: back to T=no side suit K; suit=this suit K; bid 7=two side suit Ks